

# Interactive Session Plan ™

Season	2016	Team/Age Group	14/16	Week	

Topic Transition from Attack to Defense

Objectives 5W's

To get behind the ball as quickly as possible to deny penetration

WHO: #11, #9, #7, #10, #8, #6, #4 and #5 - WHAT: Immediate pressure, angle of approach, where and how fast to recover, tackle vs delay, Cover, Balance, Compactness, Concentration and Restraint - WHERE: In Central channels and flank areas of the attacking and defending halves - WHEN: Immediately after the loss of possession - WHY: To prevent opponents from playing forward, apply defensive pressure and to deny width in the attack.







1. WARM	UP								
Duration:	15	Intensity:	High	Intervals:	5	Activity Time:	90sec	Recovery Time:	90sec

ORGANIZATION - (Physical Environment / Equipment / Players )

Area: In a 30Wx35L yard field with a small goal on each end line

3v3 to Small Goals - Target team (Red): #10, #8, #6 - Opposition team (White): #10, #8, #6. When a team losses possession they must try to get behind the ball before the attacking team scores. 100 pts. to the attacking team if they score before all the defending players get behind the ball.

# COACHING POINTS / KEY CONCEPTS

 What? Technique - Speed of Approach/Recovery, Angle of Approach/Recovery, Distance of Approach, Footwork, Body Shape and Types of Tackles - Poke or Block?
 Recognition of the Loss of Possession - Transition Moment \*\*\*\*isn't this a TACTIC\*\*\*\*

• Principles of Defense - Pressure: Who? When? Where? Why? - Delay: When? Where? Why? Cover: Who? Where? When? Why?

# 2. SMALL SIDED ACTIVITY

 Duration:
 24
 Intensity:
 Med
 Intervals:
 4
 Activity Time:
 4
 Recovery Time:
 2

ORGANIZATION - (Physical Environment / Equipment / Players )

Area: From the top of one pen<mark>alty area to top of the</mark> other penalty area with a goal at each end

7v7 to 2 Goals: - Target team (Red): #1, #6, #7, #8, #9, #10, #11 - Opposition team (White): #1, #6, #7, #8, #9, #10, #11. The target red team will get back after losing possession of the ball and try to stop the white team's penetration

#### COACHING POINTS / KEY CONCEPTS

What? Technique - Angle, Speed and Distance of Approach/Recovery, Footwork, Body Shape and Types of Tackles - Poke or Block? - Recognition of the Loss of Possession

Principles of Defense - Pressure: Who? When? Where? Why? - Delay: When? Where? Why?
 Cover: Who? Where? When? Why? - Compactness: Where? When ?Why?

# 3. EXPANDED ACTIVITY

Duration: 24 Intensity: Med Intervals: 3 Activity Time: 6 Recovery Time: 2

ORGANIZATION - (Physical Environment / Equipment / Players )

Area: 3/4 of a field with a goal at each end

9v9 to 2 Goals - Target team (Red) formation: 1-1-3-3 (#1, #4, #5, #6, #7,#8, #9, #10, #11 -Opposition team (White) formation: 1-2-3-2 (#1, #4, #5, #6, #7, #8, #9, #10, #11). The red team will get back after losing possession of the ball and try to stop the white team's penetration

# COACHING POINTS / KEY CONCEPTS

• What? Technique - Angle, Speed, Distance of Approach/Recovery, Footwork and Body Shape. Types of Tackles - Poke or Block? - Recognition of the moment of transition

Principles of Defense - Pressure: Who? When? Why? - Delay: When? Where? Why? - Cover: Who?
 Where? When? Why? - Balance: Who? Where? When? - Compactness: Where? When? Why?

4. GAME	11v11	Duration:	30	Intensity:	High	Activity Time:	20	Intervals:	2	Recovery Time:	5
ORGANIZATION		In a full fie	eld (75Wx11	2L) play 1	1v11. All FIF.	A Laws apply.	Target 1	Team play	s 1-4-3-3, Op	ponent plays	1-3-4-3
COACHING POINTS / KEY CONCEPTS				Technica	al execution	, Defending I	Principle	es, 5W's a	nd Speed of	fplay	

