

COACHING THE GLOBAL GAME

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COACHING SESSIONS

From Coaches Around the Globe

IN-DEPTH: GOALKEEPER

Roles and Responsibilities of
Goalkeepers

WIN A COPY OF 'THE MODERN COACH 2014'

Details inside....



Dear Readers,

Welcome to our fifth issue of *Coaching the Global Game Magazine*. We hope that you enjoy this issue as much as you enjoyed our previous issues. We have changed the format slightly for this issue so we hope that you find the information useful!

We are pleased to feature fantastic contributors once again. We would like to acknowledge them for the time they take to put together their submissions for *Coaching the Global Game Magazine*.

We hope you have been eagerly anticipating our fifth (May 2014) edition of the magazine. So please enjoy!

Coaching the Global Game Team

Twitter: @CTGGMagazine

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ROLE OF THE GOALKEEPER #1

This month's detailed look at roles and responsibilities focuses on the Goalkeeper.

With the introduction of the back-pass rule in 1992, and the move towards possession based football the goalkeeper has become vital. His game is now so much more than just saving shots.

As an outfield coach I'm going to focus on the goalkeeper 'in possession,' there are many people more qualified than me to talk about the techniques and quality of shot stopping, cross taking and everything in between!

In my opinion goalkeepers are often overlooked as 'players.' By this I mean we only view them as a player when we don't have the ball. I believe that they play a major part in starting attacks and even becoming a play make. In fact, reports show that over 70% of a goalkeepers touches are with their feet, but how much of their training focuses on this? The line I use with my goalkeeper is "Can you be a stopper AND a creator of Goals.' Goalkeepers should understand terminology such as:

- Tempo,
- Breaking Lines,
- Counter Attack,
- Support especially when playing out of the back.

If they don't I would argue you are only playing with 10 players instead of 11.

About Dan Wright:

The breakdown of the player's roles and responsibilities was written by a young and very talented Coach—Dan Wright. Dan has been coaching since 2004. In this time he has worked with a range of players from 4 year olds to adults, from grassroots to football league. He is an UEFA B Licensed coach who has a track record for developing young and talented footballers.

You can follow him on Twitter: @CoachDanWright or read his coaching blog: <http://coachdanwright.blogspot.co.uk>

IN POSSESSION

- Excellent first touch to receive passes from all angles on both feet
- The ability to distribute with hands and feet over short and long distances
- Understands when to play quickly and when to slow the tempo
- Recognizes when to play direct and when to build possession
- Can play as a 'pivot' and support this defenders in possession

OUT OF POSSESSION

- Great communicator and anticipates danger
- Takes up great starting positions to intercept (sweeper keeper)
- Excellent shot stopper from long and short range
- Confident and mentally tough
- Dominate in aerial situations, recognizes when to catch and when to parry
- Brave!



USING YOUR GOALKEEPERS

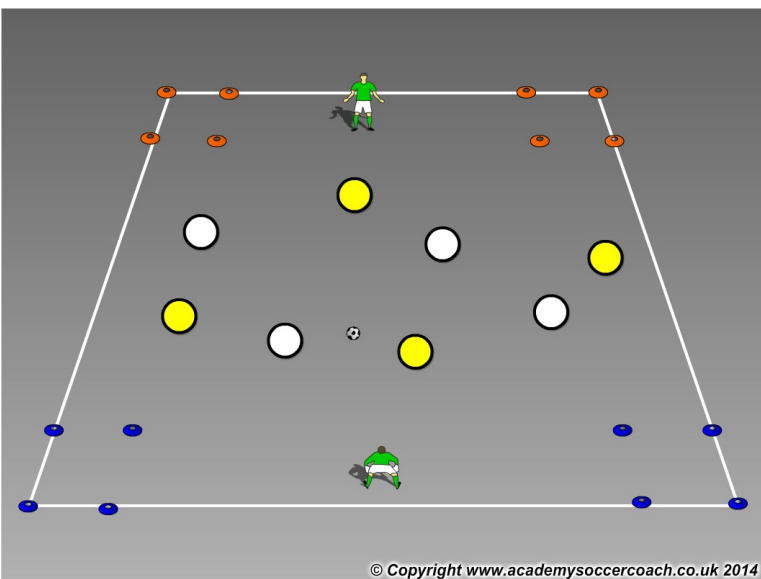
Coach: Dan Wright

Age Group: U12+

Session: Including The Goalkeepers

Duration: 40 Minutes

Dan has been coaching since 2004. In this time he has worked with a range of players from 4 year olds to adult, from grassroots to football league. He is a UEFA B Licensed coach who has a track record for developing young and talented footballers. You can follow him on Twitter: @CoachDanWright or read his coaching blog: <http://coachingdanwright.blogspot.co.uk>

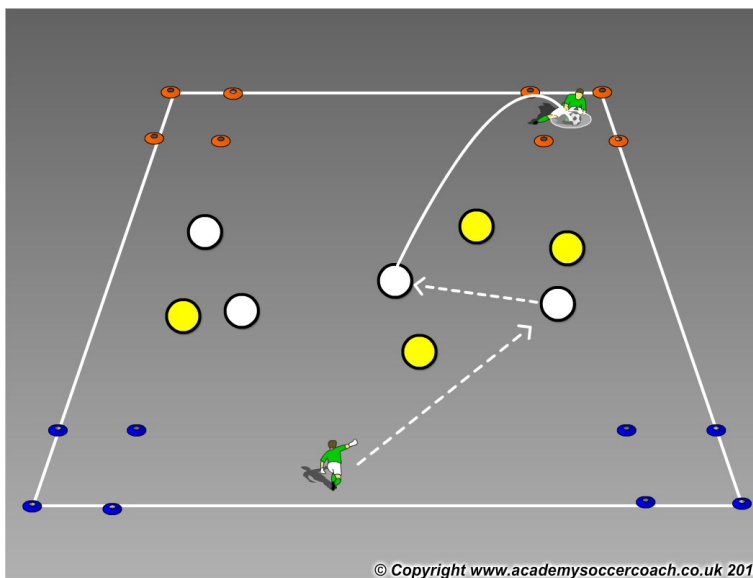
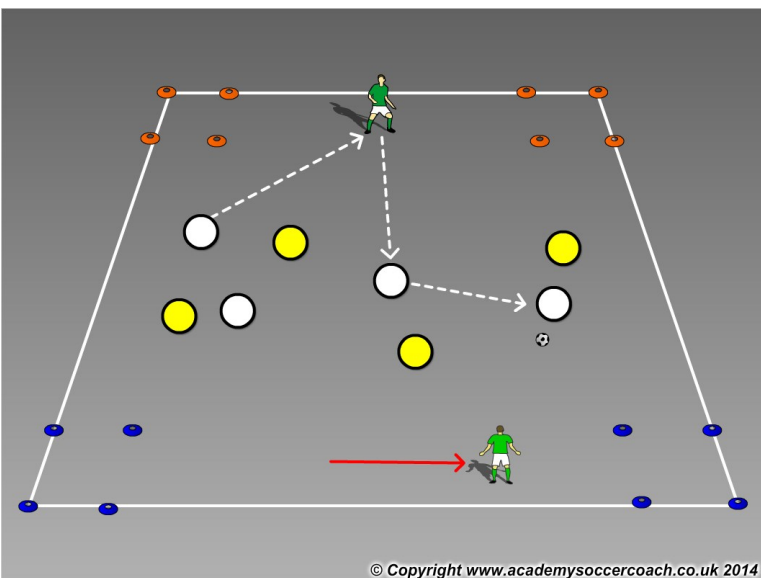


SET UP

This session can be used as a warm-up or as a keep ball practice. Area must be suitable for the age and ability of the players. Two Goalkeepers are target players, who play for the team in possession. Both Goalkeepers work each end of the grid, where each team has two target areas. The game is multi-directional, so each team can score either way.

OBJECTIVE

Teams score by chipping/lobbing the ball into the target area and the Goalkeeper catching the ball. When the goalkeeper is outside of the target areas they must play as an outfield player, using their feet. This replicates back-passes and playing out from the back. Outfield players must recognize when to 'start again' and return to the Goalkeeper and when they can play forward into the target area.



