Coaches Notebook





Founded 1985 | FA Charter Standard Club 2003 | FA Community Club 2005





Useful Contacts



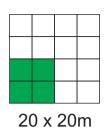
Police
Fire
Ambulance
NHS Direct
The FA
Local FA
Club Welfare Officer
Club Chairman
Club Secretary
Club Treasurer
League Contact



'W' Warm Up - 1of 3

Equipment

1. 7Cones



Objective

To warm up major muscle groups of the lower part of the body by,

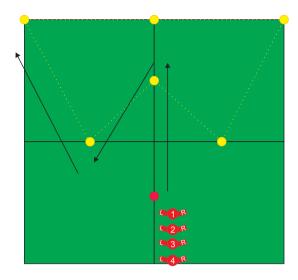
- 1. Jogging
- 2. Responding to various exercises from the coach

Session rules (see diagram)

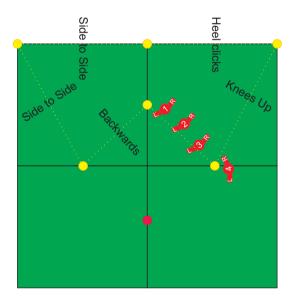
Progressing the session

Coaching points

- 1. Make sure the players are alert and on their toes throughout the warm-up.
- 2. The warm-up should continue at a moderate pace.
- 3. After 5 more minutes or so, stop and stretch 2 muscle groups, i.e. groins and hamstrings.



Starting at the red cone when the coach calls go players lightly jog clockwise around the 'w' shape



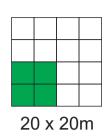
After the players have jogged once round the coach will shout the following instructions - Backwards, Side to Side Left, Side to Side Right, Heel Flicks, Knees Up, Backwards, then Home players must then jog back to the red cone. Finishing with some light stretching.



'W' Warm Up - 2 of 3

Equipment

- 1. 7Cones
- 2. 4 Balls



Objective

To warm up major muscle groups of the lower part of the body by,

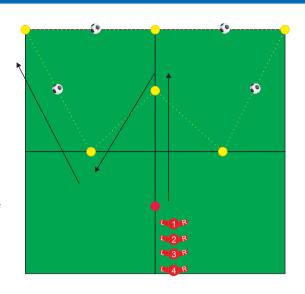
- 1. Jogging
- 2. Responding to various exercises from the coach

Session rules (see diagram)

Progressing the session

Coaching points

- 1. Make sure the players are alert and on their toes throughout the warm-up.
- 2. The warm-up should start off at a moderate pace.
- 3. Ball exercises should be performed quick and sharp.
- 4. After 5 more minutes or so, stop and stretch 2 muscle groups, i.e. calf's and quads.



Starting at the red cone when the coach calls go players lightly jog clockwise around the 'w' shape.

When the player reaches a ball the coach will shout a different exercise.

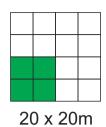
Toe taps, StepOvers, Jump forward and back and jump side to side.



'W' Warm Up - 3 of 3

Equipment

- 1. 9Cones
- 2. Balls



Objective

To warm up major muscle groups of the lower part of the body by,

To warm up major muscle groups of the lower part of the body by,

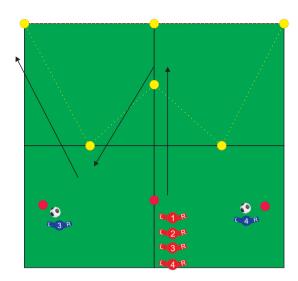
- 1. Moving at various interval speeds
- 2. Responding to various exercises from the coach
- 3. Stretching 2 muscle groups from the legs

Session rules (see diagram)

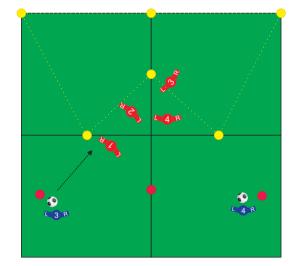
Progressing the session

Coaching points

- 1. Make sure the players are alert and on their toes throughout the warm-up.
- 2. Ensure players go around the cones.
- 3. The warm-up should continue at quicker pace.
- 4. All coaches commands Passes, Vollies, Headers etc should be performed sharply.
- 5. After 5 10 more minutes, stop and stretch 2 muscle groups, i.e. front of groins and the back.
- 6. End with stretching before moving to your main training session.



Starting at the red cone when the coach calls go players lightly jog clockwise around the 'w' shape. The coach then shouts a command Passes. Vollies or Headers



When the player reaches the cone opposite the blue player must perform the command, passing with feet, vollies and headers from hands.

