



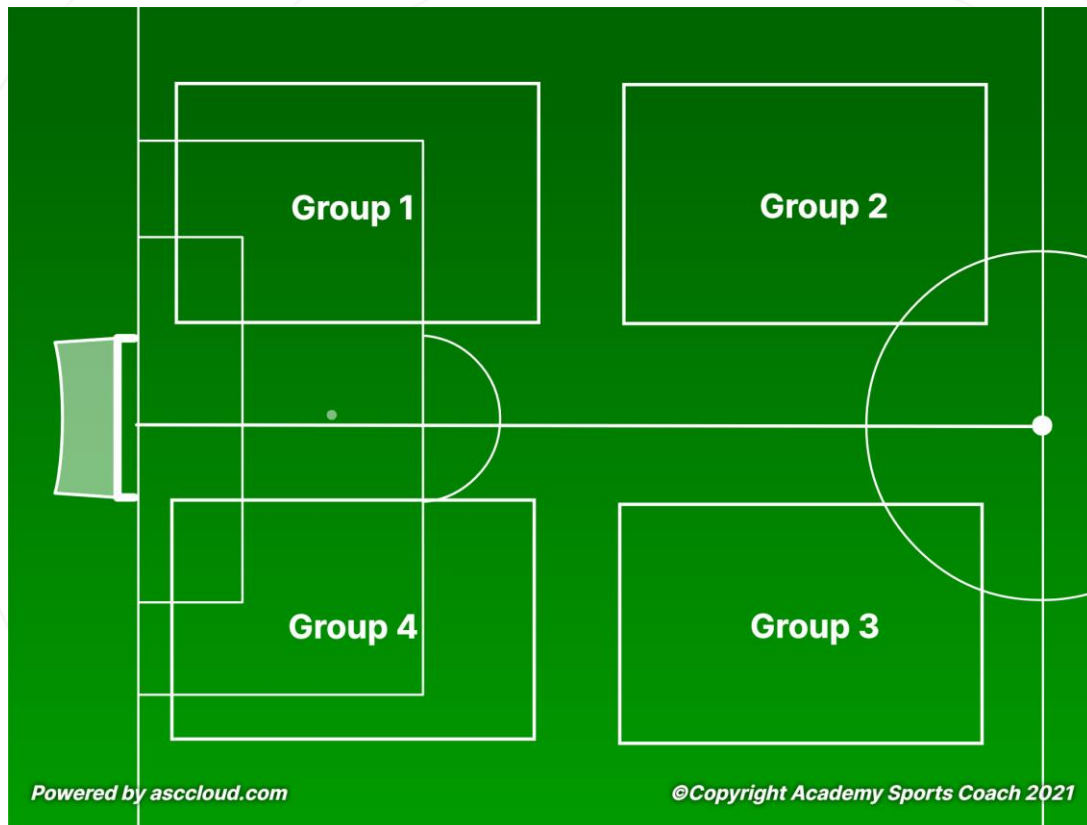
OVERVIEW (AS OF MAY 9, 2021)

- Session may be from 45-80 minutes depending on the ages of the players
- Activities can be modified and adjusted according to the ability and age of the players
- Number of cones, balls, and any other equipment should be taken into consideration when designing your sessions
- All those involved must follow the guidelines set by the Provincial Government and the Provincial Sport Organization
- Ensure parents and players are aware of the Return to Participate recommendations
- Ensure that the coach handles and sanitizes all training equipment before, during (if needed), and after the session
- Remind players to abide by the physical distancing guidelines before, during and after the session
- Pick-up and drop-off of players should be scheduled to not have large groups in the parking lot



FIELD LAYOUT

Field Size (Full-Size Field)