PROGRESSION / VARIATIONS

- Teams must play into one Goalkeepers feet, keep possession and score at the opposite end
- Outfield players must work the ball into the target area and score with 1 touch, this will improve the tempo and make it more difficult for the Goalkeepers to support and arrive in the target area.

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Soccer Coaching and the Web: A Guide for Coaches

Coaches as Curators?

Surely curators are the people who work in Museums, not on Soccer Fields? But as a modern coach do you attempt any of the following six skills:

1. **Capture and Collect** information carefully chosen from the internet in the form of videos, articles, practices & games?
2. **Organize** this content in files and under labels?
3. **Add Context** to what you have organized for example by organizing it in a sequential order you have established?
4. **Add Meaning** by including some personal notes to help you understand the material for your own benefit? (and in future for others?)
5. **Review** the material and provide your own comments? In simple terms give your view as to what is good and what is not so good?
6. **Share** your reviewed content with others?

If you have saved a web link, pressed the 'like' button on YouTube clip, re-tweeted a tweet, added comment to a Facebook post or forwarded on a web page to a friend then you have acted as a 'curator': in fact we are all curators now!

As Arianna Huffington says: *'Self Expression is the new entertainment. People don't just want to consume information – they want to participate'*

Why Curate ?: As Soccer Coaches we curate in order to make sense of what we don't understand, keep up to date, maintain our own personal development, help fellow coaches and the players we coach as well having fun sharing stuff! We like to follow people we trust and people who follow us trust the content we curate.

Curating content is therefore different from just aggregating content. Search Engines for example aggregate content and throw it at us. It's automated to set criteria. There has been no personal filter: no one has provided subjective evaluation to information displayed. You need to curate to avoid content overload and content bedlam –without curation aggregated content is just a big pile of ...stuff!

What to Curate?

- **Captured Content:** This is what you have discovered through your network of trusted colleagues + searching the web + RSS feeds etc. A Key issue here is to attempt to capture content which can be organized and shared easily.
- **Your Content:** Content you have created yourself e.g. Power Point Presentations, articles, blog posts, self made videos etc.
- **User Generated Content:** Comments and feedback to your content which you have captured e.g. from your Facebook page or via your own blog

How to Curate? - Popular Curation Tools

Its best to start out with a plan – decide what information you want to look for and how you will organize it before you start capturing. So organize and curate at the same time as you capture content. If you just capture without curating you will be left with a whole load of random weblinks you will need to go back in order to curate!

You can capture content using 'bookmarking' tools which are basically 'Favorites' or 'Internet Short Cuts'. The browser you use e.g. Internet Explorer or Mozilla Firefox or Google Chrome will give you options but limited opportunity to organize your content in files and no opportunity to allow others to share what you have captured. So there is great value in 'Social Bookmarking' This allows you to file content under headings of your choice and allow others to view it – if you want to.

Wikipedia describes Social Bookmarking as a centralized online service which enables users to add, annotate, edit, and share bookmarks of web documents. We recommend these three simple popular bookmarking tools to assist curating and sharing of content:

- **Google Bookmarks:** this is a free online bookmarking service, available to Google Account holders. It is cloud based service that allows users to bookmark webpages and add labels or notes. Users can access their bookmarks from any browser on any computer by signing into their Google account. The bookmarks are searchable For more details see <https://support.google.com/bookmarks/?hl=en#topic=2737448>

Soccer Coaching and the Web: A Guide for Coaches

- **Delicious:** <https://delicious.com> is a free social bookmarking web service for storing, sharing, and discovering web pages. It is particularly useful for sharing links. See [e.g. Bryan Holland formerly Director of Coaching for Capital Valley United Soccer Club in California created a delicious.com account in order to capture and share content with coaches in his club]
- **Scoop. it** (<http://www.scoop.it/>) is FREE (for the Basic Version) and allows you to find and organize content under headings of your choice: it is used to help organize information that is preexisting on the Web about a topic or topics you choose. Scoop. it allows you to add short information or viewpoints to the content which you can share with other colleagues or your players.

- See: <http://www.scoop.it/pricing/guided-tour#Free>

Sports Path's Scoop. it page is here: <http://www.scoop.it/u/robin-russell>

Finally you may want to consider creating your own Newspaper using a content curation service like <http://paper.li/> which enables people to publish newspapers based on topics they like and treat their readers to fresh news, daily or weekly. As an example have a look at The Sports Path Online Learning Weekly: <https://paper.li/Sportspath/1400502164> we have based this content on the feeds from the people we follow on Twitter so this is in fact aggregated content with a little curation!

How will curation help you as a Soccer Coach?

With regard to knowledge on the web it will help you SEEK it, make SENSE of it and SHARE it more effectively!

For Further Details on how to use the web to curate content

- This article has been taken from the first in a series of Sports Path Online Learning Courses. This course – delivered via Udemy and available on all computers and mobile devices – is entitled 'How to Capture and Organize Content' Cost : \$19 Details of the 22 skills you can learn are here
- You can, however take this course for FREE if you complete this short 5 minute online survey by clicking here on ' Blogging for Soccer Coaches '
- If you would like to keep up to date on how coaches are using the web to please view the FREE Sports Path Monthly Newsletter [archives here](#) and [subscribe here](#).
- You can also follow us on Twitter **@Sportspath**

For Further Details on how to use the web

Last month's article was taken from Sports Path Kindle Publication (Price \$2.59) '**Soccer Coaching and the Web Part 2: Developing a Network of Trusted Colleagues**' Details [here](#)

You can however, obtain this publication for FREE as a PDF if you complete this short 5 minute online survey by clicking [here](#) on which social mediate sites and how you use them.

Next Article in this series will look at these aspects:

- How to use YouTube effectively including how to start your own YouTube Channel;
- How to keep up to date using blogs, newsletters and notification services;
- Note-taking software;
- Organizing content in preparation to share it: bookmarking and tagging

If you would like to keep up to date on how coaches are using the web please view the FREE Sports Path Newsletter [archives here](#) and [subscribe here](#).

ACTIVE START (AGES 0-6)

Coach: Mark Cristante
Age Group: U4-6
Session: Dribbling
Duration: 60 Minutes

Mark has over 11 years of professional coaching experience. He's been a District TD as well as District Head Coach. Since 2009, he's worked with Innisfil Soccer Club in a dual role as the Club Head Coach and TD. He holds many coaching certifications including USSF 'B,' NSCAA Director of Coaching and NSCAA Premier Diploma. Mark considers himself a life long learner and a student of the game! Follow him on Twitter @CoachSkills

Countries

Organization:

Create a 20x20 grid that can be altered depending on the number of players you may have. Every player needs his/her own ball. In each corner the coach will designate a country name, (ie. Canada, England, Brazil, Japan). The coach will then lead and show the players what happens in each country (corner) ex-toe taps, jumping over the ball or rolling the ball and when they call out one of the 'Countries' the players dribble there with the ball and perform the action.

Coaching Points: Be creative, use humour to explain what happens in each country

Knights Away

Organization:

Create a 10x10 working area. 4 Players (Knights) each assigned a 'Castle' in a corner of the working area. 10 balls (jewels) are placed in the middle of the area. On the signal 'Knights Away,' each player will run towards the jewels, pick 1 up, and bring it back to their castle. When the jewels/balls are gone, players can steal balls from the other players castles. Players only allowed 1 ball at a time & players cannot protect balls or tackle. Player for 1-2 minutes and then change players.

Progression: Rather than pick the ball up, players now try to dribble the ball back to their castle

Coaching Points: Let them play!

Traffic Lights

Organization:

All players with a ball on the end line of a 20x20 area. The coach has various colour markers which will be displayed. The Players react to the colours shown. For example, Green means dribble, Yellow is change of direction, Red is put your foot on the ball to stop.

