Key: Running without the ball	(with attention to pressure and cover working together)	
Running with the ball	MYSA 'D' License Course	
Pass		
Technical Warm-Up  O  X  X  X	<ul> <li>Organization</li> <li>Free space</li> <li>Groups of 3 with ball, passing and moving</li> <li>On coach's call, play 1v2 with attacker trying to "split" defenders</li> <li>When defender wins ball or attacker beats both defenders return to passing in 3s</li> </ul>	<ul> <li>Key Coaching Points</li> <li>✓ Communication btw defenders ("Ball" and "Push left or right")</li> <li>✓ Speed and angle of pressure (low and slow final approach; show one way)</li> <li>✓ Angle and distance of cover (off shoulder; close enough to win ball if 1<sup>st</sup> def beaten)</li> </ul>
O X. O X	<ul> <li>30x20</li> <li>3v2 to 2 small goals w/ counter target</li> <li>Switch team roles after certain time or score</li> </ul>	<ul> <li>"Protect" goals; "Press" when possible (#'s up or even in small area)</li> <li>Speed and angle of pressure</li> <li>Angle and distance of cover</li> <li>Communication ("Ball," "Left/Right," "Step," "Hold," "Squeeze," "Drop")</li> <li>Transition (instant change of roles as ball turns over)</li> </ul>
Expanded Small Sided Activity  X O X O X O X O X O X	<ul> <li>40x30</li> <li>4v4 (incl GK) to big goal w/ counter goals</li> <li>Switch team roles after certain time or score</li> <li>Halfline for offsides</li> </ul>	<ul> <li>Pressure/cover (control space around ball)</li> <li>Communication, incl. GK</li> <li>Compactness (stay connected to limit space between defenders)</li> <li>Cues to press and possibly win ball (weak pass, poor 1st touch, ball in air, attacker facing backwards or touchline)</li> </ul>
Game to Big Goals  X.  O O X O XO GK O X	60x44  • 6v6 incl. GKs	<ul> <li>✓ Team defensive shape</li> <li>✓ Balance (3rd defender "splits the difference" to mark space and attacker)</li> <li>✓ Cues to step/slide/hold/drop together and communication</li> </ul>

✓ Transition (use defense to create offense; balance to prevent counter attacks)

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