

AYSO 1455 COACHING OBJECTIVES U5-12

THE PRIMARY OBJECTIVE OF AYSO IS ALWAYS FOR THE KIDS TO HAVE FUN, BUT BELOW IS WHAT AYSO ASKS OF COACHES TO ASSURE THAT KIDS ARE UNDERSTANDING THE GAME WHEN THEY MOVE FROM ONE DIVISION TO ANOTHER:

TRAINING OVERVIEW FOR U5-6 PLAYERS					
OBJECTIVES	PRINCIPLES	TECHNIQUES	KNOWLEDGE		
Score	Penetration	Instep Kick	What is in and out of play		
Prevent Scoring	Delay	Dribbling	Do not kick or trip others		
		Throw-Ins	No handling of the ball		

TRAINING OVERVIEW FOR U7-U8 PLAYERS						
OBJECTIVES	PRINCIPLES	TECHNIQUES	KNOWLEDGE			
Score	(Attacking) Penetration	Instep Kick	Start of Play / Kick off			
Maintain Possession	Width, Depth	Dribbling	Ball in and out			
Prevent scoring	(Defending) Delay, Depth	Throw-Ins	Some Fouls / Misconduct			
Concentration (moving attacker	Concentration	Push pass, inside of foot	Goal Kicks / Corner Kicks			
into best space for defending)		ball control				

	TRAINING OVERVIEW FOR U10 PLAYERS						
OBJECTIVES	PRINCIPLES		TECHNIQUES	KNOWLEDGE			
Score	(Attacking) Penet	ration	Instep Kick	Start of Play, Restarts			
Maintain Possession	Dept	h	Dribbling	Ball In and Out			
Advance the Ball	Width		Throw-Ins	Fouls and Misconduct			
Prevent Scoring	Mobility		Goalkeeping	Corner Kick			
Regain Possession	(Defending) Delay	,	Inside Foot (push pas	s) Goal Kick			
Delay Opponents	Depth	n, Balance	Inside Foot (ball contr	ol) Penalty Kick			
	Conce	entration	Front Block Tackling				

TRAINING OVERVIEW FOR U12 PLAYERS						
OBJECTIVES	PRINCIPLES	TECHNIQUES	KNOWLEDGE			
Score	(Attacking) Penetration	Dribbling	Start of Play, Restarts			
Maintaining Possession	Depth	Inside of foot ball control	Ball in and out			
Advance the Ball	Width	Sole of foot ball control	Fouls and Misconduct			
Prevent Scoring	Mobility	Top of thigh ball control	Corner Kicks			
Regain Possession	Creativity	Instep kick	Goal Kicks			
Delay Opponents	(Defending) Delay	Inside of foot push pass	Penalty Kicks			
	Depth	Heading	Offside			
	Concentration	Tackling				
	Balance	Goalkeeping				
	Composure	Technical "Cleansing"				