TOPIC: Goalkeeping - Stopping Shots and Playing with your Feet

Key: Running without the ball	>
Running with the ball	~~~
Pass	—

MYSA 'D' License Course

Pass		
Fundamental Warm-Up XXX XXX	ORGANIZATION Follow the Pass (Groups of 5-6) - 2 touch - 1 touch - Receiving out of the air GKs use feet and progress to using hands.	KEY COACHING POINTS ✓ Positive 1 st touch ✓ Accuracy, weight of pass ✓ GK Points: ✓ Getting Set / Balanced / Ready ✓ Shape of hands (high v low) ✓ Body Behind Ball
Small Sided Activity X. O X O GK1 O X GK2 O X	Possession: 4v4+GKs (36 x 24) - 5 passes = 1 pt, one must be to GKs HANDS - GKs are neutral - GKs can use feet to help maintain possession	 ✓ Technical Shot Stopping points as above ✓ Communication to demand ball and give information to teammate with ball (e.g. "Ball" "Man on" "Turn") ✓ Speed of play, play out of pressure
GK X O X GK O X C X O X C X O X C X O X C X O X C X O X C X C	 4v4 To Targets (36v24) Play into GK for a point Directional GK can be a pass back option Opponent can't pressure GK until ball enters endzone 	 ✓ Communication as mode of shot stopping (directing specific defenders, e.g. "Step" "Push R/L") ✓ Initiating the attack ✓ Proper flight/pace/spin delivered to proper foot/space ✓ Decision to possess v penetrate ✓ Supporting the play, physically and verbally
Game to Big Goals X O O GK X. O X GK X O O X	6v6 to Goal (45 x 30) - The Game	 ✓ Positional play ✓ Communication ✓ Proper handling techniques ✓ Staying connected in support