Progression: Have players dribble within the area in many different directions while coach provides the different visual displays

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Game

Organization:

Players are split into teams of 2 or 3 players. No goalies. As soon as the ball is out of bounds the coach will play the next ball in!

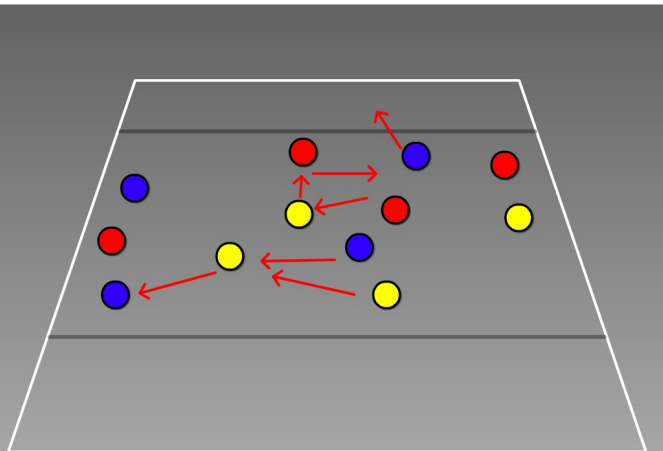
Let them play!

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FUNDamentals (AGES 6-9)

Coach: Lloyd Owers
Age Group: U6-9
Session: Random Practice
Duration: 60 Minutes

Lloyd is an FA Skills Coach for the English FA, working with 5-11 year children in schools, youth teams and skill centres. His previous coaching experience was at Colchester United Community Sports trust working with children of all ages and ability from the grassroots to the boys advanced coaching program as well as the girls Centre of Excellence. Follow Lloyd on Twitter: @LloydOwers



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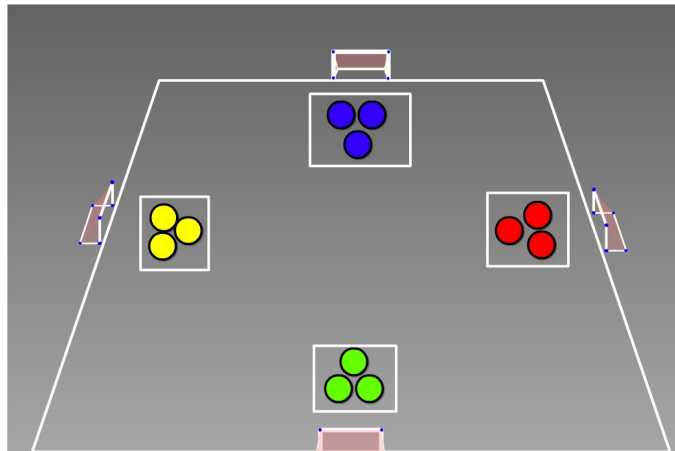
Awareness/Ball Manipulation

Organization:

Aim is to tag players of another colour on the back or hands in the middle square.

Progression (1) Players can enter an end zone (thinking zone) for 5 seconds before having to move to either opposite end or tag a player; (2) Same game but with a ball; (3) 1 team as taggers in the middle trying to stop other two teams getting from end zone to end zone

Coaching Points: Head Up, Scanning, Speed and direction of dribble—can you shift the ball across your body, Shoulder check, Can you use skill to beat a player? (Disguise)



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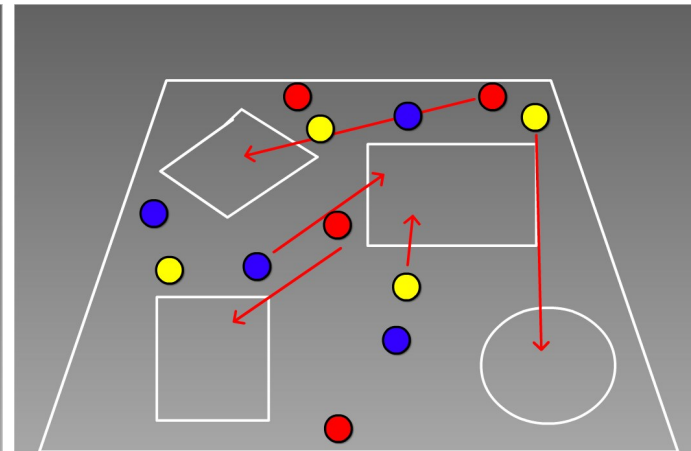
Beating Players to Score

Organization:

Aim is to tag players of another colour. You can use your own square as 'home' where you cannot be tagged. 5-second rule before having to move on.

Progression: (1) with a ball each, dribble into any square other than your own. Every time you get to a square you gain however many points you want, but if you bump into someone or your ball exists out of the outer area, you lose that same amount; (2) Can score in any goal other than your teams goal; (3) Team defend, if they win ball (or tag depending on age/ability level) they get a point (could have it where defenders win possession and stop the ball in their team square for points)

Coaching Points: Head up, Scanning, Speed/direction/size of touch, Can you beat a defender?, Type of finish—part of foot, Where in the goal?



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Spatial Awareness

Organization:

Aim is to get into as many shapes as possible with a different football related movement.

Progression: (1) One team become taggers in the shapes. They tag players if they enter the shape. Runners gets points from entering and exiting the shape successfully; (2) Ball each. Dribble to shapes with different changes of speed, direction, tricks; (3) Same as previous progression but with taggers to look to win the ball from the dribblers

Coaching Points: Head up, Scanning, Use of ball, Ways of getting past people/use of others, Patient? Fast?

LEARN TO TRAIN (AGES 9-12)

Coach: Rahim Mohamed

Age Group: U9-12

Session: Dribbling

Duration: 60 Minutes

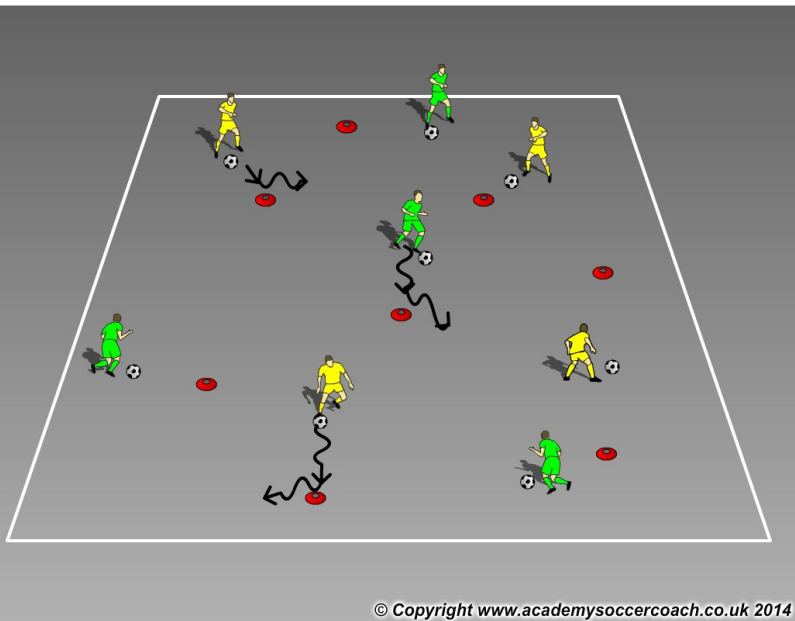
Rahim was recently recognized as one of the NSCAA Top 30 Coaches Under 30. In addition, he has been a part of the Canadian Sport for Life—Canadian Leaders School for 2013. He is currently the Byron SC Technical Director and has a wide range of coaching experience which includes, First Assistant and Recruiting Coordinator for the University at Buffalo, FC London (USL-PDL) Assistant Coach, Fanshawe College Assistant Coach, FC London Academy, North London Soccer Club Director of Junior Programs. He holds an NSCAA Premier Diploma, USSF 'B', US National Youth License. You can follow him on Twitter: @RahimZMohamed

Warm-Up—1v1 at Cones

Organization:

Each player with a ball. Players dribble at cones and perform specific tasks ie. 1v1 move, cut, turn. Change the tasks every 45 seconds to give players an opportunity for multiple repetitions per task.

