

# 12U Week #5 -

# PLAY — PRACTICE — PLAY

## "Defending-1st Defender"

## **Dribbling move Scissors**

PLAY	
10 min	s.

**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**

#### **Coaching Points**

# #1

15

mins

In a defined area, one team of players (pennies) all with a ball will pass to a member of the other team. Passes should not be more that 10 yds. long. After the pass, the player will press the receiver.

Encourage the player to press sideways on & send opponent in the opposite direction of his first touch



- -Angle of approach
- -Good defensive stance
  - Body weight on front of feet
  - Eyes on the ball
- Slightly angled one foot closer to attacker

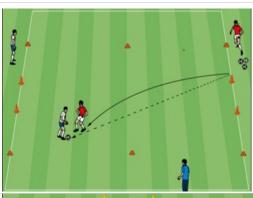
#### **1v1 to Small Goals:**

**Pass and Press:** 

#2

15

In a 10x15 yard grid, two groups of players will play 1v1 bouts. One group of players will serve to the other and defend the player with the ball, applying the principles of 1st. defender. The play is over when one player scores or goes out of bounds. The next 1v1 will commence with a service from the defender. Players will switch sides after their turn is over.



- -Approach quickly but not too fast with an angle that limits options
- -Good defensive stance
- -Apply pressure to take away space/time

#### **3v3 to Small Goals**

#3

15

mins

In a grid of 30x35 yards, two teams will play to score in the goals. Player will defend by pressing the player with the ball (applying the principles and role of 1st defender).



- -Recognizing when to be the 1st
- -Funnel first attacker:
  - Towards a tight space (touchline)
  - Into a covering defender
- -Make the attacker play the ball with the weaker foot

### **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