| AGE GROUP | GOAL: | Improve preventing the opponent from scoring goals |  |  |  |  |  | Fall 2019 |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | PLAYER ACTIONS |  | Protect the goal, Outnumber the opponent, Mark the player, mark the area |  |  |  |  | USP |  |  |
|  | KEY QUALITIES |  | Make decisions, Be proactive, Focus |  |  |  |  |  |  |  |
| 11 y 11 | MOMEN | De | nding | DURATION | 60 minutes | PLAYERS | 18 Players |  |  |  |



OBJECTIVE: To deny scoring chances.
PLAYER ACTIONS: Protect the goal, Outnumber the opponent, Mark the player, mark the area.
ORGANIZATION: Set up two or more 30Wx45L fields with a goal and a GK at one end and small goal at the other end. Play $2 \mathrm{v1}, 2 \mathrm{v} 2 \mathrm{up}$ to 4 v 4 or 5 v 5 Play for 20 minutes with 2 minute breaks. Play with kick-ins or dribble-ins when the ball goes out of bounds.
KEY WORDS: Block the shot, Surround the ball, Zone or man.
GUIDED QUESTIONS: 1. Why do you want to block the ball? 2. When do you surround the ball? 3. When do you mark the opponent?
ANSWERS: 1. To prevent the shot and protect the goal. 2. When we outnumber the attackers, this way we can double team and steal the ball. 3. When him/her are close to the goal and the ball.
Note - First break: Coach asks questions; players do not answer but play to discover them. Second break: Coach asks questions and players share the answers.


OBJECTIVE: To deny scoring chances.
PLAYER ACTIONS: Protect the goal, Outnumber the opponent, Mark the player, mark the area.

ORGANIZATION: Set up a 70Wx40L field with a regular goal and three target players as shown in the diagram. Select 6 Red attackers, 6 Blue defenders and their goalkeeper. The Red team scores in the regular goal and the Blue team scores by passing to any target player. Rotate players every interval. All Laws of the game in effect.
KEY WORDS: Block the shot, Surround the ball, Zone or man.
GUIDED QUESTIONS: 1. How do you prevent a shot to goal? 2. When is a good time to double team the opponent? 3 . What do we do if the opponent is near the ball and the goal?
ANSWERS: 1. By protecting the goal by getting a defender in between the ball and the goal. 2. When we outnumber the attacker with the ball. 3. We mark him or her tight.
Note - Switch to Less Challenging if this activity is too difficult or to More Challenging if it is too easy.
PRACTICE (Less Challenging): 7v5 and three target players ${ }^{\text {I }}$ DURATION: 20 min -- INTERVALS: 4 --ACTIVITY: 4 min --REST: 1 min
 OBJECTIVE: To deny scoring chances.
PLAYER ACTIONS: Protect the goal, Outnumber the opponent, Mark the player, mark the area.
ORGANIZATION: Set up a $70 \mathrm{~W} \times 40 \mathrm{~L}$ field with a regular goal and three target players as shown in the diagram. Select 5 Red attackers, 6 Blue defenders and their goalkeeper. The Red team scores in the regular goal and the Blue team scores by passing to any target player. Rotate players every interval. All Laws of the game in effect.
KEY WORDS: Block the shot, Surround the ball, Zone or man.
GUIDED QUESTIONS: 1. Who protects the goal and tries to block the shot? 2. When is a good time to double team the opponent? 3 . What do we do if the opponent is near the ball and the goal?
ANSWERS: 1. The closest defender to the ball. 2. When we outnumber the attacker with the ball. 3. We mark him or her tight.
Note - Switch to Less Challenging if the Core activity is too difficult for the players.


[^0]TRAINING SESSION SELF-REFLECTION QUESTIONS

1. Did you achieve your goals of the training session?
2. What did you do well?
3. What could you do better?

[^0]:    FIVE ELEMENTS of TRAINING EXERCISE
    1.Organized: Is the exercise organized in the right way?
    2.Game like: Is the exercise game like?
    3. Repetitions: Are there repetitions when looking at the overall goal of the session?
    4. Challenging: Are the players being challenged? (Is there the right balance between being successful and unsuccessful?)
    5. Coaching: Is there the proper coaching based on the age/level of the players?
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