Coaching Points: Change of Direction, Change of Pace, Big touches to smaller touches, Cut off recovery run, Deception



1v1 Boxes

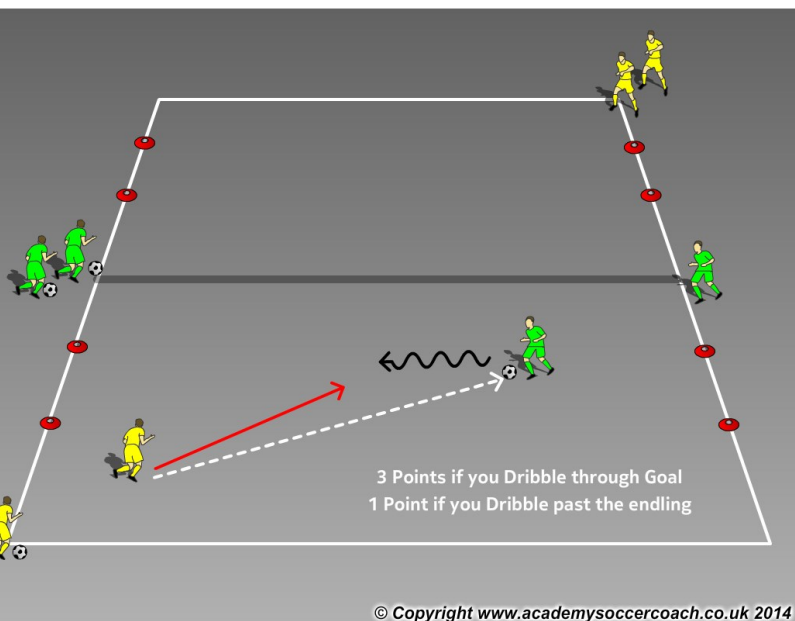
Organization:

Players are split into groups of 2 and play 1v1 against another group. Defenders play the ball over to the attacker who tries to score by: (1) Dribbling through the gate for 3 points; (2) Dribbling past the end line (where the defender started from) for 1 point.

Encourage players to attack the initial pass as speed.

Progression: If a player dribbles past the endline (or through the goal) they must then dribble back to their own side while the 2nd defender joins the play creating a 1v2 situation

Coaching Points: Change of Direction, Change of Pace, Big touches to smaller touches, Cut off recovery run, Deception



2v2 Boxes

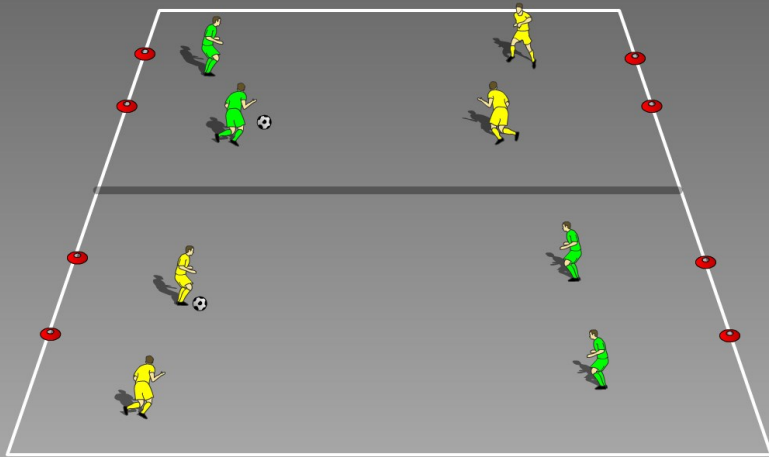
Organization:

Players play 2v2 to goal. When the ball goes out of bounds the play can be re-started with a pass or by dribbling in to the field of play.

3 Points if the attacking team dribbles through the goal and 1 point if they pass through the goal. Make sure to rotate teams every 2 minutes (so the different groups of 2 get to play against each other)

Progression: If a team scores, the player who scored takes a knee while the other team attacks 2v1. The player rejoins if a goal is scored or the ball goes out of bounds.

Coaching Points: Change of Direction, Change of Pace, Big touches to smaller touches, Cut off recovery run of the once past the defender, Deception



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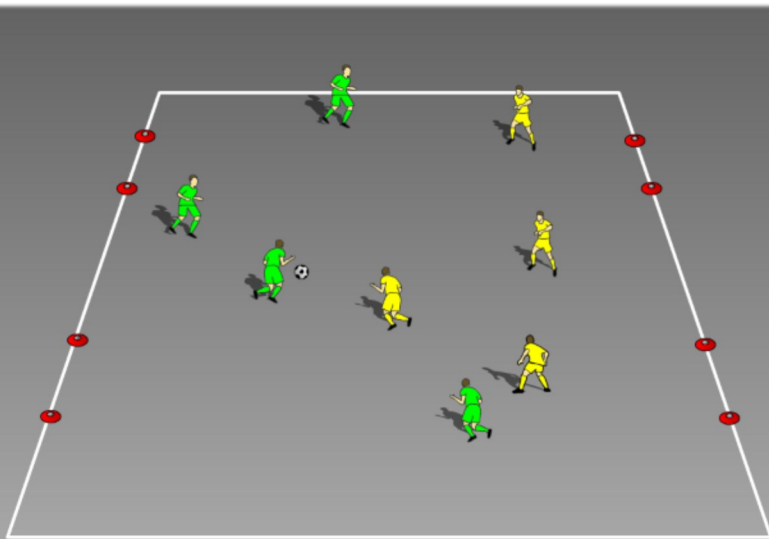
4v4 to 4 Goals

Organization:

Players are split into 2 teams of 4. Each team attacks 2 goals and defends 2 goals. The ball can be re-started with a pass or dribble in.

3 Points if the attacking team can dribble through a goal and 1 point if they pass through the goal.

Encourage players to dribble when they find themselves in a 1v1 situation. Refrain from over-communicating. Give players the tips/tools to be successful.

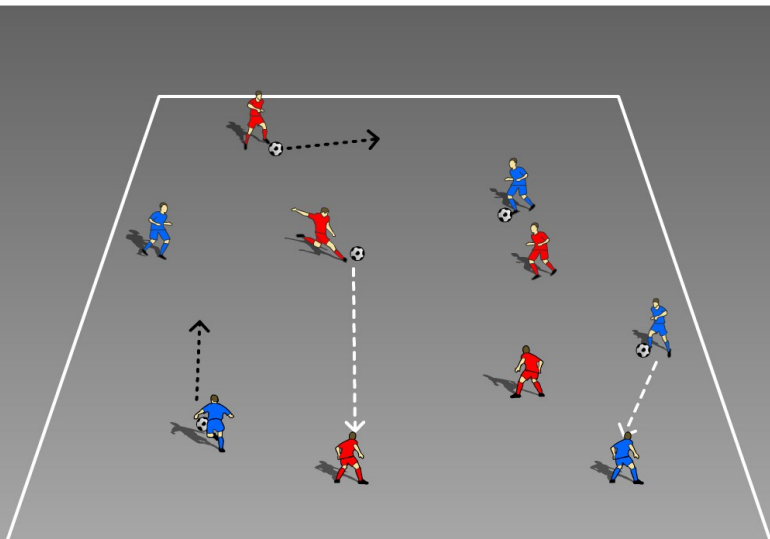


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TRAIN TO TRAIN (AGES 12-16)

Coach: Matt Thomas
Age Group: U12-16
Session: Defending
Duration: 90 Minutes

Matt is the Owner of Goal In One and has channeled his passion for the game into coaching once his career was cut short due to injury. He holds an UEFA A, UEFA B, USSF A, CSA B, NSCAA Director of Coaching Diploma, US National Youth License and a Coerver Coaching Youth Diploma. Currently Matt is also a Master Learning Facilitator coaching coaches both locally and worldwide. You can follow him on Twitter: @GoalIn_One



