| RTO RAPIDS SOCCER CUUB |  |  |
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| U9 Age Group Objectives |  |  |
| Objectives | Technical | Improve individual and collective basic soccer technique - both feet |
|  | Physical | Develop speed, change of pace, coordination and balance with and without ball |
|  | Psycho-Social | Motivation/love of the game. Positive interaction with team mates |
|  | Tactical | Individual tactical decisions with and without the ball |
|  |  | Attacking and defending principles - small group - 1v1, 2v1, 2v2 |
|  |  | Rules of the game - offside rule, throw-ins |
|  |  | Basic understanding of team shape |
| Organization | Players per team | 9 to 11 (max roster size of 14) |
|  | Player to ball ratio | 3:1 |
|  | Training to game ratio | 3:1 |
|  | Session time | 75 minutes maximum |
|  | Game format |  |
|  | Session structure | Technical warm-up activity related to phase/theme/principle - 15 minutes |
|  |  | Whole activity focused on phase/theme/principle - 20 minutes |
|  |  | Part activity focused on phase/theme/principle - 20 minutes |
|  |  | Small sided game focused on phase/theme/principle - 20 minutes |
|  | Recommended minimum playing time | $50 \%$ [\||1] |
|  | Recommended playing positions | Positional rotation |
|  | Recommended min. coaching license | Premier: National Youth \& D License; Academy: YM 1 \& E License; Team: YM 1 \& F License |
| Outcomes | Players will be capable of: | 2-3 moves to beat a defender |
|  |  | 2-3 moves to turn away from defender |
|  |  | Making decisions on dribbling vs running with ball |
|  |  | Making decisions on when to pass vs when to shoot |
|  |  | Making decision on when to turn vs when to beat defender |
|  |  | Being able to shield ball from other players |
|  |  | Spatial awareness (spreading out) - basic team shape |
|  |  | 1v1, 2v1, 2v2 concepts |
|  |  | Pressuring the ball when the opposition has the ball |
|  |  | Juggling from hands |

