

# U16 BALL CONTROL SESSION (CREATIVITY)

CATEGORY	TOPIC	,	Age	DIVISION	CODE
Passing	Creativity	U16 Senior			U16A
Exercise #1 Organ	Coaching Points           The player should feel comfortable on the ball. If you take a look at the chart many of the requests have little to do with the "real" game but help the player in comfort and enjoyment in the game. Players need time to just work the ball. Sometimes balls are just simply an art and need not be scientific. Look for clever touches during this free time. Take time to stop and let the other players see an exceptional move.				
	a ball per group. Heal & toes, double	Work on different passir	Coaching		is vou like without
touch, flick's etc. Time: 15 min.		sacrificing too much qua Allow the players as mu	ality. The objecti ich flexibility as p	ves of a pass are ossible.	
	n <b>ization</b> s. Play a round robin. Three points for	Minimal coaching. Just	Coaching		Ro positivo - Look
a win; one point of a tie; zero for a goal. <i>Time: 45 min</i> .	loss. Ball must be below knees for a	for flair then recognize t was nice", good one", "s	the intent. Be en super", etc.	couraging. "Gre	
	inization		Coaching		
team; play to 15; can score on a s	ween players but three touches per erve; must land in the opposite ground ot drop after it hits a player (must be <i>in</i> .	Good for touch and fun. and relax. Help in the c			
		Exercise #4			
Light	Dribbling		Pri	ority number	
Dark	Dribbling with feint	$\sim$	Nik	ke ball	O
Player making decision	Ball movement	>	Co	ne	۵
Goalkeeper	Run		Fla	g	
Grid	Cross				



#### U16 DRIBBLING SESSION (DRIBBLE AND CROSS)

CATEGORY	Торіс				
Dribbling	Dribble and o	crossing	U16 Senior	U16B	
Dribbling           Exercise #1         Organization           Dribbling in Lines: A) Two lines of players facing part. The first two players dribble the ball to the hey will remain. B) Same dribbling but with a feature will remain. B) Same dribbling but with a feature first in the right line dribble to the opposite I he first player, the second player of the line step all from the first player; the players repeat the fixercise #2         Organization           Avec on Flank & Cross:         Players combine, dribble to the box to finish. Use different combination nin.           Exercise #3         Organization           Combine, Dribble & Cross:         Players combine, dribble ross into the box to finish. Time: 20 min.           Exercise #4         Organization	Basic technical skills, dri vision while dribbling. A and receiving while dribb Stay 4:1 on the positive Combination play for dri players. Get excited wh Combination play and th players.	U16       Senior         Coaching Points         bble touching the ball inside out sis         bility on faking while dribbling. Ab         bility.         Third man run, dribbling past         to instructional comments through         Coaching Points         bbling and crossing and finishing b         en players have success.         Coaching Points         ird man run for cross and finishing         Coaching Points	ility on passing sing, receiving. out the session. etween two between three		
<u>v8 w/ GK's</u> : (see pg. 47; doc. 310 194) <i>Time: 5</i> Exercise #1	55 min.	Let them play and become service and dribbling.	ne a fan of the game. Focus on the	e quality of the	
		Exercise #3			
Light	Dribbling		Priority number		
Dark	Dribbling with feint	m	Nike ball	o	
£ "	Ball movement		Coneo	۵	
	Dan movement		COLLER		
Goalkeeper 💮	Run		Flag		





