

Topic: Hitting Long Balls

Organization Fundamental	Variations	Diagram	Coaching Points
Technical long passing. Groups of three, one ball between three. Stretch.	 Pass and support in a short-short-long rhythm. Player [not] hitting the long ball, runs in support of the ball and the target player. Alternate roles each time. Begin with short passing on the ground and then increase the distance and hit longer balls in the air. Vary the type of long ball (i.e., driven, bending or flighted) Keep it realistic – make sure the players are hitting moving balls. 	2	 ✓ Body mechanics and technique ✓ Preparation touch and angle of approach ✓ Eye on the ball and body position ✓ Accuracy, weight, timing and quality of pass (short and long)
Match Related I		I	
4 v 4 + 2 target players (30 x 50 area or as needed). Directional game. Each team has one target player at the far end of the area in the end zone.	 Divide field into two equal halves and allow players to move freely (no defending in the target end zones). Award one point for passing to your target player and two points for hitting a long ball from your defensive half of the field that your target player catches. Once a point has been scored or the ball is played out of bounds, the ball is played to the opposing team. Rotate target players as necessary. Play to points or time. 	5 yds. 50 yds. $X \bullet O$ $X \to O$ X	 ✓ Look to penetrate long immediately and short only if necessary ✓ Proper selection of striking surface ✓ Recognition of time and space to play the appropriate long ball ✓ Be patient and allow opportunities to develop – just don't "kick it"



Topic: Hitting Long Balls

Match Related II			
5 v 5 + 4 target players with goalkeepers to two large goals (40 x 60 area or as needed). Directional game. Four target players play on the end line and link with the attacking team once they receive a long ball.	 Objective is to hit a long ball into one of the two target players. Once that is achieved, the target player then links a pass with the attacking team to score. Award (1) point for passing to your target player, (2) points for hitting a long ball to your target player from your defensive half of the field and (3) points for scoring from a long ball played to your target player from the defensive half of the field. Play to points or time. 	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	 ✓ Proper shape and balance for team in possession ✓ Change of rhythm to exploit opportunities to penetrate ✓ Penetrate long immediately in transition if possible ✓ Speed of play and accurate decisions
Match Condition			
7 v 7 with goalkeepers to two large goals (50 X 70 area or as needed).	Possible formation 2:3:2No restrictions	70 yds. 8 v 8 The GAME	 ✓ Vary the attack (indirect versus direct) to unbalance the defending team. ✓ Implement the offside rule to improve timing and execution in the attack ✓ Find the most efficient way possible to score
Cool Down		1	
Players jog (dynamic movements). Stretch.	 Focus on major muscle groups. 		 ✓ Reduce Heart Rate ✓ Static Stretching ✓ Review Session