| Technical Warm up | Organization | Coaching Pts. |
| :---: | :---: | :---: |
|  | - Partners tossing ball at each other practicing contour catch. <br> - Box juggling to self, then with partner <br> - 2 handed boxing in groups of 4 . After box, dive down to one side, get back up and ready for another box. <br> - Same progression with tipping the ball. | - Boxing: elbows close to body, height of ball (then distance and accuracy), present a flat surface (thumbs tucked under) <br> -Tipping: stiff fingers, not much spin, sideways on, get height, tip bottom of ball <br> Time: 20 minutes |
| Small Sided Game | Organization | Coaching Pts. |
|  | 3v3 to Goals with Outside Servers <br> Two teams of 3 attack and defend one goal. Grid is 45 yards wide by 30 yards long. Each team has an outside server on each sideline. Ball must be played into server before a goal is scored. <br> $1 \mathrm{pt}=$ goal <br> 3pts=goal off of a cross | - Height, distance, and accuracy of box <br> - Box in direction of momentum <br> - Loud, early "Keeper" call or "Away" call <br> - Attack the ball and go up strong <br> Time: 20 minutes |
| Exp. Small Sided Game | Organization | Coaching Pts. |
| $3 x^{8}$ | 6v6 Scrimmage with Channels <br> Ball must be played into either channel before a goal is scored. If ball is played into channel, the other team cannot defend in the channel. Then take this restriction off. | - Loud, early GK call <br> - Go up strong and hold ball if possible <br> - Get at highest point <br> - Leg up for protection <br> Time: 20 min |
| Game | Organization | Coaching Pts. |
| $11 \mathrm{v11}$ Scrimmage | Play with Goalkeepers. Encourage keepers to communicate with teammates. | - All of the above <br> Time: 30 minutes |
| COOL DOWN | Activities to reduce heart rate, static stretching | \& review session. Time: 5-10 Minutes |

