

Organization	Variations	Diagram	Coaching Points
Fundamental			
Technical passing work in pairs, one ball between two. Stretch.	 Keep it innovative, demanding and realistic. Two touch. One touch. Vary contact surfaces of the foot. Short and long passing. 	X• X	 ✓ Body mechanics and general technique ✓ Accuracy of pass ✓ Speed of pass ✓ Passes to feet and passes to space
Match Related 1			
4 v 2 possession exercise (15 x 20 area or as needed).	 Team of 4 scores a goal by splitting the defenders or linking 6 consecutive passes together. Defending team switches to attack once they successfully win the ball in the field of play or reach a touchline safely. Limit touches of the attacking team based on ability. 	20 yds. X 0 X 0 X X 15 yds.	 ✓ Accuracy of pass ✓ Weight of pass ✓ Disguise of pass ✓ Timing of release ✓ Correct supporting positions ✓ Body position open to the field of play



Match Related 2		1	
3 v 3 + 1 directional passing game (20 x 30 area or as needed)	 Team in possession scores by linking 8 consecutive passes together. Team in possession scores by striking a penetrating pass through the opponent's small goals. Players must be in the attacking half of the field before scoring. If necessary, limit the number of touches based on ability. 	30 yds. O O X N $X \bullet O$ X X 20 yds.	 ✓ Accuracy and quality of through pass ✓ Speed of play ✓ Disguise of pass to prevent telegraphing ✓ Use of different surfaces of the foot for passing ✓ Supporting positions in advance of ball to create penetration opportunities ✓ General decision making
Match Condition		1	
4 v 4 with goalkeepers to two large goals (30 x 50 area or as needed).	 Maintain length to encourage penetrating passes. No restrictions. 	50 yds. 5 v 5 The GAME 30 yds.	 ✓ Correct shape and balance of team ✓ Look for penetrating passes ✓ Selection of pass to feet or space ✓ Keep possession – speed of play ✓ All of the above
Cool Down			
Players jog (dynamic movements). Stretch.	 Focus on major muscle groups. 		 ✓ Reduce Heart Rate ✓ Static Stretching ✓ Review Session