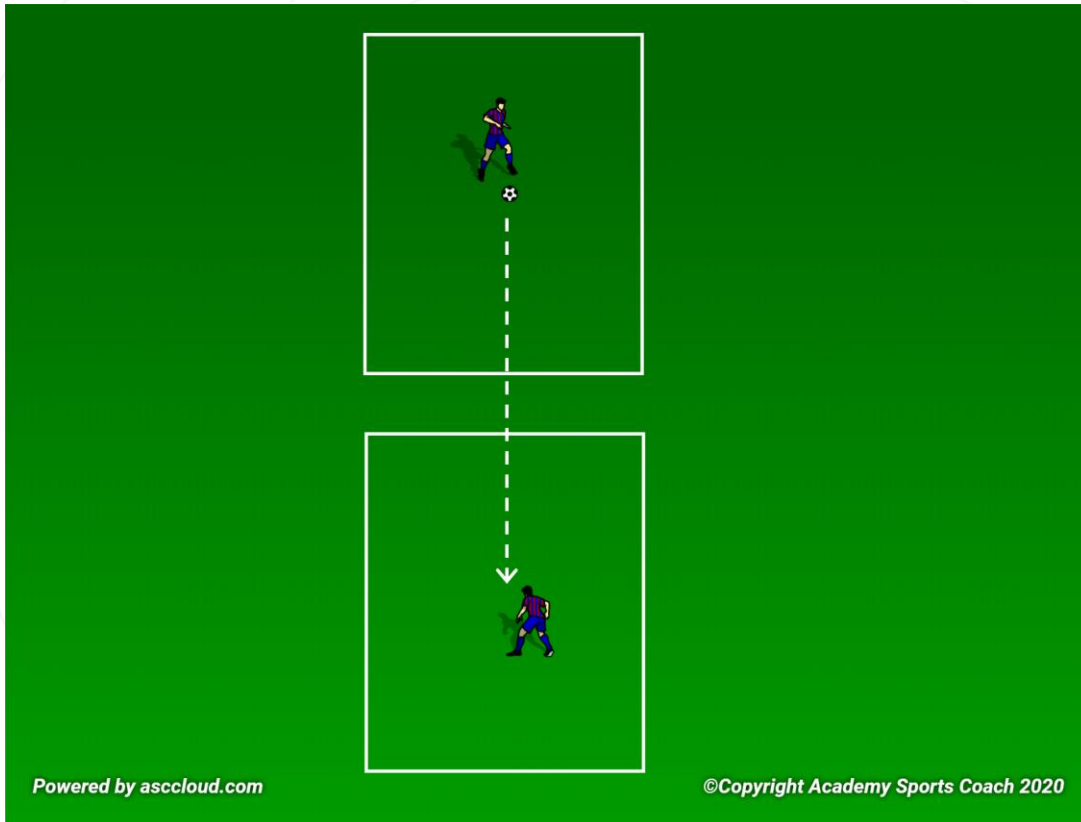
Description

- Number of groups = 4
- Number of players = 4 players/group
- Number of Coaches = 1-4
- Total number of people = within Government guidelines
- Area can be adjusted accordingly to fit the organization's needs, but must allow room for players and coaches to move freely while keeping a 2m physical distance
- Group sizes and soccer activities may need to be adjusted according to the most recent RTP protocols



