31 **P4**

Team:

Coach:

Type: Technical Practice

Area:

Team Objectives:





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Set Up & Organisation:

• This practice is a technical passing practice to develop player relationships. This set up shows the passing sequence and possible combinations we are looking for in this formation. In a 30 by 24 yard area, 6 outfield players and a goalkeeper start on the blue discs and look to receive possession to build on the red disc, encouraging movement to receive. Once players combine back through to the Goalkeeper, they must now attack either of the 2 mini goals, with varied distribution.

Progressions & Constraints:

- We can now introduce 2 balls, forcing players to check away from their played pass quickly, preparing to receive the next ball
- We finish with constant attacks from the back, developing 3rd man runs and rotational movement between players.

Key Coaching Points:

- Tactical | Understand teammates movement to build play progressively
- Technical | Weight of pass and quality of touches to play quickly
- Social | Cohesive movement between players, developing close relationships

Questions & Notes:

- What movements do your teammates make that influence your decisions?
- When can you play one touch and how can you help teammates do the same?

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Session Objectiv	re/s:						
etail any Individuals,	, pairs, trios and	I units to work on in the group and	specify what detail you will be developing	within each session element.			
Player initials	Technical		Tactical	Social		Psychological	
Navan Daina 1 W		O					
Player Pairs initia	IIS	Objectives					
						•	
Player Trios initial	ls	Objectives					
Name I India distric	l-	Ohioakiyaa					
Player Units initia	is	Objectives					
						•	
Post Session Outcon	nes					www.touchtight.co	mc
What went well?			What did we learn?			Big Game Question	
					How will	we apply this session to a game si	tuation?

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Absentees: initials

Session Date:	Team:	Coach



Session Objective/s:

Detail all Individual player objectives for the session and provide an evaluation on progress made

Player	Objective 1	Objective 2	Objective 3	Evaluation