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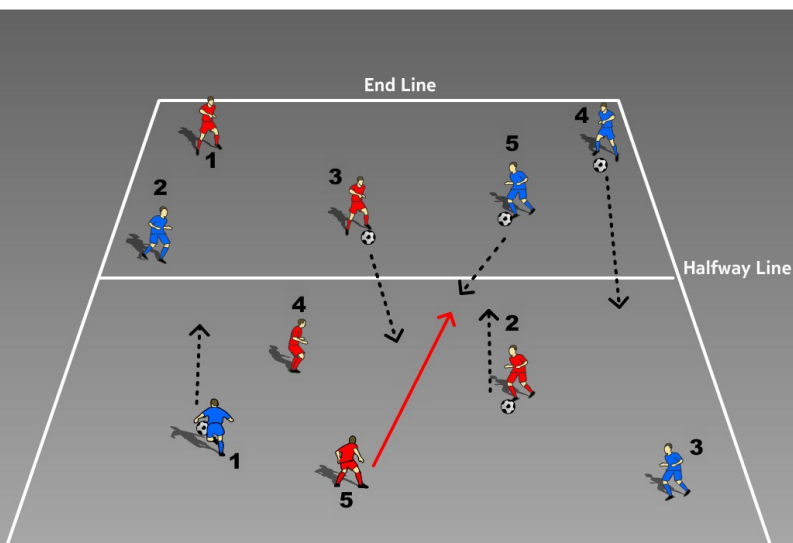
Warm-Up

Organization:

Two teams passing to each other and moving within the area.

Progression: Once coach shouts 'GO' player with a ball just puts foot on the ball, players that do not have a ball must move at game speed to close down the player with the ball.

Coaching Points: Angle of approach, Head up, Body shape



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Small-Sided Game 1

Organization:

Players are put into groups of 2 and those players are now passing and moving within area around other groups. On coaches 'GO' whoever has the ball out of the two players now has to attack the defenders end line depending on which zone the attacker was in when the 'GO' was shouted. The defenders job is to try and win the ball from the attacker whilst looking to attack the attackers end line.

Progression: 2v2

Coaching Points: Angle of approach, Head Up, Body shape, Patience

Small-Sided Game 2

Organization:

Two teams now playing with goals. Attacking team 5 players (Blue) has to try and make 4 passes before they can dribble through any of the 3 coned goals at the end of the field. Defenders job 3 players (Red) is to stay compact, look for opportunities to win the ball, and once the ball has been won, they can go attack the attackers goal which has a goalkeeper in it straight away.

Progression: Add a defender

Coaching Points: Compact, Communication, Recognition of cues (bad touch, slow pass, weaker foot), Angle of Approach, Pressure, Cover, Balance

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Game

Organization:

Two teams playing the game. Can we look to see everything that we have worked on up to this point being executed with little to no coaching allowing the players to think and play.

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TRAIN TO COMPETE (AGES 16+)

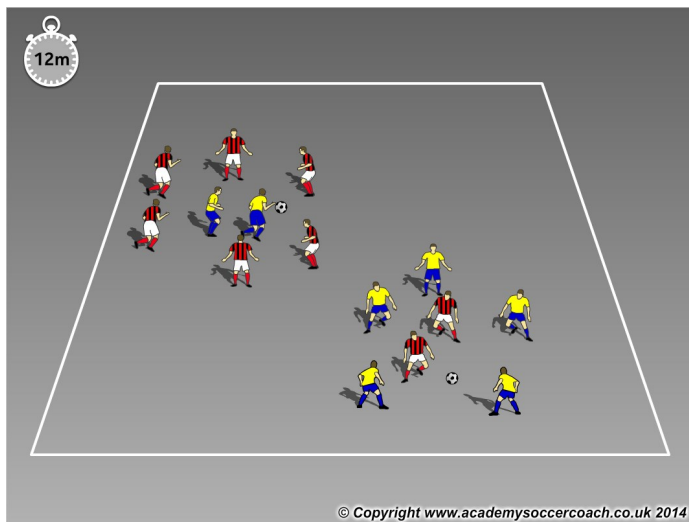
Coach: Jamie Hutchinson

Age Group: U16+

Session: Final Pass/Runs in Behind Defenses

Duration: 90 Minutes

Jamie is currently the Head Coach at Otero Junior College. Previously he served as an assistant men's and women's soccer coach at Salem International University. Jamie is a part of the NSCAA 2013 30 Under 30 and holds a number of coaching licenses from around the world. You can follow him on Twitter at: @JamieHutch86

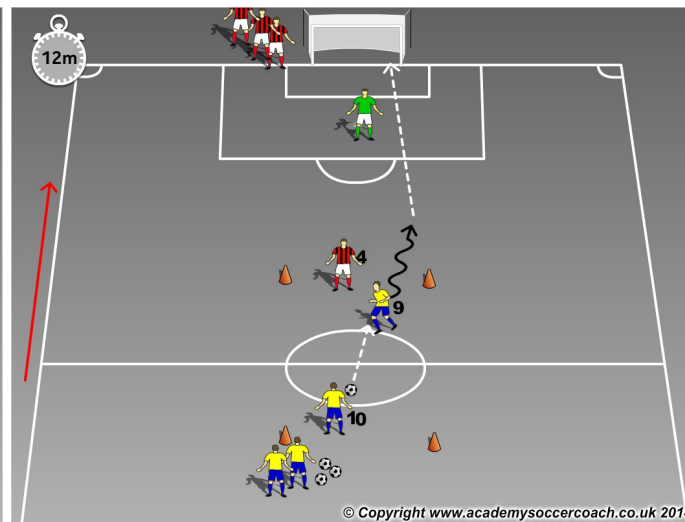


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Warm-Up

Organization:

10-15 minutes duration, with dynamic stretches mixed in every few minutes. Keep the area small, and encourage passing to the front foot. Add/change rules to place emphasis on aspects you want to bring out later on in the session (ie. Prevent the split).



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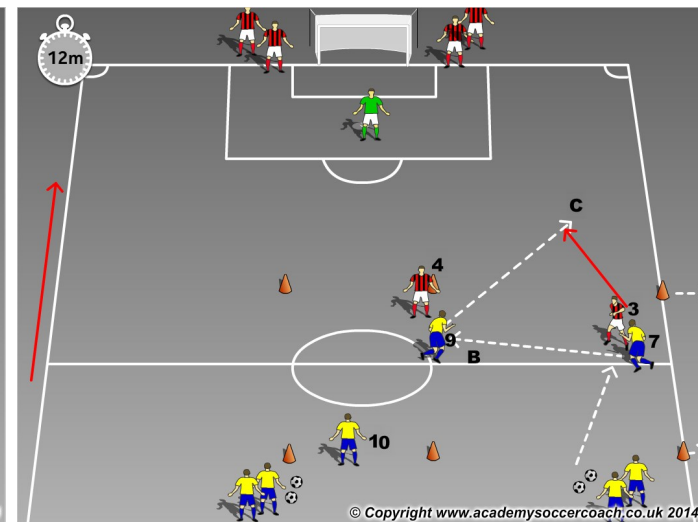
2v1 To Goal

Organization:

CF (#9) is looking to get in behind the opposition CB (#4) with the ball. Technical: (A) controlling and receiving both front/back foot; (B) dribbling 1v1 both feet; (C) Finishing (chip, inside, outside, instep). Tactical Decisions: Depends on position of the Defender/Goalkeeper.

Reading Body Language: of the defending team when in possession (pressing, dropping off, showing inside/outside). Read attacking body language of teammates (turning to face, checking from defenders, committing to the pass, type of pass, how it comes off teammates foot).

Communication: to ensure that the right decision made by the player about to receive the ball "turn, man left/ man right, and again."



