Video Clips for Each Phase of the Session

Phase 1, Extended Warm Up: http://youtu.be/ommClpAitgo

Phase 2, Whole (1): http://youtu.be/Jmpb4JDySZs and http://youtu.be/Jmpb4JDySZs and http://youtu.be/h5EpSIG1bnE

Phase 3, Part: http://youtu.be/KnzSGiE_tjE

Phase 4, Whole (2): http://youtu.be/ NM9IxYK1co

Phase 5, Game: http://youtu.be/0C4vUL3OprU

Below the original session plan is a copy of the session plan with additional coaching notes as delivered by the Colorado Rapids Youth Academy staff.



Collective Possesion to Advance - Creation and Use of Space

Category: Tactical: Decision making practices **Skill:** U16

Pro-Club: Colorado Rapids Soccer Club Danny Stone, Las Vegas, United States of America

Description

PHASE: Collective Possesion to Advance
GAME PRINCIPLE: Creation and use of Space

Technical passing. Warm up extension (10 mins)

DESCRIPTION: Extended technical warm up.

Free play working ball through channel. Working in twos from each end through two neutrals inside channel. Neutrals stay in, two players move through channel and follow ball out.

COACHING POINTS:

- Look like a player. Be aware of body shape and balance.
- Focus on quick, clean, quality technique.
- Find and maintain a rhythm of play and a tempo to the ball movement.
- Communication with body language as well as voice.
- Vary type of pass, length of pass, add disguise when appropriate, be creative, clever.
- Neutrals should be intelligent with their movement, play off each other, think of opposites, be active but not always running find spaces.
- Outside players use end cones as a guide, not a constant starting position. Movement away from cones to receive ball, drift away from cones in any direction.



- Recover and fix mistakes, regain rhythm.



WHOLE - 5v5 to Targets (20 mins)

DESCRIPTION: Directional 5v5 possession to target players.

Unrestricted play using targets for possession. Target players can step inside area of play to keep flow of play. Tight space (25ydx25yd) and conducive with the desired physical demands of a Body Load Day. (4 x 3-4minute games.)

Progression 1: Keep possession by using related target players.

Progression 2: When target player receives the ball, it must been passed to partner target player on the same side before it can be played back into area of play.

Progression 3: One player from defending team can apply pressure to target players outside the area of play when the ball has been passed out.

COACHING POINTS:

- Look like a player. Be aware of body shape and balance.
- Focus on quick, clean, quality technique.
- Find and maintain a rhythm of play and a tempo to the ball movement.
- Communication with body language as well as voice.
- Vary type of pass, length of pass, add disguise when appropriate, be creative, clever.
- All players including target players, should be intelligent with their movement, play off each other, think of opposites, be active but not always running find spaces.
- Use end cones as a guide, not a defined area of play. Players can drift outside of area to receive and targets can step inside area to receive.
- Recover and fix mistakes, regain rhythm.
- High tempo throughout; dont worry about exercise duration.



PART - 3v3 with Neutrals (20 mins)

DESCRIPTION: Non-directional 3v3+3 possession.

Unrestricted play using neutrals/targets for possession. Target players can play inside or outside area of play to keep tempo of flow. Tight space (12/15ydx25/30yd) and conducive with the desired physical demands of a Body Load Day. (6 x 2-3minute games.)

COACHING POINTS:

- Look like a player. Be aware of body shape and balance.
- Focus on quick, clean, quality technique.
- Find and maintain a rhythm of play and a tempo to the ball movement.
- Communication with body language as well as voice.
- Vary type of pass, length of pass, add disguise when appropriate, be creative, clever.
- All players including neutrals/targets players, should be intelligent with their movement, play off each other, think of opposites, be active but not always running find spaces.
- Use cones as a guide, not a defined area of play. Players can drift outside of area to receive.
- Recover and fix mistakes, regain rhythm.
- High tempo throughout; dont worry about exercise duration.



WHOLE - 5v5 to Targets (20 mins)

DESCRIPTION: Directional 5v5 possession to target players.

