

# 10U Week #12 -

# PLAY — PRACTICE — PLAY

"Passing and receiving"

### **Dribbling move** Ribery/Triangles

PLAY		
10	mins.	

**Play-** as players arrive have them join in a small sided game.

**Set Up-** 3V3 or 4V4 small games. -20yrds X 20yrds fields -Set up multiple fields if needed

Let them play

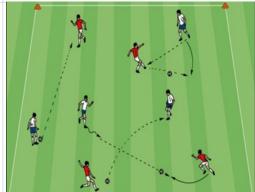
#### **Activity Description**

# **Set Up Diagram Paired Passing:**

## **Coaching Points**

# #1

15 mins Two players passing and moving a ball between them in a defined space. After the player passes the ball, he/she shall move into another receiving position. Players should position themselves in passing lanes to receive and return a pass.



- -Technique of passing locked ankle, toe up receiving first touch -
- -Communication to ask for the ball

directional

#### 3v3 5 Goal Game:

15 mins

In a 20x30 yard grid, five 2 yard goals are spread out throughout the grid. The teams #2 score by passing and receiving through any of the goals to a teammate. First team to get 10 points wins.

> Coach: First have the players receiving with inside of foot, outside, and weak foot.

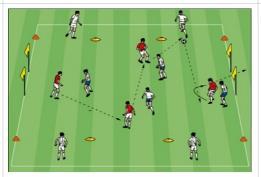


- -Tech of passing and receiving
- -Finding the open gate or goal
- -Pace of the pass
- -First Touch Directional
- -Clear Communication (demand the ball)
- -Supporting Shape

#### 4v4 with Bumpers:

#3

15 mins In a 20x30 yard grid, two teams of 4 players each will try to score. Standing on each sideline will be 2 bumper players with 2 touches each who can be used at any time by the attacking team. If a team gets scored upon, they become the bumper players and the outside team plays on the field. Keep score and make the game competitive into space under control.



- Soft 1st touch receiving into space, away from pressure
- -Proper weight, accuracy and timing of passes
- -Possession vs. Penetration
- -Proper angle and distance of support off the ball
- -Communication between players

#### **Small Sided Games**

**PLAY** 

7V7 scrimmage

25 mins



Let them play



Organized-set up and ready to go Game like-activity must be game like Repetitions-repetition on what you are trying to achieve

Challenging-players need to be challenged Coaching-the right coaching based on the age/level of the players