PASSING

Passing 1



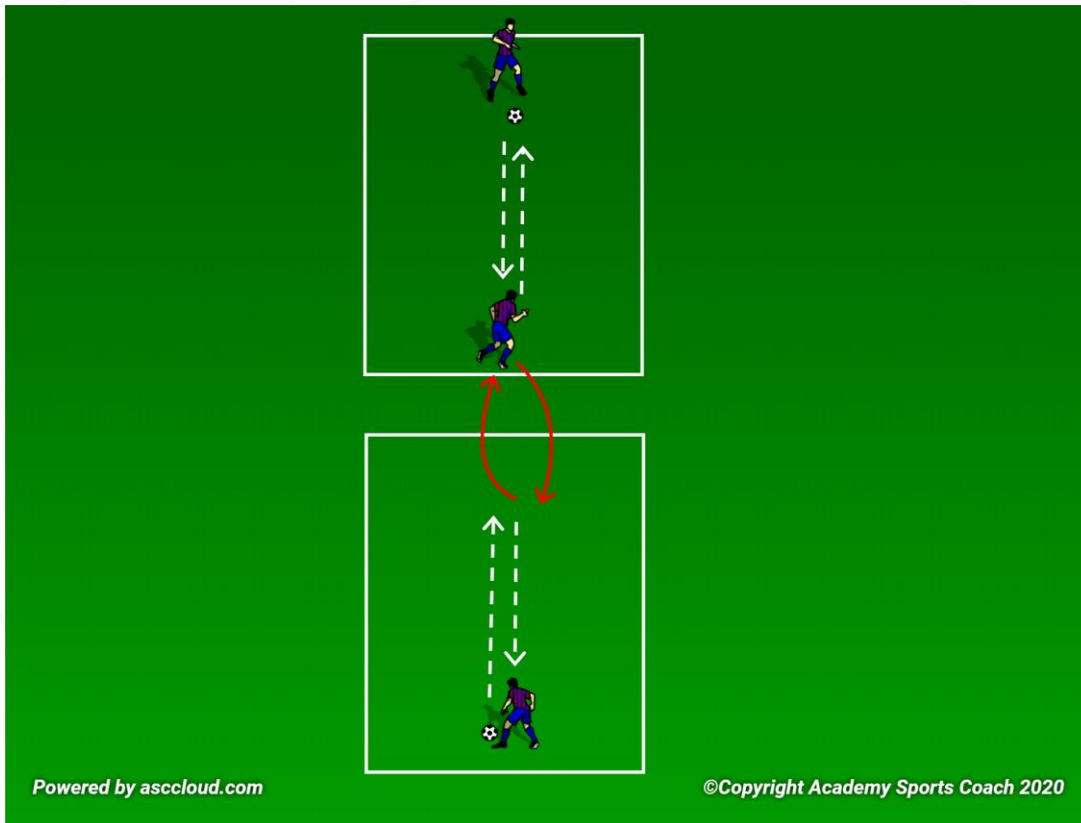
Description

- Players stay in their respective zones and pass to their teammate
- Encourage moving towards the ball to receive and to free up space before receiving
- Vary the number of touches until the pass
- Encourage using different parts of the foot to pass