#### U16 FINISHING SESSION (T.T.F. TRAINING FOR STRIKERS)

CATEGORY	Торіс		AGE	DIVISION	
Finishing Exercise #1 Organization	T. T. F. Training f	for Strikers	U16	Senior	U16C
Patterns: In two grids 26x44 yards separated by working on finishing patterns. In each drill the pla <b>Reverse Wall</b> : The ball is passed to the 1 <sup>st</sup> strike finish. <b>B) Flick &amp; Roll</b> : The ball goes to the 1 <sup>st</sup> st <b>Take-Over</b> : The 1 <sup>st</sup> striker receives the ball from running towards the 1 <sup>st</sup> striker. After a takeover, ball, dummies and rolls away into space to receive players not involved in this drill will play keep ave <b>Exercise #2</b> Organization 2v3/3v2: 3 defenders against 2 strikers are restri strikers against 2 defenders. <i>Time: 20 min</i> .	ayers are involved serving the rethat passes to the 2 <sup>nd</sup> one triker who flicks, rolls away the server, turns towards the finish. <b>D) Dummy</b> : The 1 <sup>st</sup> re the ball from the 2nd strill ay. <i>Time: 20 min</i> .	he ball to each other <b>A</b> e for a reverse wall pas into space and shots. ( the 2 <sup>nd</sup> striker who is no striker checks towards ker and finishes. The	) roles, s and create bw shoul the Chane must foot t	<b>Coaching P</b> ing patterns: Clear un the 1 <sup>st</sup> striker begins he 2 <sup>nd</sup> must support th d be short and sharp. ge of pace. On the ta exchange with the sa o right foot). <b>Coaching P</b> over the speed of exect the movements and ski	nderstanding of th the movement he movement to y. Checking runs Technique. keover, players me feet (ex. Righ oints ution through
Exercise #3 Organization			correct	Coaching P	
2v3/3v2 w/ Crossover: Same game as exercise # the playing grid creating a numbers up situation. Exercise #4 Organization		n enter the free zone a		rage the offensive tra er up of players for sl Coaching P	hooting.
<u>8v8 w/ GK's (</u> see pg 47; doc. 310 194). <i>Time 45</i>	min.		numb the in	iraging playing in atta ers up situations. Be tent verses the produ creativegive them o	ick, creating positive. Look fo ict. Forwards nee
B Free Zons A D D D D D D D D D D D D D D D D D D		ی ۔ ۔ ۔ میں ۔ ۔ ۔ میں ۔ ۔	Fre	e Zone	۵ ۵
Light D	Dribbling			Priority number	
Dark	Dribble with feint	$\sim$		Nike Ball	O
Player making decision	Ball Movement	>		Cone	۵
Goalkeeper	Run Cross			Flag	٦
Grid	5.000	×			

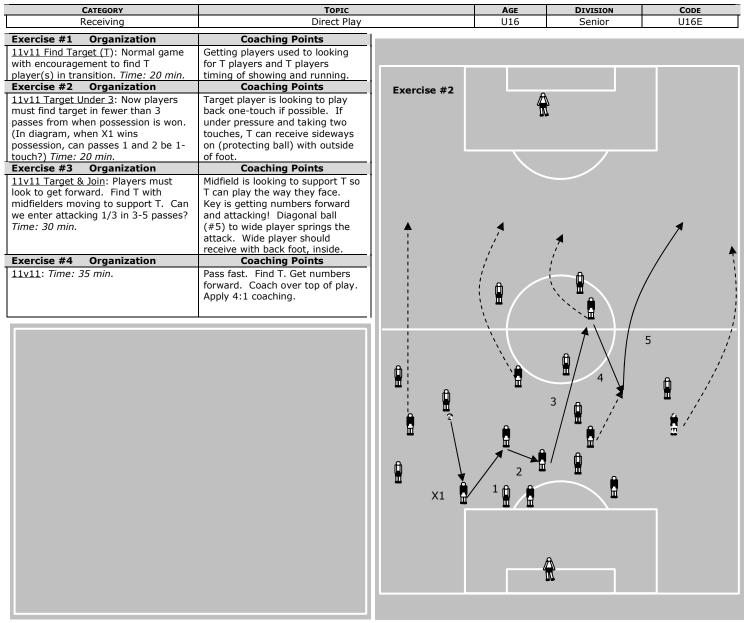


#### U16 PASSING SESSION (TRAINING THE PLAY MAKER)

CATEGORY	Торіс		Age	DIVISION	CODE
Passing	Training the Play Make	er U16 Senior			U16D
Exercise #1 Organ	nization		Coaching		
	e ground; two touch, ground, ground n long balls; curling balls; etc. GK's on	Keep the ball moving; positive; generate ent build the players self e	husiasm. Empha esteem throughou	size some creativity	. Remember to
		should be 4:1 positive		<b>_</b>	
	anization 0x40 yards. The 5 players are on the	Work with the Play ma	Coaching		vers around to
	dle who is the play maker. The three in	compliment one anoth			
the middle, when they get the bal transition, they can keep the ball	I, can just give it back or if you want a while the 5 try to win it back. Allow the ide of things. Be sure to switch the	outside players my us the play makers instru explain to the other pl	e. Keep the fund Ictions. Rememb	amentals in mind. er to compliment th	Don't over due ie whole team ar
	anization		Coaching		
<u>8v8 w/2 Play Makers</u> : (see pg. 47	: doc. 310 194) Time: 30 min.	Work with the play ma takeovers off the back space, etc. If the mar forward, marking the	players. Help in is marked, intro	running away from	the ball, creatin
Exercise #4 Orga	anization		Coaching	g Points	
8 <u>v8 w/ GK's</u> : (see pg. 47 doc. 310	194) Time: 45 min.	8v8 (see U12 Finishing game as you can. Sin the aspects of passing the players walk away	ce this is a Passir . Keep positive.	ng Category, continu Point out the good	ue to clean up all
Exercise #1		Exercise #2			
Light	Dribbling		Pi	riority number	
Dark	Dribbling with feint	$\sim$	N	ike ball	O
Player making decision	Ball movement	>	C	one	۵
Goalkeeper	Run		FI	ag	
Grid	Cross				