Unrestricted play using targets for possession. Target players can step inside area of play to keep flow of play. Tight space (25ydx25yd) and conducive with the desired physical demands of a Body Load Day. (4 x 3-4minute games.)

Progression 1: Keep possession by using related target players. Progression 2: When target player receives the ball, it must been passed to partner target player on the same side before it can be played back into area of play.

Progression 3: One player from defending team can apply pressure to target players outside the area of play when the ball has been passed out.

COACHING POINTS:

- Look like a player. Be aware of body shape and balance.
- Focus on quick, clean, quality technique.
- Find and maintain a rhythm of play and a tempo to the ball movement.
- Communication with body language as well as voice.
- Vary type of pass, length of pass, add disguise when appropriate, be creative, clever.
- All players including target players, should be intelligent with their movement, play off each other, think of opposites, be active but not always running find spaces.
- Use end cones as a guide, not a defined area of play. Players can drift outside of area to receive and targets can step inside area to receive.
- Recover and fix mistakes, regain rhythm.
- High tempo throughout; dont worry about exercise duration.

GAME - 9v9 to Goal (20 mins)

DESCRIPTION: Directional 10v10 game to goal. Unrestricted play to goal. (4 x 4 minute games.) COACHING POINTS:

- Look like a player. Be aware of body shape and balance.
- Focus on quick, clean, quality technique.
- Find and maintain a rhythm of play and a tempo to the ball
- Communication with body language as well as voice.
- Vary type of pass, length of pass, add disguise when appropriate, be creative, clever.
- All players including target players, should be intelligent with their movement, play off each other, think of opposites, be active but not always running find spaces.
- Recover and fix mistakes, regain rhythm.
- High tempo throughout; dont worry about exercise duration.







Collective Possesion to Advance - Creation and Use of Space

Category: Tactical: Decision making practices Skill: U16

Pro-Club: Colorado Rapids Soccer Club Danny Stone, Las Vegas, United States of America

Description

PHASE: Collective Possesion to Advance
GAME PRINCIPLE: Creation and use of Space

Explaination
and
instructions
to players
in two
plases.

2

Technical passing. Warm up extension (10 mins)

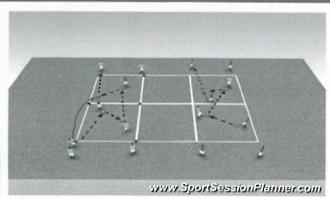
DESCRIPTION: Extended technical warm up.

Free play working ball through channel. Working in twos from each end through two neutrals inside channel. Neutrals stay in, two players move through channel and follow ball out.

COACHING POINTS:

- Look like a player. Be aware of body shape and balance.
- Focus on quick, clean, quality technique.
- Find and maintain a rhythm of play and a tempo to the ball movement.
- Communication with body language as well as voice.
- Vary type of pass, length of pass, add disguise when appropriate, be creative, clever.
- Neutrals should be intelligent with their movement, play off each other, think of opposites, be active but not always running - find spaces.
- Outside players use end cones as a guide, not a constant starting position. Movement away from cones to receive ball, drift away from cones in any direction.
- Channel also just a guide, players can drift outside channel if appropriate to find space.

Recover and fix mistakes, regain rhythm.



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WHOLE - 5v5 to Targets (20 mins)

DESCRIPTION: Directional 5v5 possession to target players.

Unrestricted play using targets for possession. Target players can step inside area of play to keep flow of play. Tight space (25ydx25yd) and conducive with the desired physical demands of a Body Load Day. (4 x 3-4minute games.)

who Jame - Progression 1: Keep possession by using related target players.

Progression 2: When target player receives the ball, it must been passed to partner target player on the same side before it can be played back into area of play.

Progression 3: One player from defending team can apply pressure to target players outside the area of play when the ball has been passed out.