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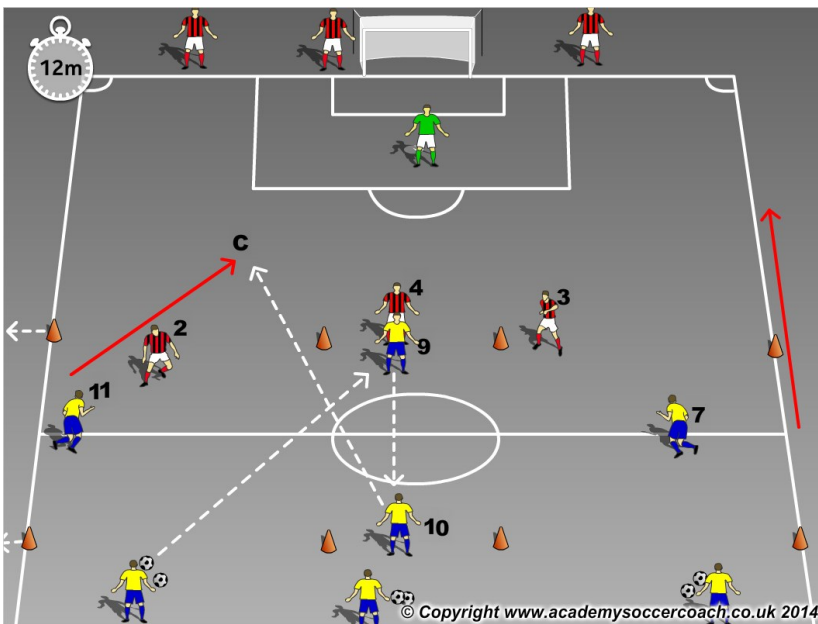
3v2 To Goal

Organization:

RM (#7) is looking to get in behind the opposition FB (#3) with the ball. Technical: (A) controlling and receiving both front/back foot; (B) dribbling 1v1 both feet; (C) Finishing (chip, inside, outside, instep). Tactical Decisions: Depends on position of the Defender/Goalkeeper, Wall-Pass (1-2) is possible as FB is marking tight.

Reading Body Language: of the defending team when in possession (pressing, dropping off, showing inside/outside). Read attacking body language of teammates (turning to face, checking from defenders, committing to the pass, type of pass, how it comes off teammates foot).

Communication: to ensure that the right decision made by the player about to receive the ball "turn, man left/ man right, and again."



4v3 To Goal

Organization:

Same as 3v2, now both sides of the field in play. LM (#11) or RM (#7) is looking to get in behind the opposition RB (#2) or LB (#3) with the ball. Technical: (A) controlling and receiving both front/back foot (1 or 2 touch); (B) Dribbling 1v1 both feet; (C) Finishing (chip, inside, outside, instep). Tactical Decisions: depends on the body position of defender/goalkeeper. Third man run is possible when a gap develops between opposition CB (#4) and RB (#2) or LB (#3).

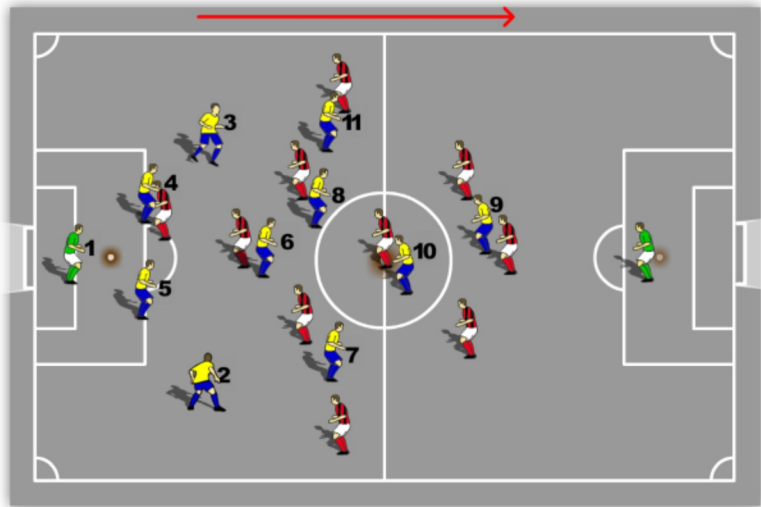
Attacking players must recognize the potential to use one of the many penetration options to get in behind the opposition back line for a goal scoring opportunity. Consider: spacing and movement of teammates (attackers) and opposition players (defenders), rhythm of passes to draw or stretch defenders.

Progressions: (1) add another Central Defender (#5) or Holding Midfielder (#6) to reduce time/space on the ball for the attacking team; (2) 1 or 2 touch limit on attacking team improves speed of play

Game

Organization:

Setup teams in a 4-4-2 and 3-5-2



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PRIZE / CONTEST

PRIZE:

- Signed copy of 'The Modern Soccer Coach 2014' by Gary Curneen
- 1 Year subscription to AcademySoccerCoach.com

HOW TO ENTER/WIN:

- You must be a subscriber of the Magazine
- Prize draw will be made July 30, 2014



GOALKEEPERS

Coach: Rob Parker

Age Group: U12+

Session: SSG Dealing with Crosses

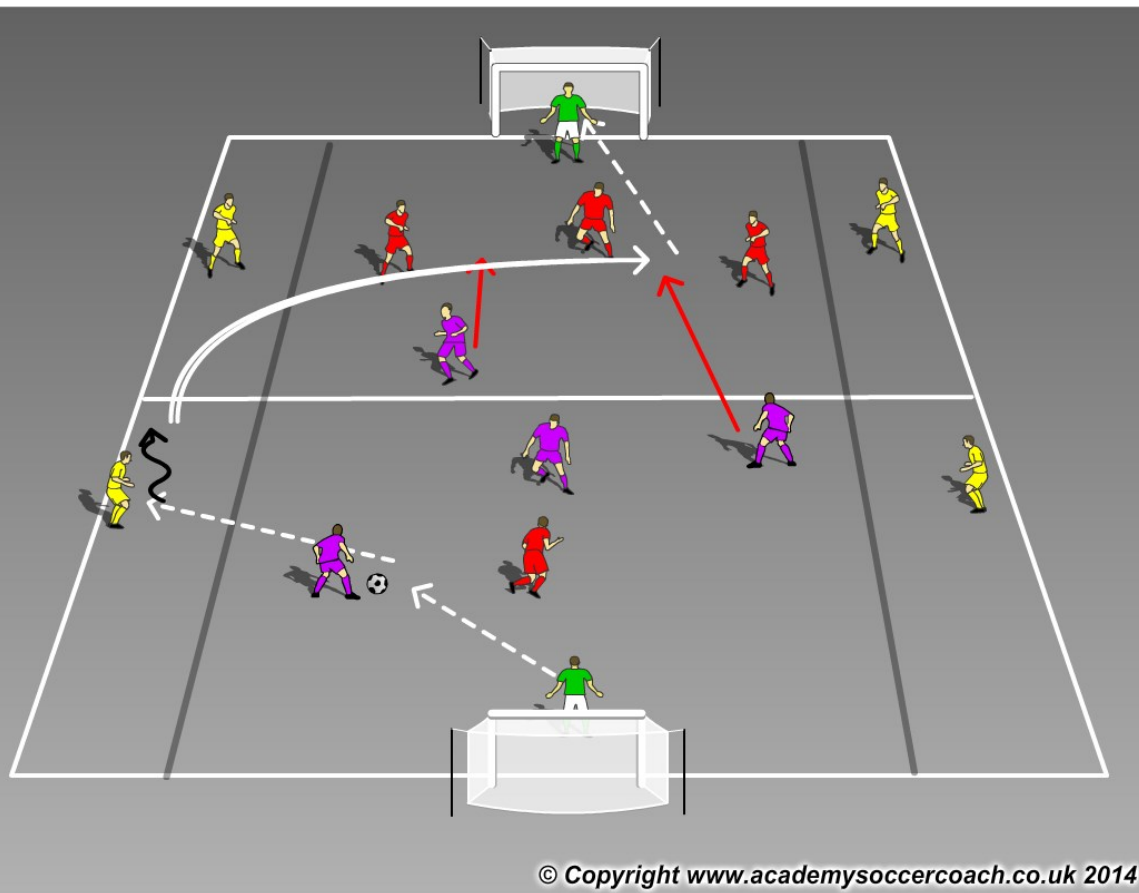
Duration: 20-30 Minutes

Rob has coached at the collegiate level for 16 years and training goalkeepers for 20 years. Starting at the age of 19 Rob joined the Towson Women's Soccer Coaching Staff and had great success. He is actively coaching with several clubs in the Capital Region and has also served as a mentor of the Eastern NY ODP staff. He is a contributor to keeperstop.com writing articles on goalkeeper development as well as working as a clinician for several coaching clinic and courses. Rob has also contributed to several coaching educational resources, sharing lesson plans and blogs with goalkeepers from around the world. You can follow him on Twitter: @goaliecoach00

SSG: Emphasis on Dealing with Crosses

Organization:

4v4 with 4 Neutral players and 2 GK's. The 4 Neutral players must play inside the coned channels. 4v4 is played in the coned grid area. In order to go to goal, the ball must be played to a neutral player in the channel in order to be able to go to goal. Balls can be either crossed into the box or possession kept. Being exercise with no opposition in the channels but that could be added to progress the exercise. If a team score, the neutral teams takes the place of the team that just scored who now become the neutrals. Play is restarted from GK of the team who just scored. Neutral touches can be limited in the channels.