PASSING

Passing 2



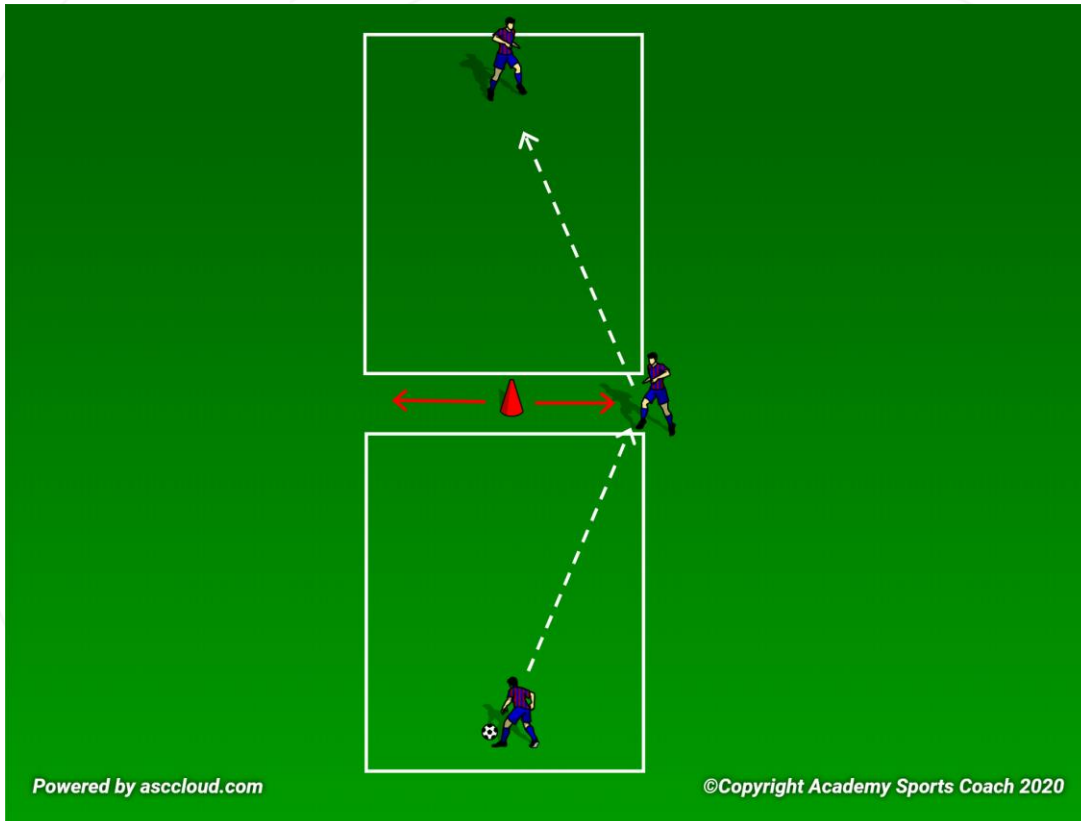
Description

- Add 1 player in between the zones. That player must come to receive the ball, while keeping a 2m distance, and pass back to the same player
- Vary the number of touches for the player in the middle
- Vary the types of balls (to the chest, thigh, etc.)
- Switch the middle player after 10 repetitions



PASSING

Passing 3



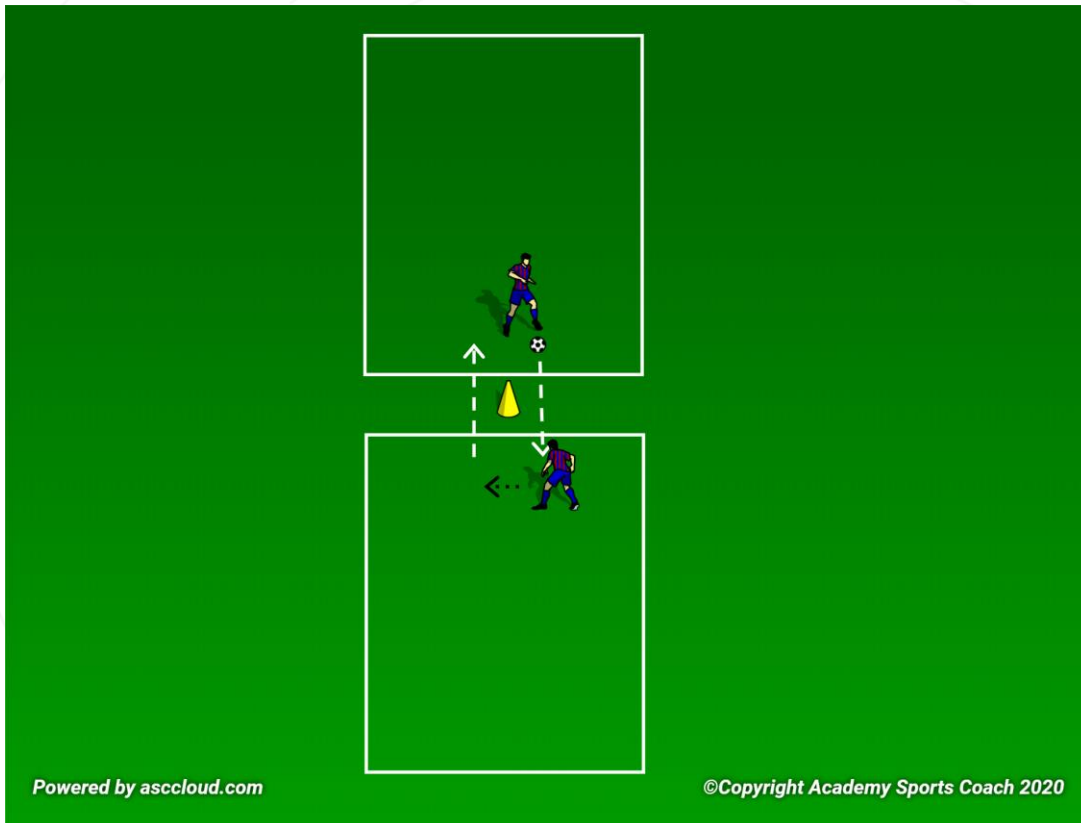
Description

- The middle players checks off the cone to receive the ball and play to the other side
- Encourage proper player habits when receiving (shoulder checks, quick movement off the cone, receiving open to the field)
- After 10 repetitions switch the middle player