#### U16 RECEIVING SESSION (DIRECT PLAY)

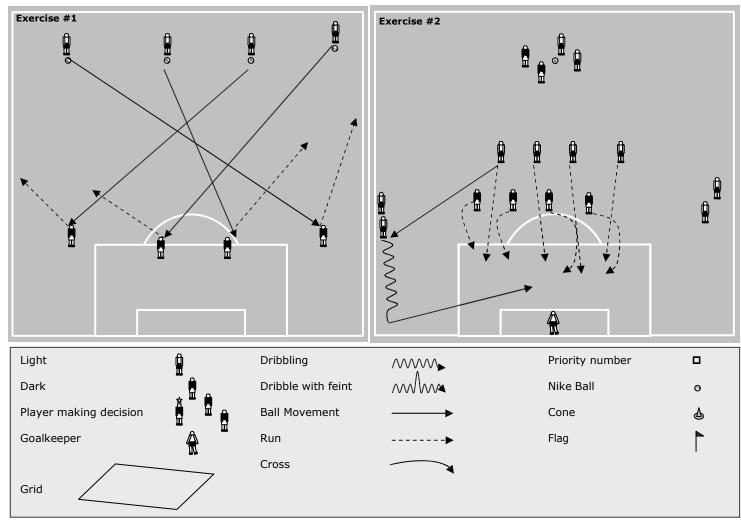


Light	Ê .	Dribbling		Priority number	
Dark	Ξ.	Dribbling with feint	~~~~~	Nike ball	0
Player making decision	Â.	Ball movement	>	Cone	۵
Goalkeeper	<b>"</b> &	Run		Flag	
Grid		Cross			



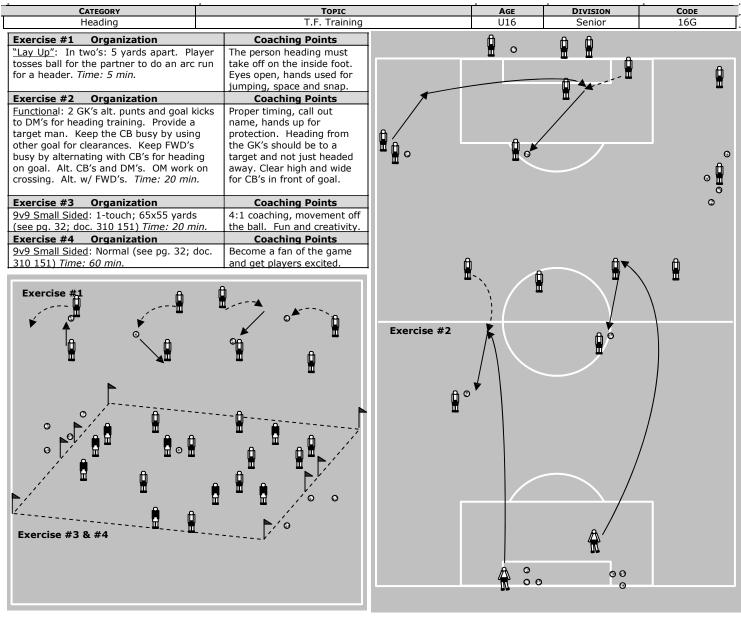
## U16 CHALLENGING SESSION (T.F. TRAINING BACKS)

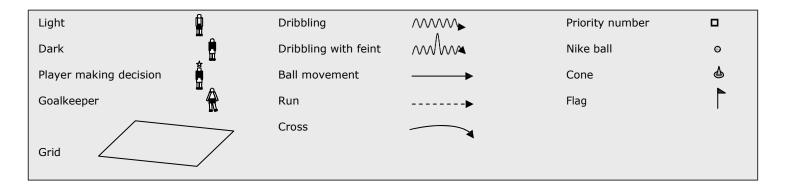
CATEGORY		Торіс	Ac	<b>SE</b>	DIVISION	CODE
Challenging		T. F. Training Backs	U1	.6	Senior	U16F
Exercise #1 Or	ganization				Coaching P	oints
<u>Clearing/Challenging Balls from Midfield</u> : 4 backs are at the top of the box and 4 servers are close to the midfield line. Once at time the servers will cross the ball to one back that will clear wide.			Improve the defensive sense of position in the box. Use adequate skills for clearing the ball. Stay relaxed and do not get nervous.			
	Organization			Coaching Points		
<u>4v4 Balls in Behind</u> : 4 backs are at the top of the half moon, 4 other players are 15 yards away from them. One of those players serve the ball to one of the two players wide then all the attackers will run into the box, the backs as soon the ball is served will drop back quickly and will challenge the ball that will be crossed into the box from the wide player. The 4 players not involved will do some technical exercise with the ball till the coach will switch the players. <i>Time: 25 min</i> .						
		Coaching P	oints			
8v8 Small Sided Everyone on Own Half: (see pg 97; ex. 11, doc 310 97) Time: 25 min.         Encouraging challenging the bub oth offensive and defensive to of play.						
Exercise #4 C	Organization				Coaching P	oints
<u>9v9 Small Sided</u> :(see pg 32; do	oc. 310 151) <i>Time:</i>	35 min.		when p	e a fan of the game players challenge an vely. 4:1 coaching!	