COACHING POINTS:

- Look like a player. Be aware of body shape and balance.
- Focus on quick, clean, quality technique.
- Find and maintain a rhythm of play and a tempo to the ball movement.
- Communication with body language as well as voice.
- Vary type of pass, length of pass, add disguise when appropriate, be creative, clever.
- All players including target players, should be intelligent with their movement, play off each other, think of opposites, be active but not always running find spaces.
- Use end cones as a guide, not a defined area of play. Players can drift outside of area to receive and targets can step inside area to receive.
- Recover and fix mistakes, regain rhythm.
- High tempo throughout; dont worry about exercise duration.

13: lfer hro age, d this

stage 3

Duick

recap

- With ball: QUICH + SIMPLE.

- Without ball: Intelligent movement - for a reason why?

In possession: Awareness of movement of teammates and defending team - dictates use of ball/choice of pass. Why choose a certain pass?

- Timing of pass: A180 a reason, five next player more time.

PART - 3v3 with Neutrals (20 mins)

DESCRIPTION: Non-directional 3v3+3 possession.

Unrestricted play using neutrals/targets for possession. Target players can play inside or outside area of play to keep tempo of flow. Tight space (12/15ydx25/30yd) and conducive with the desired physical demands of a Body Load Day. (6 x 2-3minute games.)

COACHING POINTS:

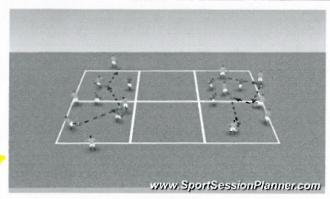
n possession

use voice.

- Look like a player. Be aware of body shape and balance.
- Focus on quick, clean, quality technique.
- Find and maintain a rhythm of play and a tempo to the ball movement.

Communication with body language as well as voice.

- Vary type of pass, length of pass, add disguise when appropriate. be creative, clever.
- All players including neutrals/targets players, should be intelligent with their movement, play off each other, think of opposites, be active but not always running - find spaces.
- Use cones as a guide, not a defined area of play. Players can drift outside of area to receive.
- Recover and fix mistakes, regain rhythm.
- High tempo throughout; dont worry about exercise duration.



- QUICH + SIMPLE.
- Meutal sharpness, awareness.
- Movement (to create space). Awareness of other players, not only

WHOLE - 5v5 to Targets (20 mins)

DESCRIPTION: Directional 5v5 possession to target players. Unrestricted play using targets for possession. Target players can step inside area of play to keep flow of play. Tight space (25ydx25yd) and conducive with the desired physical demands of a Body Load Day. (4 x 3-4minute games.)

Progression 1: Keep possession by using related target players. Progression 2: When target player receives the ball, it must been passed to partner target player on the same side before it can be played back into area of play.

Progression 3: One player from defending team can apply pressure to target players outside the area of play when the ball has been passed out.

COACHING POINTS:

- Look like a player. Be aware of body shape and balance.
- Focus on quick, clean, quality technique.
- Find and maintain a rhythm of play and a tempo to the ball movement.
- + longer
- always running find spaces.
- Use end cones as a guide, not a defined area of play. Players can drift outside of area to receive and targets can step inside area to receive.
- Recover and fix mistakes, regain rhythm.
- High tempo throughout; dont worry about exercise duration.



Demonstrate - Communication with body language as well as voice. + longer passing (or simply body - Vary type of pass, length of pass, add disguise when appropriate, be creative, clever. language) creates different - All players including target players, should be intelligent with their movement, play off each other, think of opposites, be active but not + options

GAME - 9v9 to Goal (20 mins)

DESCRIPTION: Directional 10v10 game to goal. Unrestricted play to goal. (4 x 4 minute games.) **COACHING POINTS:**

- Look like a player. Be aware of body shape and balance.
- Focus on quick, clean, quality technique.
- Find and maintain a rhythm of play and a tempo to the ball
- Communication with body language as well as voice.
- Vary type of pass, length of pass, add disguise when appropriate, be creative, clever.
- All players including target players, should be intelligent with their movement, play off each other, think of opposites, be active but not always running - find spaces.
- Recover and fix mistakes, regain rhythm.
- High tempo throughout; dont worry about exercise duration.



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