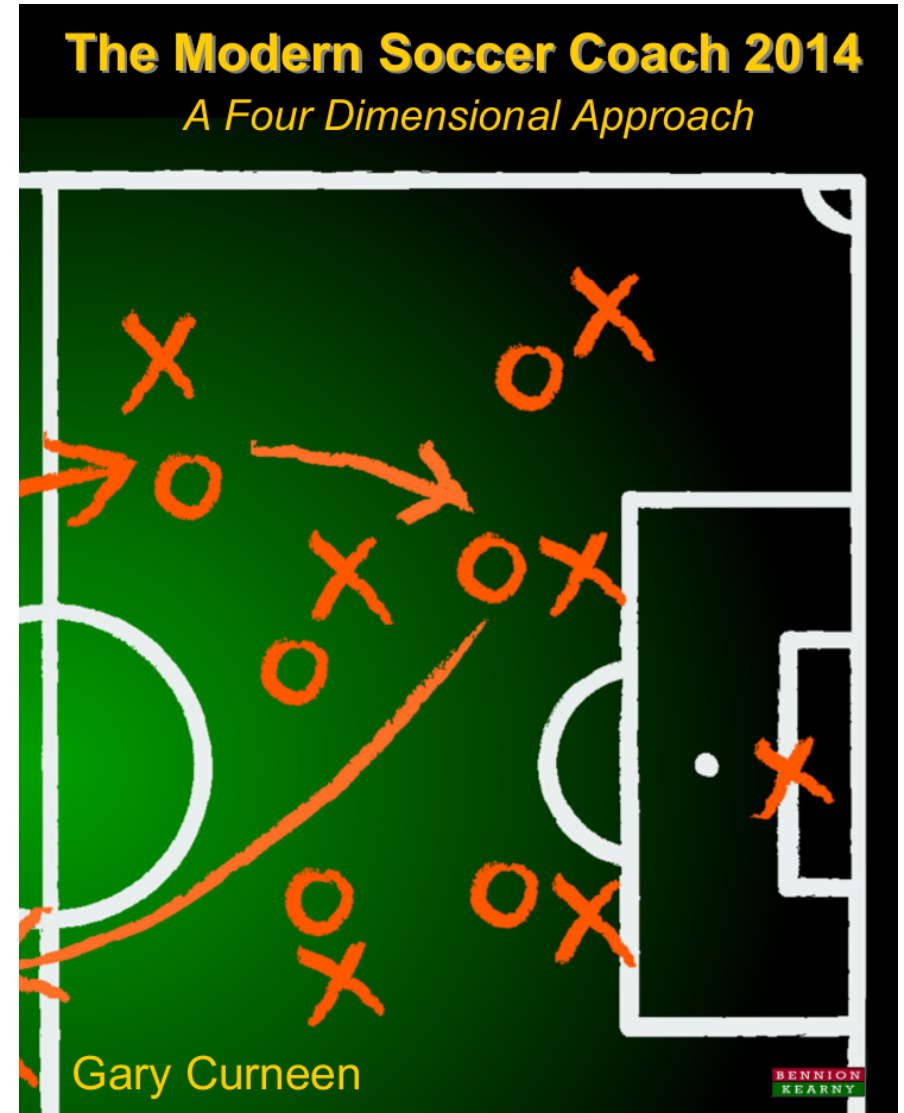


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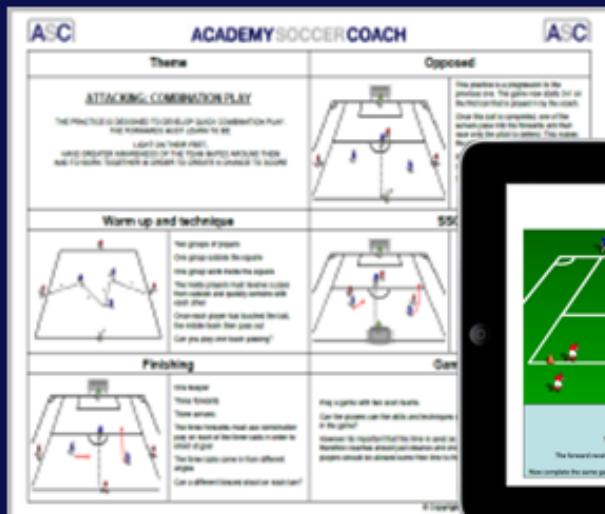
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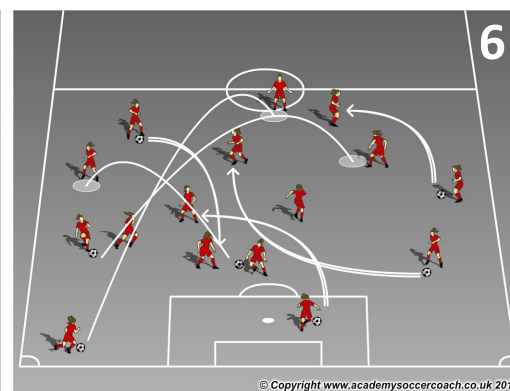
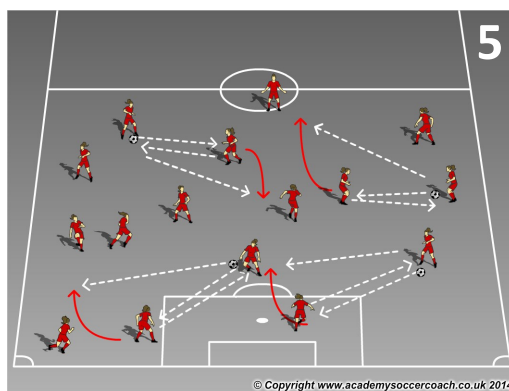
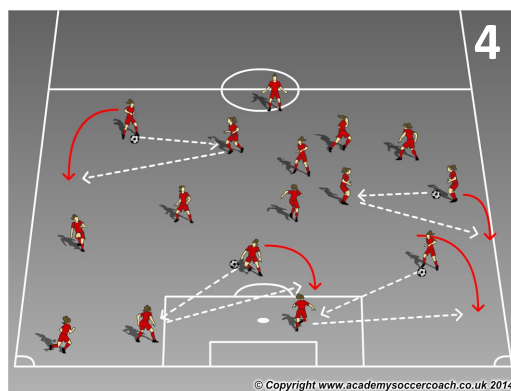
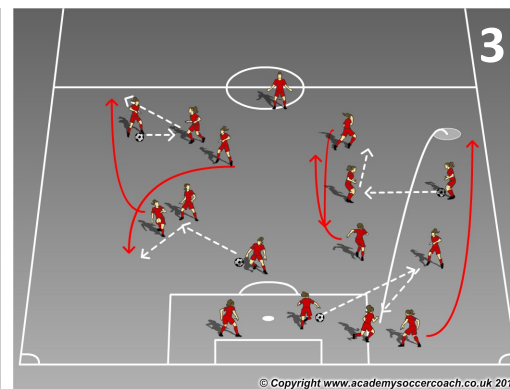
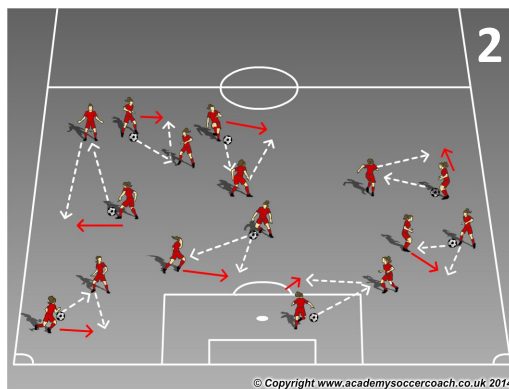
Coach: Keith Scarlett