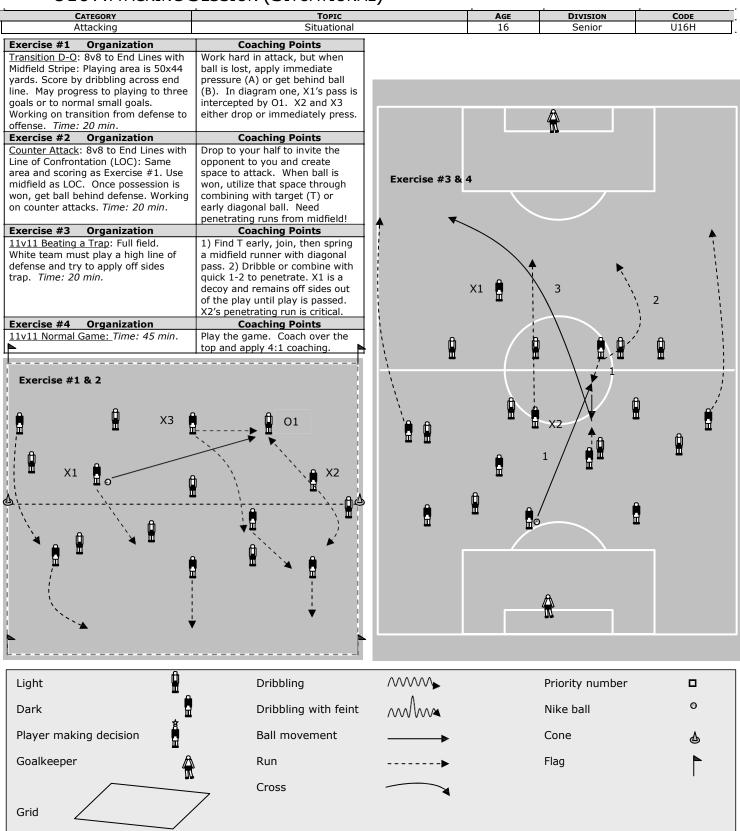
#### U16 HEADING SESSION (T. F. TRAINING)





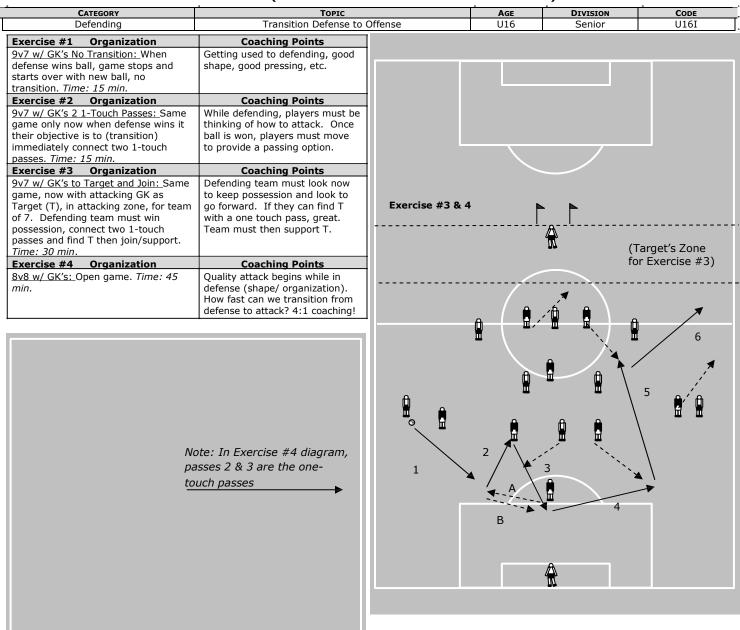


#### U16 ATTACKING SESSION (SITUATIONAL)





#### U16 DEFENDING SESSION (TRANSITION DEFENSE TO OFFENSE)



Light	Dribbling	~~~~~	Priority number	
Dark 🔒	Dribbling with feint	$\sim$	Nike ball	0
Player making decision	Ball movement	>	Cone	۵
Goalkeeper	Run		Flag	
	Cross			
Grid				

