## Ball Mastery ( 15 mins)

## Organization

## Every player has a ball.

A - Free Play. Players dribble \& experiment with the ball.
B - Players dribble inside the area. When the coach shouts "change," the players leave their ball and change balls with another player.
C-Same as B, but now the players decide when to change balls with another player.
D - In pairs, players play against each other 1 v 1.

## Coaching Points

Technique of dribbling - toe down, dribble with pinky toe, head up to find space.
Technique of Hiding the ball - body between ball and defender, create a big gap


Manoerve - move the ball into space after securing possession of the ball

## King/Queen of the Ring (20 mins)

## Organization

## Everybody has a ball

On the coaches signal, the players try to keep their own ball and kick the other players balls out.
If a players ball is kicked out, then they are still in the game.
Players without a ball try to get a ball from another player. Players can not bring a ball in that has been kicked out of the area.
The last player with a ball wins.

## Coaching Points

Technique of dribbling - toe down, dribble with pinky toe, head up to find space.
Technique of Hiding the ball - body between ball and defender, create a big gap
Manoerve - move the ball into space after securing possession of

the ball

## Questions to ask your players

How can you move the ball into space? (changes of speed and direction)

## Coach Behavior

Encourage players to win the ball by not kicking the ball out if the don't have a ball.

## Game ( 25 mins)

## Organization

## 4v4-9v9.

Two even teams with Goalkeepers if U9-U13 (if the players have goalkeeping gloves).
U7-U8 do not play goalkeepers.
Regular soccer rules, except no throw-ins in practice (dribble or pass the ball in).

## Coaching Points

Technique of dribbling - toe down, dribble with pinky toe, head up to find space.
Technique of Hiding the ball - body between ball and defender, create a big gap
Manoerve - move the ball into space after securing possession of the ball


Considerations
Uneven numbers - use a neutral player (players that play for both teams).

