HIGH

Fun - Game Play - Keeper can not punt/must distribute to build from backs

Intervals:

ORGANIZATION (Physical Environment / Equipment / Players)

Activity Time: Recovery Time:

IV. GAME

Scrimmage

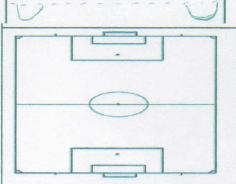
Communication

COACHING POINTS / KEY CONCEPTS

AO

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Haslam 2006G PTSC Name: Team: Date: 9/21/2016 Topic: Improve team's ability to recover the ball in attacking half Is this your filmed session? (Yes/No) TRAINING OBJECTIVE(S): Recovering the ball in the attacking half Who? 7, 11, 9, 10, 8, 6 Pri 1, 4, 5, 2, 3 Indr Where? Atticking half of the field When? Not in Why? Pressuring higher can increase scoring oppertunities possession of the ball What? Pressure on other team's defenders, Midfield support I. WARM-UP **Activity Time:** 90. Duration: Recovery Time: 30 ORGANIZATION (Physical Environment / Equipment / Players) 1 v 1 dribble to pass - defender attempts to recover the ball before player dribbles past midpoint to pass **COACHING POINTS / KEY CONCEPTS** Body possitioning/Footwork/Closing down space II. SMALL-SIDED ACTIVITY **Activity Time:** Intensity: Recovery Time: Duration: 15 Intervals: ORGANIZATION (Physical Environment / Equipment / Players) 2 v 2 dribble to pass - defenders attempt to recover the ball before players dribbles past midpoint to pass **COACHING POINTS / KEY CONCEPTS** Pressure and Cover/Possitioning/Communication III. EXPANDED ACTIVITY HIGH **Activity Time:** Intensity: Duration: Recovery Time: Intervals: ORGANIZATION (Physical Environment / Equipment / Players) 6 v 5 - Attacking goal, pop-up/6U goals for defenders - keeper rolls ball to defender to start **COACHING POINTS / KEY CONCEPTS** High Pressure/Coverage from midfield/Quickness to the ball



Duration: 30 Intervals: 2

ORGANIZATION (Physical Environment / Equipment / Players)

Scrimmage

IV. GAME

COACHING POINTS / KEY CONCEPTS

Fun - Game Play - High Pressure

Intensity:

HIGH

Activity Time:

Recovery Time: