AGE GROUP	GOAL:	Improve preve	nting the opponent from building up in their own half	
	PLAYER ACTIONS	Make and K	eep it compact, Pressure, cover and balance, Steal the ball	
13+ KEY QUALITIES			Understand the game, Focus, Take initiative	
<u>11v11</u>		ending	URATION 60 minutes PLAYERS 18 Players	CHARLES ASS
position.	SE (intentional Free Pl		 proach, Distance, Body position, Tackle choice (poke or block) – C DURATION: 20 min INTERVALS: 3ACTIVITY: 5 I OBJECTIVE: To keep the opposition from moving the ball forward a ball. PLAYER ACTIONS: Make and Keep it compact, Pressure, cover ar ball. ORGANIZATION: Set up two or more 30Wx45L fields with a goal ar and a dribbling gate at the other end. Play 1v2, 2v3 up to 4v5. Play breaks. Play with kick-ins or dribble-ins when the ball goes out of bok KEY WORDS: Hassle the opponent, Work together, Tackle or poke GUIDED QUESTIONS: 1. Who should pressure the ball? ANSWERS: 1. The closest defender press the player with the ball. compacted to prevent them from moving the ball forward 3. When y to poke it, tackle it, or steal it. 	minREST: 1.5 min and try to regain the and balance, Steal the nd a Gk in one end for 20 minutes with 2 bunds. e. b we need to work 2. To get and stay you are close enough
		yard s →	Note - First break: Coach asks questions; players do not answer but pla Second break: Coach asks questions and players share the answers.	ay to discover them.
PRACTICE (Core Activity): 6v7 to Goal and Dribbling Gates DURATION: 20 min INTERVALS: 4ACTIVITY: 4 minREST: 1 mi				minREST: 1 min
	Challenging): 6v7 to Go	60 yards	 OBJECTIVE: To keep the opposition from moving the ball forward a ball. PLAYER ACTIONS: Make and Keep it compact, Pressure, cover ar ball. ORGANIZATION: Set up a 70Wx60L field with a regular goal and tw gated. Select 6 Blue attackers and 6 Red defenders and their goalk scores by dribbling through either of the two dribbling gates. The Bluregular goal. Rotate players every interval. All Laws of the game in KEY WORDS: Attack the ball, Work together, Tackle or poke. GUIDED QUESTIONS: 1. Who should pressure the player with the need to work together? 3. When should you steal the ball? ANSWERS: 1. The closest defender presses the player with the ball compacted to prevent them from moving the ball forward. 3. When to poke it, tackle it, or steal it. Note – Switch to Less Challenging if this activity is too difficult or to Moreasy. 	nd balance, Steal the wo 10 yards dribbling teeper. The Red team ue team scores in the effect. ball? 2. Why do we I. 2. To get and stay you are close enough re Challenging if it is too
PRACTICE (Les	s Challenging): 6v7 to Go	al & Dribbling Ga	tes DURATION: 20 min INTERVALS: 4ACTIVITY: 4 I OBJECTIVE: To keep the opposition from moving the ball forward a	
	see	60 yards	 PLAYER ACTIONS: Make and Keep it compact, Pressure, cover ar ball. ORGANIZATION: Set up a 70Wx60L field with a regular goal and a gated. Select 6 Blue attackers and 6 Red defenders and their goalk scores by dribbling through the dribbling gate. The Blue team score Rotate players every interval. All Laws of the game in effect. KEY WORDS: Attack the ball, Work together, Tackle or poke. GUIDED QUESTIONS: 1. Who should pressure the player with the need to work together? 3. When should you steal the ball? ANSWERS: 1. The closest defender presses the player with the ball compacted to prevent them from moving the ball forward. 3. When to poke it, tackle it, or steal it. Note – Switch to this activity if the CORE is too difficult for the player 	nd balance, Steal the 10 yards dribbling reeper. The Red team is in the regular goal. ball? 2. Why do we I. 2. To get and stay you are close enough



FIVE ELEMENTS of TRAINING EXERCISE 1.Organized: Is the exercise organized in the right way?	TRAINING SESSION SELF-REFLECTION QUESTIONS 1. Did you achieve your goals of the training session?
2. Game like: Is the exercise game like?	2. What did you do well?
3. Repetitions: Are there repetitions when looking at the overall goal of the session?	3. What could you do better?
4.Challenging: Are the players being challenged? (Is there the right balance between being successful and unsuccessful?)	
5. Coaching: Is there the proper coaching based on the age/level of the players?	

