



Recreation Coaching Sessions

U11 – U12: Week 6

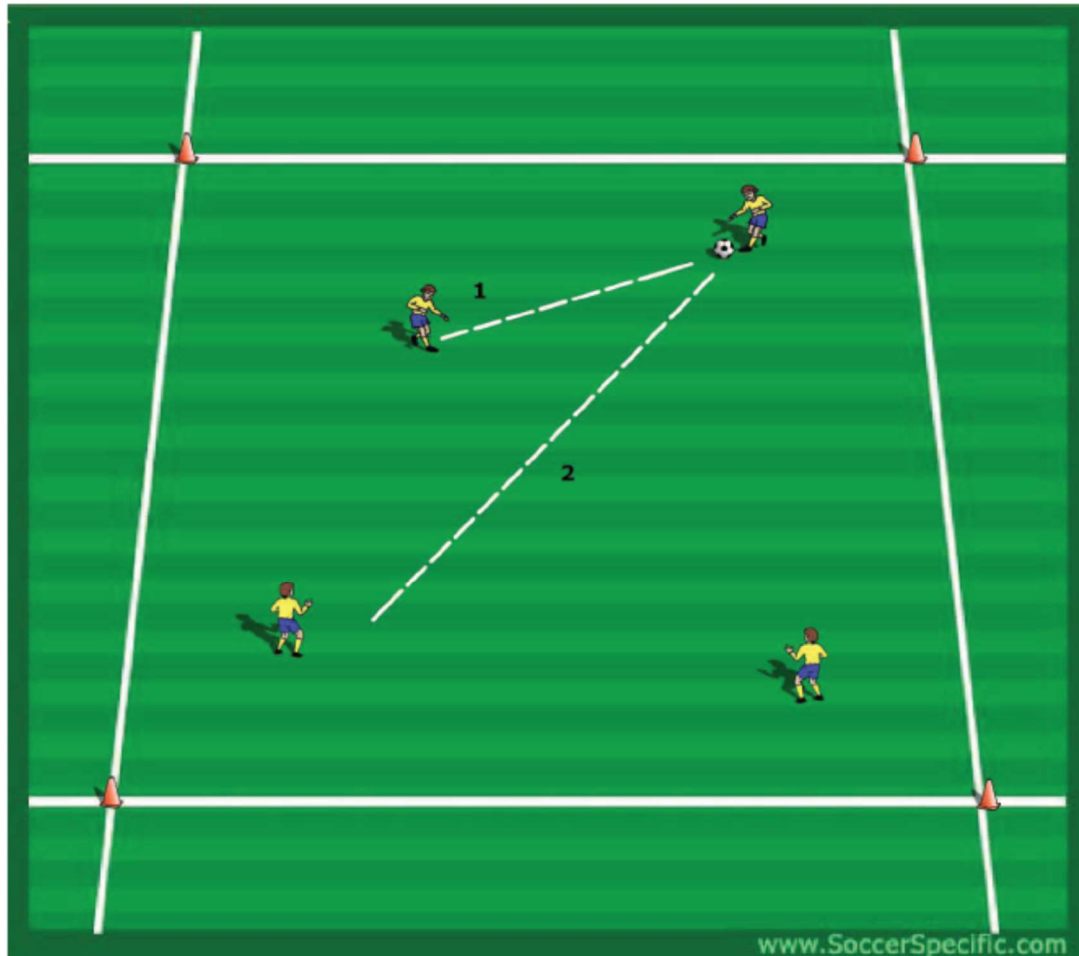
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Aerial Passing 1



Aerial Passing 1

Purpose- To improve unopposed aerial passing

Organization

In groups of 3-4 all players moving around the grid. The player with the ball, plays a lofted pass to a teammate who controls it, using a part of his/her body. The player then lays the ball off to another player, who then plays a long ball.

Progression

Players spread out further and play long passes to each other. Each player has only two touches and are asked to follow their pass each time.