PASSING

Passing 4



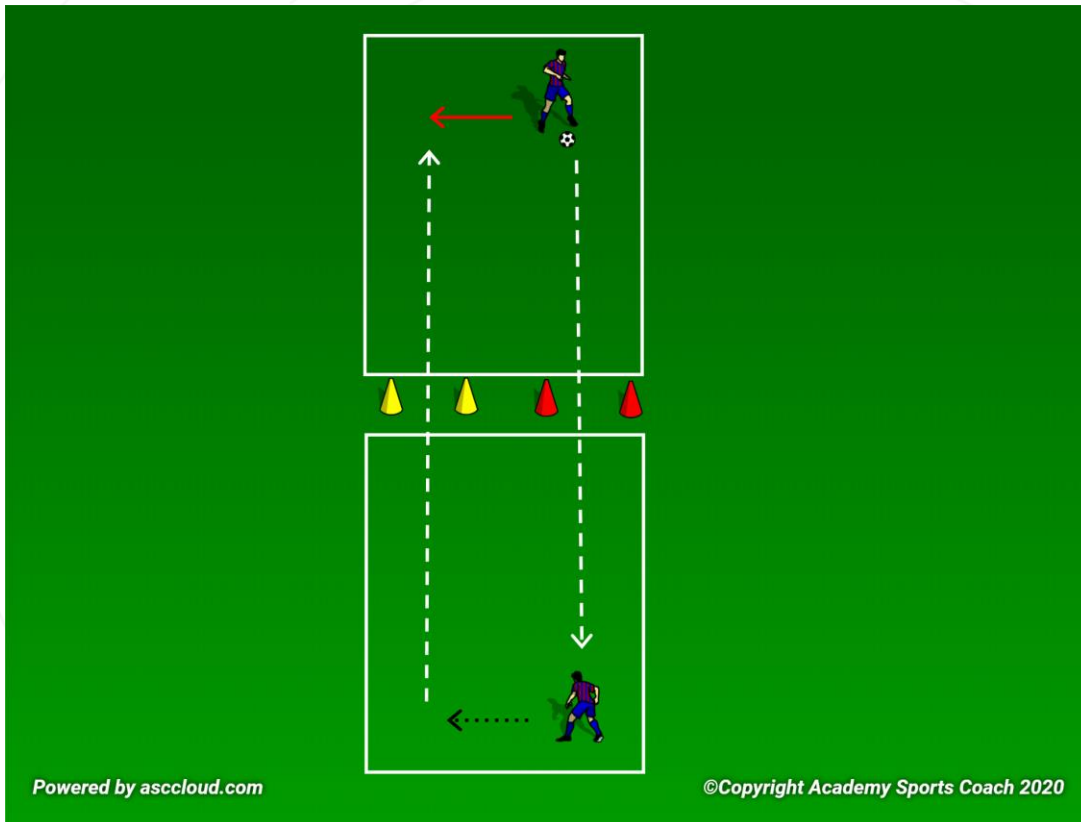
Description

- Players pass back and forth around the cone
- Vary the receiving style of the players (inside, outside, bottom of foot)
- Vary the number of touches before passing
- Players can perform skill moves before passing (toe-taps, juggle, etc)
- Vary the distances of the players



PASSING

Passing 5



Description

- Players try to pass between the middle set of gates
- Every time it goes between the gates = 1 point
- Focus on the pace and accuracy of the pass
- Vary the distances of the players and the size of the gates