Age Group: U14+

Session: Combinations and Attacking Work

Duration: 60 Minutes

Keith Scarlett is currently an Assistant Women's Coach with Perth Glory FC in Australia. He holds a USSF "A;" AFC "B;" as well as an NSCAA Advanced National, Youth National and Goalkeeper Level I license. Scarlett spent two years as an Assistant Men's Coach for Throttur FC in Iceland and has over 10 years of collegiate coaching experience in the US, as well as 17 years of experience in the club and HS ranks. Having earned two Bachelor of Science degrees (Sports Medicine and Sports Management) and a Master of Science in Sports Psychology, he is currently pursuing his PhD. You can access his personal blog, AN AMERICAN COACH DOWN UNDER at <http://keithscarlett.blogspot.com/> Follow him on Twitter @keithscarlett



Technical Training

Organization:

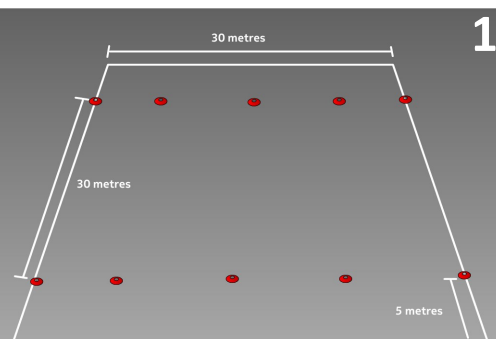
The players go into one half of the field with 7 balls. Everyone jogs around passing to each other. They are making sure to check to the ball and call out the player who they are passing to. (7 Mins)

Progression:

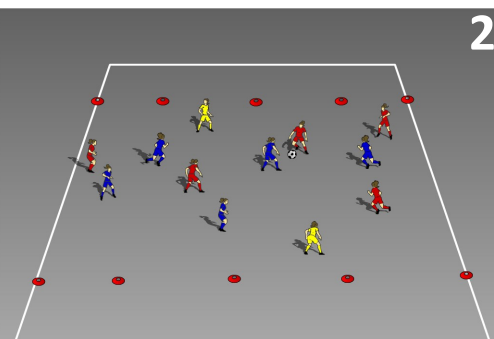
- (2) Player begin doing two-person combinations starting with wall-passes (3 Mins)
- (3) Drop down to only 3 balls and work on combinations with overlapping (3 Mins)
- (4) Passer Spin-Off (3 Mins)
- (5) Receiver Spin-Off (3 Mins)

- (6) In the same area, add in three more balls and the players begin playing balls about 20-30 yards in the air, bending balls with the inside and outside of both feet and playing simple chips into the other player's feet. This works on serving the final ball as well as other players first touch off a lofted ball (7 Mins)

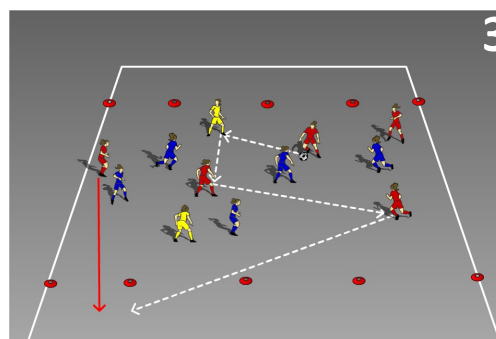
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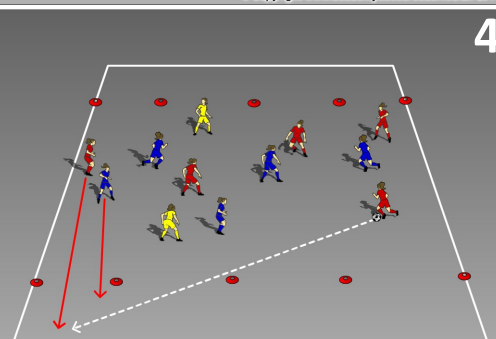
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Possession and Direction (Pics 1-6)

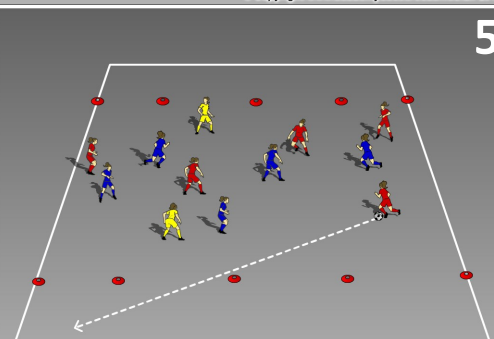
Organization:

The team is split into 2 groups. Each group players 5v5 +2 in 30x30 meter grids. Each grid has a 5 meter end zone on each end. The two neutral players are all time offense. This is a possession game that works on playing in a specific direction as opposed to just keeping possession. The team with the ball must make 3 consecutive passes and then play a ball into their offensive end zone for a teammate to receive. Players must run into the end zone before the ball is played in and the defenders can go in as well to defender. (7 Mins)

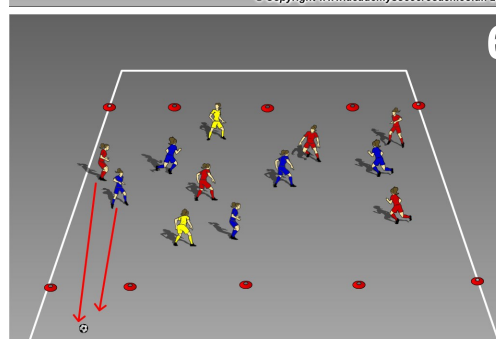
Progression: No players are allowed into end zone until ball has been played. This will work on timing of final ball with runner to avoid being offside (7 Mins)



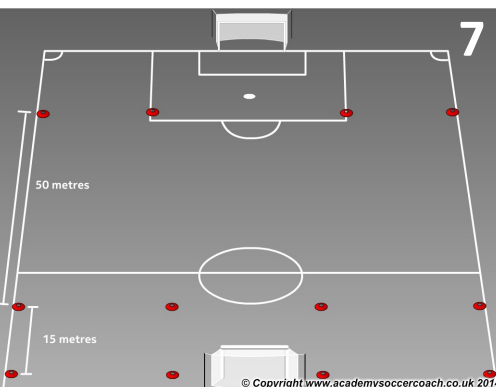
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7



8



9



10

Possession to Penetrate and Finish (Pics 7-10)

Organization:

8v8 in a 50 meter long grid with full width. There are regulation sized goals with GK's 15 meters beyond the length of the field. There are 2 target players and 1 defender in each end zone. The ball has to be played into one of the target players before they can score. One additional attacking player can enter the final zone with the target players and defenders (10 Mins). Game can be opened up to no restrictions (6 Mins).

Scrimmage

Organization: To work on opening up the runs and allowing more space to work on playing the final ball. Field is 80xFull width with 8v8+2. By opening up the grid, the players' runs create more space for the final ball to be played into or even for a 25 meter shot. Maintaining the width of the grid promotes making sideline runs and getting crosses played into runners making near, slot and backpost runs. (15 Mins)

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Thank you for reading our fifth ever edition of Coaching the Global Game Magazine!

Best Wishes for a Prosperous 2014!

- CTGG Team