Coaching Points

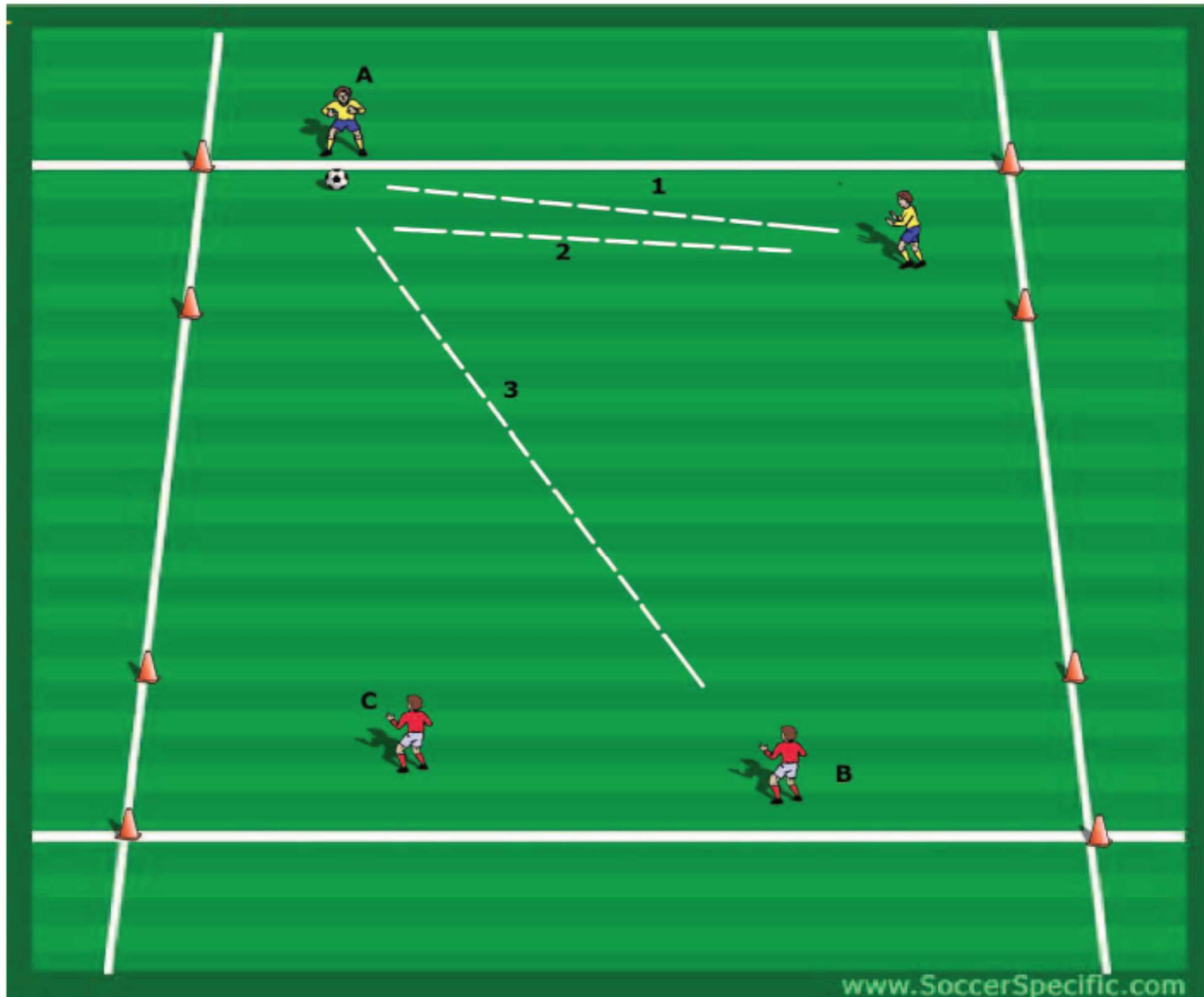
- Passing- Preparation of ball
- Point of contact
- Communicate with teammate
- Body Positioned Relaxed
- Control-Get in line early
- Cushion effect
- Set up ball for next move

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Aerial Passing 2



Aerial Passing 2

Purpose- To improve aerial passing in pairs

Organization

Divide players into four groups of four. Player A plays a give and go, followed by a long pass. Player B controls the ball in the air and sets up a long return pass for C.

Progression

Add a defender into each end grid. The defender cannot intercept the pass in the air but when they receive the ball, he creates pressure on the two players trying to set up the return pass.

Coaching Points

Vision look up early, so you know where to hit the pass.

Pass the ball, using a good weight of pass, to make the long pass easier.

Move body in line with the flight of the ball to control before it bounces.

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Aerial Passing 3



Aerial Passing 3

Purpose- Small sided game to improve aerial passing.

Organization

2V2+1 target player

20x30 yard area

The floater player, plays on the team in possession. Teams can only score by hitting aerial ball that is controlled by a teammate who can only move along the baseline.

Progression

Team scores by hitting any player in end zone in the air with a pass that is controlled.

Coaching Points

Communicate with teammates.

Play ball early to give teammate time to control.

Move to receive ball before it bounces.

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Aerial Passing 4: 4v4



Aerial Passing 4 4v4

Purpose- Small sided game aimed at improving aerial passing.

Organization

Make a field slightly wider and longer than normal. Games must focus on playing short game as well as long to keep it realistic.

Progression

Can only shoot after team has completed four passes.

Can only shoot after team has completed a pass of 15 yards or more

All throw ins are taken as a pass and must be played over 15 yards.

Coaching Points

Spacing of teammates

Use both feet.

What is my best pass driven or lofted.

Disguise passes and do not telegraph your pass.

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Conditioned Game 7v7 Plus Goalkeepers



Conditioned Game 7v7 plus goalkeepers.

Play for 20 minutes working on the topic you have worked on at practice.

Concentrate on dribbling, passing, shooting, crossing, defending and award bonus points in the game if they use these skills.

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