

## Topic: Pre-game Warm-up

Organization	Variations/Principles	Diagram	<b>Coaching Points</b>
Phase I (approximat	ely 10 minutes)		
Dynamic movement without the ball (20 x 30 area or as needed). Implement a stretching routine, or preferably, have the player's stretch what is needed individually. A coach should direct all warm-up phases.	<ul> <li>All players. Begin by simply jogging inside the (20 x 30 area). Change direction continuously.</li> <li>Implement dynamic movements every 20-30 seconds. Examples: high heels, high knees, side-stepping, light skipping (move arms across body and up and down), double-skip, grapevine, etc.</li> <li>Implement change of direction and speed. Example: coach says "turn" and the players turn 180 degrees and sprint 5 yards.</li> </ul>	$\begin{array}{c} 30 \\ \text{yds.} \end{array} \qquad \begin{array}{c} X \\ X $	<ul> <li>Physically prepare all players for the demands of the game</li> <li>Give consideration to conditions (i.e., injuries, field, weather, etc.)</li> <li>Announce the starters and clarify any questions</li> <li>Address tactical preparations and individual roles and responsibilities</li> </ul>
Phase II & III (appr	oximately 8-10 minutes)		
In pairs, one ball between two (top of the 18 to Midfield). Be sure to leave the entire 18 yard box and full width for the goalkeeper(s) to warm-up.	<ul> <li>Phase II</li> <li>Begin with simple passing and moving over a short distance (10 to 20 yards). Progress to longer-range passing (30 to 40 yards).</li> </ul>	Top of the 18 to Midfield X X X $X \bullet X$ $X \bullet X$ $X \bullet X$ $X \bullet X$ $X \bullet X$	<ul> <li>✓ Goalkeeper(s) begin individual warm-ups</li> <li>✓ Technically prepare all players for the demands of the game</li> <li>✓ Reinforce tactical implications of technique</li> <li>✓ Raise the level of intensity and focus</li> </ul>



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Phase IV (8-10 minu	tes)		
<ul> <li>10 v 4 Possession (20 x 40 area or as needed).</li> <li>The 10 players are the starting 10 for that particular game; the other 4 are reserve players.</li> <li>Preferred possession exercise, as this allows the starting 10 players to work together and establish a rhythm.</li> </ul>	<ul> <li>Begin with passing and moving just with the starting 10 players, and then introduce the 4 defenders.</li> <li>If necessary, limit the number of touches per player.</li> <li>If the defending team wins the ball, they attempt to dribble outside the area forcing the attacking team to win the ball back. Continuous.</li> <li>Other possession variations:</li> <li>5 v 2 in a 10 x 15 area</li> <li>7 v 7 from the top of the 18 to Midfield</li> </ul>	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	<ul> <li>✓ Technical and tactical sharpness in possession of the ball</li> <li>✓ Speed of play and appropriate decision making</li> <li>✓ Quick transition to win the ball back if possession is lost</li> <li>✓ Teamwork and the ability to establish cohesion and a rhythm prior to the game</li> </ul>
Phase V (5-8 minute	s)		<u> </u>
Functional phase (half field). Individual players focus on specific areas of the game. Finish with a few 5-10 yard sprints.	<ul> <li>Defenders and outside midfielders work on hitting long balls.</li> <li>Attacking midfield and forwards work on shooting. Note: use the reserve goalkeeper or a coach in goal.</li> <li>Starting goalkeeper works on distribution (i.e., goal kicks and punts).</li> </ul>	Half Field	<ul> <li>✓ Positive reinforcement and motivation throughout</li> <li>✓ Final words of wisdom</li> <li>✓ Team cheer</li> <li>✓ Good luck!</li> </ul>
Cool Down – After t	he Game (approximately 10 minutes)		
Dynamic movement and static stretching.	<ul> <li>Focus on major muscle groups.</li> </ul>		<ul><li>✓ Brief review of the game</li><li>✓ Next training reminder</li></ul>