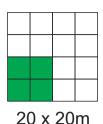
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Warm Up 2 - 2 of 3

Equipment

- 1. Cones
- 2. Bibs
- 3.5 Balls



Objective

To warm up major muscle groups of the lower part of the body by,

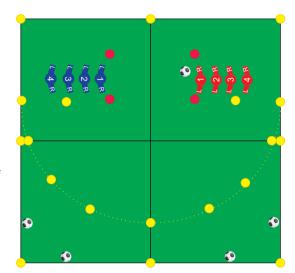
- 1. Jogging
- 2. Responding to various exercises from the coach

Session rules (see diagram)

Progressing the session

Coaching points

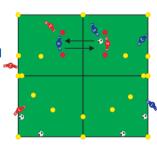
- 1. Make sure the players are alert and on their toes throughout the warm-up.
- 2. The warm-up should continue at a moderate pace.
- 3. The alternate touches from the players between the 4 red cones should be nice and easy, not too hard.
- 4. Toe taps, StepOvers, Jump forward and back etc should be performed quick and sharp.
- 5. After 5 more minutes or so, stop and stretch 2 muscle groups, i.e. calf's and quads.



Start by passing the ball to player opposite, then run around the red cone continuing around the yellow cones, red clockwise, blue anticlockwise.



The coach will then shout either, Toe taps, StepOvers, Forward and Back, when the player arrives at the ball he must carry out the command then move to the next ball repeat and then run to the back of the queue

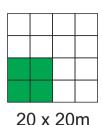




Warm up - Traffic Lights

Equipment

- 1. Cones
- 2. Balls



Objective

To develop young players dribbling and ball control, involves,

- 1. Using both feet
- 2. Stopping the ball
- 3. Dribbling at speed
- Turning with the ball
 Keeping the ball
- 6. Tackling the ball

The main objective is to make the drill fun together with teaching the correct fundamental techniques.

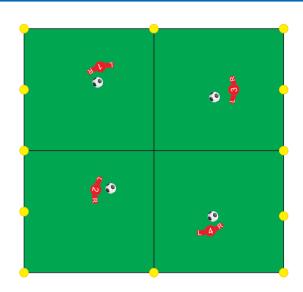
Session rules (see diagram and opposite)

Progressing the session

- 1. Call out the commands quicker.
- Rather than calling out use colour cones to represent the commands which encourages looking up

Coaching points

- 1. Start by telling the players that they are going to be driving a car on the road (yellow square).
- 2. Then ask them what would happen if you drive off the road? "Crash!" will be the reply.
- 3. Ask them what happens when you see a green light? "Go!" will be the reply. red/yellow light etc...
- 5. Encourage the players to use their inside and outside of right and left feet.
- 6. Keep the ball close to the body.
- 7. Keep the head up, achieve this by asking the players how mum or dad drive the car.



Coach starts by shouting green light, players then dribble around the area in space.

The coach can then shout any of the following commands

Red light = Stop with foot on ball
Amber light = toe taps
Left turn = turn left
Right turn = turn right
Road Works = Slow down
Motorway = Speed up
Runaway truck+player name = player called
passes ball to coach and then has to kick another
players ball out of the square until the coach
shouts another command

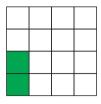
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Warm up - Dribbling Slalom

Equipment

- 1. Cones
- 2. Balls



Objective

10 x 20m

To dribble around the red cones without touching them

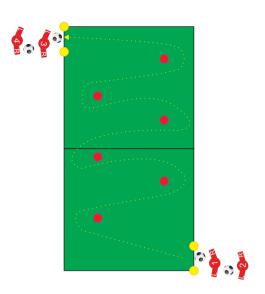
- 1. Using both feet
- 2. Dribbling at speed
- 3. Head up

Session rules (see diagram and opposite)

Progressing the session

Coaching points

- 1. Be on your toes ready for a quick start when the coach calls go!
- 2. Keep the ball close to your body.
- 3. Use the inside and outside of your feet for close control to and around the cones.
- 4. Keep your head up to be aware of the cones and the ball.
- When dribbling towards the left side of the yellow finish cone, keep the ball close to you before stopping it.



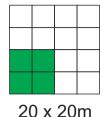
Two sets of players, top and bottom of the grid, players take it in turns to dribble around the slalom cones.



Warm up - Cops and Robbers

Equipment

- 1. Cones
- 2. Balls



IMPORTANT - PITCH SIZE SMALL ENOUGH FOR THE AGE OF THE PLAYERS. IF THE PITCH IS TOO BIG IT ENCOURAGES THE PLAYERS TO HIT LONGER UN-ACCURATE BALLS.

Objective

To develop young players passing technique and accuracy by,

- 1. Using the inside of the feet
- 2. Aiming at moving targets

The main objective is to make the drill fun together with teaching the correct fundamental techniques.

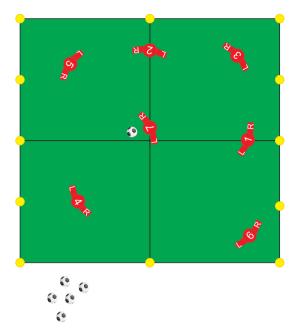
Session rules (see diagram and opposite)

Progressing the session

1. Encourage players to use both feet

Coaching points

- 1. Pass the ball with the inside of the foot.
- 2. Strike through the mid-line of the ball keeping it on the ground.



