

United States Youth Soccer Association

Practice Plan

1st Activity (warm-up) Mini Drills - Time: 15 minutes

Juggling - Everyone should begin to juggle upon arrival to each practice!

Toe taps - tap top of ball with sole (toe) of right foot, then left foot, alternating feet in a dance, staying on balls of feet, 10 stationary, 10 while traveling in a circle around ball.

Ball box (Inbetweens) - with ball between feet, tap ball back and forth between feet rapidly; 30 second intervals. Also, move forward by lightly pushing forward with each foot.

Pull instep push - with ball in front, pull back with right foot and tap forward with instep; repeat with left foot; 10 times alternating each foot.

Pullback - dribble the ball forward 2 or 3 times, pullback with right foot, turning toward ball and changing direction, and repeat by pulling ball back with left foot; repeat ten times with each foot.

"Skip Touches" - Start with the right foot in front of the left, and the ball just ahead of the leading foot. Begin by touching the ball forward with the (right) front foot which you then plant on the ground and do a little "hop" (or skip), while your (left) trailing leg comes to the front. When that (left) leg is in front, touch the ball ahead with it, then plant it down for a little "hop" (skip), and continue. Do this for several dozen skips.

"Stepover 180 turn" - Start with the ball between your feet, as it is during your "in-betweens". Put your weight on your left foot as you swing your right foot up and over the ball (turning counter-clockwise towards the left). Plant the right foot down on the left side of the ball and step down. (This is the "stepover" part of the move and will be used in lots of fakes and feints). Now using that right foot as a pivot, spin (turning clockwise this time) around with your left foot, back towards the ball. Once you have turned a 180, take the ball with your left foot and begin to move in the other direction.

"Shield Turns" - Start by dribbling forward towards a cone or mark that represents the defender. Just before reaching the mark, begin a series of sharp inside cuts with the inside of the right foot. The first cut turns you to the left, then immediately follow with another cut to be facing backwards, and immediately with another cut to end up facing to what initially was to your right. There should not be any extra steps between ball touches. The entire time the ball is shielded and multiple opportunities for lateral and trail passes are available. When done properly the dribbler can actually "shake-off" the defender and continue downfield.

"Lunges" - Start dribbling the ball forwards then abruptly lunge (take a long deep step) with your left foot, to the left of the ball. Plant your left foot hard and take the ball back to the right with the outside of the right foot, on the diagonal, Accelerate.

Coaching Points

- Be sure to have someone demonstrate the correct way to do each drill
- Don't let each activity take more than one or 2 minutes

2nd Activity Four Corners Time: 5 - 10 Min. Figure A. O 10 Yards OA Four Cones in a 10 x 10 yard square. Three players (A,B & C) to form a triangle, leaving one cone open. The ball is placed at the top of the triangle (Player B). (See Figure). Player B has two choices to pass. The player not receiving the pass moves to open cone to form new triangle. Note: The player receiving the ball should receive the ball with his "Outside" or "Away" foot so that he is open to the field. In other words, if he is at cone A and receives the ball from the player at cone B he must receive the ball with his right foot - the one closest to cone D. This is a fundamental requirement that the coach must reinforce and correct. It will become much more apparent why this is important when we add defensive pressure. Correct Push Pass is a must! The easiest way to get players doing the drill properly is to tell them to pass the Passes should be crisp, with pace, and straight along the coneball "clockwise" only from A to B to C to D to A, et. al. This allows the player lines. Passes should be made quickly without waiting for the to know where to pass the ball and allows the other players to know when to receiving player to actually get to the cone. This teaches young move to the open cone. Movement and passes become automatic. Once they players about the concept of "Passing to Space". get the hang of the movement tell them to reverse the passes and only pass the ball counterclockwise. 3rd Activity Relay Race Time: 5 – 10 $X \circ ------(1)------ \rightarrow 0$ Split into two teams. Set up two rows of cones as shown in figure. Players will do a relay race starting at the first cone. They will Dribble to the 2nd cone, turn and come back to first, turn, go to third, back to second, turn, then out to the last. One they reach the last, they turn back towards the line and make a pass to the next player from the second cone. Next player goes. First team finished wins! Lots of running and ball control needed. 4th Activity Monkey in the Middle Time: 5-10 min. Set up Circle of Cones and have players find a space on the circle. Players will start to pass the ball to either side but not across the circle. After a few successful revolutions (everyone must have a least one touch on the ball) around the circle, add the "monkey(s)", otherwise known as the defender. Now see if the players can successfully complete a revolution. Once they are comfortable with the side passes, allow a cross pass. Tiger Ball Time: 5 – 10 min. 5th Activity Tip: Before playing explain how one tiger should pressure the dribbler while the other tiger should lurk 3-8 yards behind and to the side of his partner anticipating where the dribbler might go. Mark off a field about 30x20 yards with two 5v5 yard squares at each end. The first tiger wants to force the dribbler into his partner or into a Start with 8 players on the field, 6 players with a ball each, and 2 players as the "tigers" or defenders. On the whistle the pair of tigers work together to win a mistake and the second tiger, if necessary, should pounce on the ball and place the ball in one of the collection squares. The tigers must work ball when that happens. There are many books which go more in together and can only attack and win one ball at a time. If a dribbler loses his depth about first and second defender tactics ball to the tigers he can attempt to regain possession until the ball is put in a

Scrimmage 2v2 or 3v3

Homework:

Chose at least one activity below and get at work on it for at least 30 minutes prior to our next practice session.

Work on your mini drills

have 16 just have two groups of 8 players.

Work on your juggling skills

collection square, then the dribbler must leave the field. If a ball goes out of

bounds the coach should have 1 or 2 extra balls at his disposal and immediately throw another ball onto the field towards the player(s) who did not play the ball out. Keep track of how long it takes each tiger pair to collect all 6 balls. Rotate the "tigers" and rotate in the players on the sidelines. If you

- Work on your wall work
- Work on feints and moves