PASSING

Passing Pattern 1



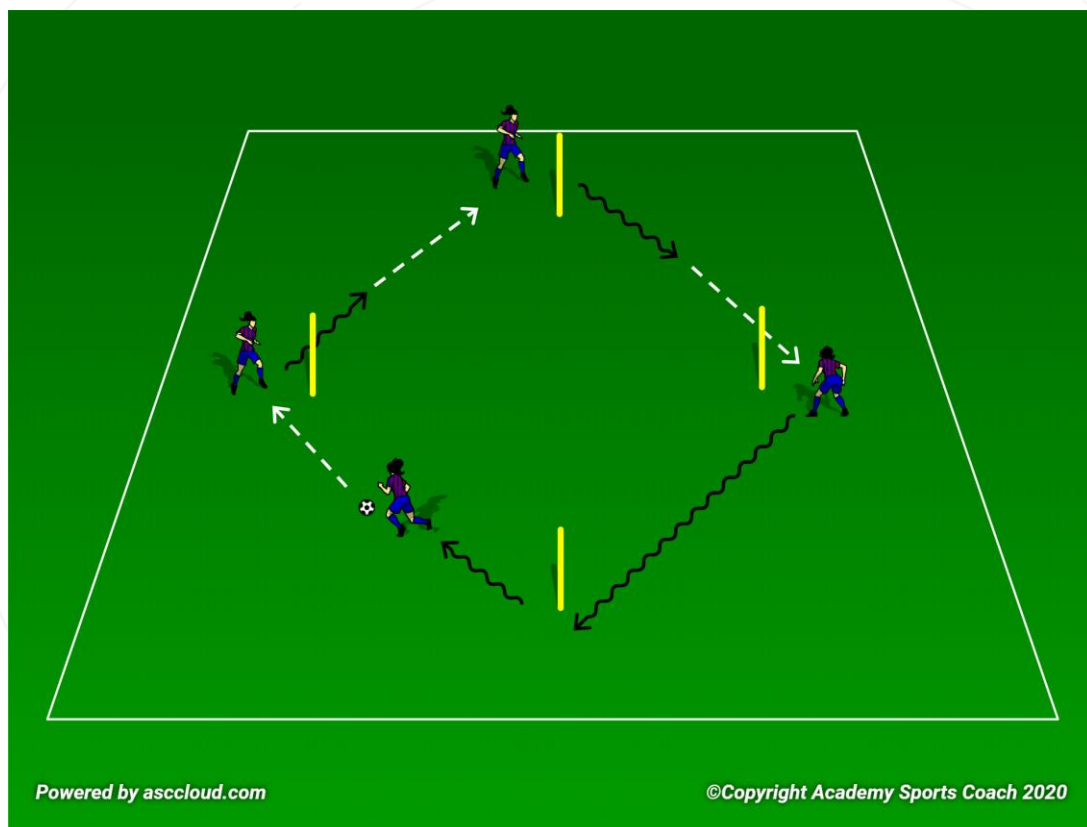
Description

- Players pass in a diamond pattern
- Before receiving the ball, the player must check off the pole
- Depending on the skill level, players have 2-3 touches to pass to the next player
- Switch directions of the pass



PASSING

Passing Pattern 2



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Description

- Players dribble half-way and then pass to the next player
- Receiving player checks off the pole before the teammate's pass
- The last player dribbles to the end and starts the sequence over
- Switch directions