One player starts with the ball he's the cop, the idea is for the cop to hit one of the robbers with the ball, the robbers all the time moving trying to evade capture.

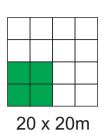
If the cop hits a robber with the ball they then become a cop, collecting a ball from outside the square and then trying to hit one of the robbers.



World Cup 1

Equipment

- 1. Cones
- 2. Balls
- 3. Bibs



Objective

To develop finishing in the goal area by,

- 1. Using the laces area of the boot
- 2. Shooting at the earliest opportunity

The main objective is to make the drill fun together with teaching the correct fundamental techniques.

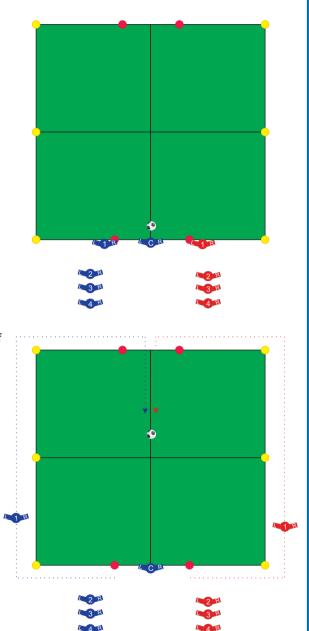
Session rules (see diagram)

One player from each team starts with their hand on the cone, the coach then rolls the ball in the centre of the playing area.

As soon as the ball leaves the coaches hand the two players race around the yellow cones - Blue clockwise - Red anticlockwise and then through the red gate to attack the ball, trying to score against the coach.

Coaching points

- 1. Good running speed to the gate.
- 2. Head should be over the ball as it is struck.
- 3. Strike the ball with the laces area of the boot.
- 4. Shoot at the earliest opportunity.
- 5. Encourage the slower player to make a recovering tackle.

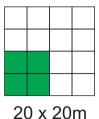




Warm up - Round the box

Equipment

- 1. 5x Players
- 2. Red/Yellow Cones
- 3. Balls



Objective

To develop ball control, communication and decision making

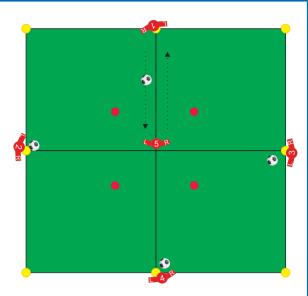
- 1. Using both feet
- 2. Controlled passing
- 3. Stopping the ball

Session rules (see diagram and opposite)

Progressing the session (see diagram and opposite)

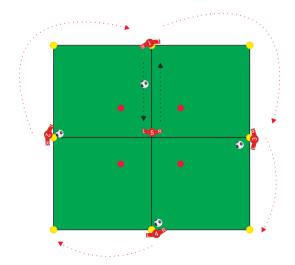
Coaching points

1. Encourage good communication when calling for the pass.



Player in the centre of the red cones calls for a pass from the player he is facing, balls passed and then passed back. He then turns to another player and takes a pass. After 5 or 6 passes swap players.

Progression



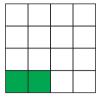
When the coach shouts change the outer players can move to any of the yellow cones. They cannot pass another outer player.



Warm up - 1v4 vs 4v1

Equipment

- 1. Players
- 2. Cones
- 3. Ball
- 4. Bibs



10 x 20m

Objective

To develop ball control, communication and decision making

- 1. Using both feet
- 2. Controlled passing
- 3. Stopping the ball

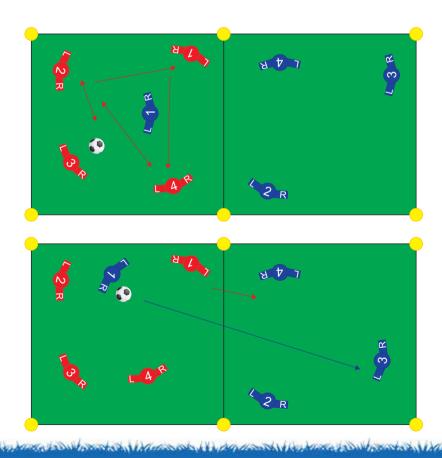
Session rules (see below)

- 1. Red players in one square, blues in the other square. Reds start with the ball and one blue player moves into the red square.
- 2. Red players pass between teammates blue player tries to intercept the ball.
- 3. When the blue player intercepts he then passes the ball back to a blue team mate, and moves back into the blue square.
- 4. The closest red player then moves into the blues square to try and intercept the ball.

Progressing the session

Two players v Four Players

Coaching points



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