

Category: Technical: Ball Control Difficulty: Beginner

4v1 Rondo Series (10 mins)

4 v 1 Rondo Series

Objective: Retaing possession in a given space with a focus on supporting angles & receiving on back foot

- 1 square (roughly 7m x 7m)
- Total of 5 players
- 1 player on each side
- 1 defender inside

Action:

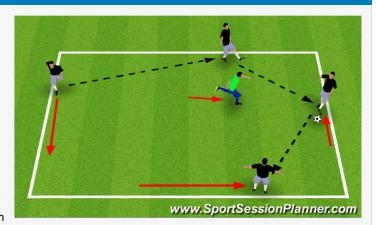
- 2-touch keepaway (no other number of touches allowed)
- · Offensive players confined to their side of square
- Offensive players can only pass to adjacent side of square (passing across the

middle is not allowed)

 Offensive players must be moving off the ball at all times and with urgency to

provide best possible target to player in possession.

- Offensive players must receive passes across their bodies and with the inside of foot!
- Offensive players should attempt to pass the ball to teammate in way which best allows them to receive across their body.
- Speed of play should be maximized.
- Defender must go 100%. (or whatever trainer sees fit)



Speed & Agility (10 mins)

Speed & Agiity Relays

Objective: Increased foot speed and coordination during competitive phase

Setup

- Age group split into two teams
- 6 agility rings, 5 ladder cones, 1 ladder in sequence Action
- Teams begin with 2 repetitions for practice, followed by 1 competition
- Next personal in line begins as teammate completes rings portion
- Competition Kneel when done, first team back wins!
- Focus is on accuracy and weight of foot strike, lowering hips in lateral lunges, vision up
- Trainer selects pattern of rings and agility footwork Progression
- Rings LRRLRL, RLLRLR, RRR,LLL
- · Lateral ladder Two step, forward/back slalom, kareoka
- Vertical Ladder Two step, icky shuffle, bunny hop



Foundational Dribbling (15 mins)

Foundational Dribbling Series

Objective: Perform dribbling exercise using correct surfaces of feet and body posture

Focus:

<u>Outside of foot - Lock ankle</u>, point toe down and turn foot slightly inwards, touching the ball with foot between little toe, and the outside of the laces on your boot

<u>Inside of foot -</u> between the middle of your foot and just before your big toe. Stay balanced and lean slightly over the ball

<u>Athletic Stance -</u> Low & wide in cuts (lunge technique), bending in knees, lower hips

Setup

- Four differing patterns of slalom cones
- Age group separated into 4 groups (each player w/ ball)
 Action
- Trainer demonstrates series for each station
- Next player can begin when teammate reaches 4th cone
- Players go through each station 3 times then rotate Progression
- Station 1 Inside only, outside only (2 touch)
- Station 2 Inside only, outside only (2 touch)
- Station 3 (to the cone, not around) Outside-Outside-Inside, Outside-Outside
- Station 4 (to the cone, not around) Outside-Inside, Outside only (1 touch),



TRAFFIC JAM! (15 mins)

TRAFFIC JAM (Dribbling Activity)

Objective: Utilizing multiple surfaces to maintain dribble through traffic

Focus: Using multiple surfaces, keeping the ball close, attack space, head up

Setup:

- 8x16 box
- Two teams working opposite sides of rectangle
- Players dribbling length of box 1 ball per player
- Players dribbling/passing side to side 2 balls per group Action
- Begin with practice round to refine technique no score
- Follow up with 3 competition rounds (45 seconds on)
- Following 3 rounds, have teams rotate, begin with practice round, repeat

Progression

- Round 1 Player A passes to Player B. Player B does 3 outside-inside stationary cuts, then passes ball back to Player A who does the same. Repeat. (Green 1pt for pass and receive, Black 1pt per dribble across)
- Round 2 & 3)- Green Player A passes ball across to Player B, Player A follows pass, Player B then dribbles to opposite side to swap spots. Begin same pattern starting with Player B. (Green 1pt for each dribble across, Black 1pt per dribble across)
- Optional Round 4 Put dribbling restrictions on dribbling team (outside only, inside only, bottom foot, etc)



Final Game (20 mins)

4v4 Endzone Game

Objective: Increase confidence in dribbling under pressure Focus: Encourage players to switch the play to find the space to dribble 1v1 or create 2v1 situations.

Setup: Each team is given an end zone to defend and an end zone to attack. The team in possession must try to dribble the ball into the opposition's end zone.

A goal is scored when a player dribbles past a defender and into the opposition's end zone

After a goal is scored, the opposing team starts with ball from inside its end zone. If the ball goes off the side of the pitch the game is restarted with a grounded pass from where the ball left the pitch

Possible Progression: Introduce a man marking rule where each player man marks a player on the opposing team. This player can only tackle the player they are man marking. This progression forces the players into 1v1 duels.