DRIBBLING

Dribbling 1



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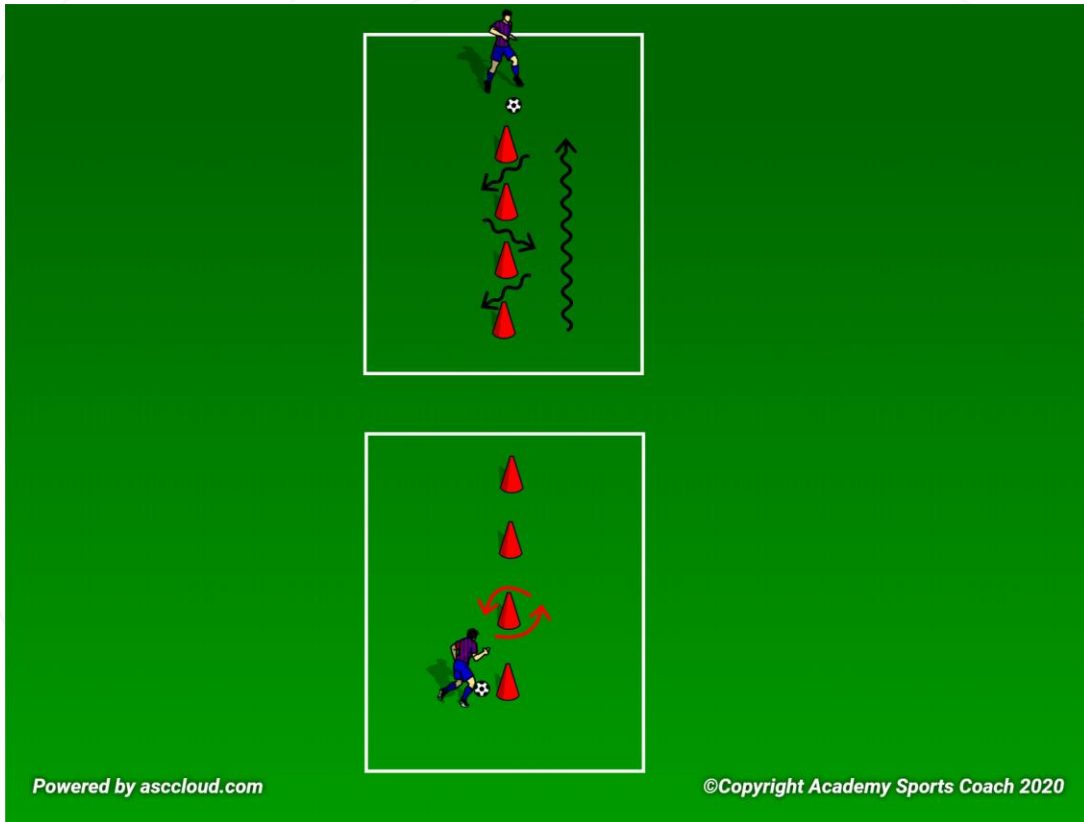
Description

- Free dribble
- Encourage player to use the entire space
- Encourage players to use all parts of their feet and to change their speed
- Coach can give commands
 - Skill
 - Juggle
 - Switch balls (pass/receive ball from a teammate)



DRIBBLING

Dribbling 2



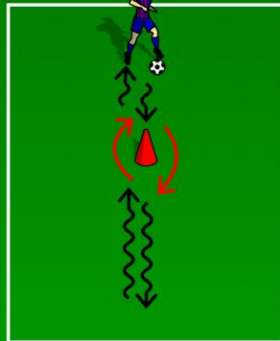
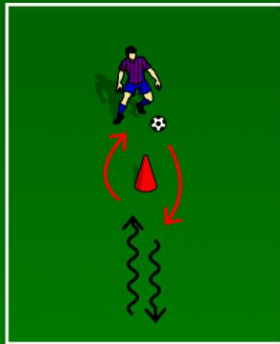
Description

- Players dribble in between the cones
- Vary the type of dribbles
 - Only left/right foot
 - Bottom of the foot
 - Only inside/outside of foot
 - Make a circle around each cone
- Make it fun and competitive if the players are succeeding



DRIBBLING

Dribbling 3



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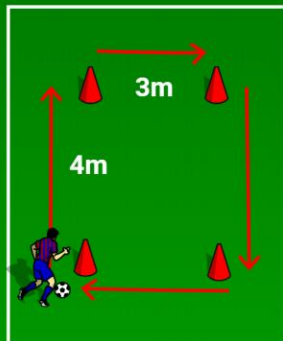
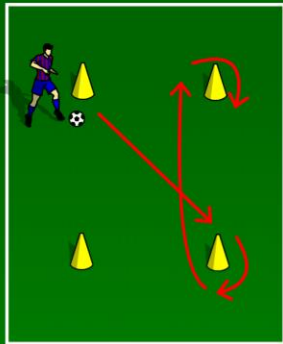
Description

- Players dribble towards the cone and perform a move (step-over, roll over, body fient, etc.)
- Encourage to accelerate after the move
- Allow players to be creative in their moves. Let them show their skills to other players and allow the teammates to try
- Players can perform different turns on the cone (cutback – inside/outside of foot, Cruyff turn, pull back)



DRIBBLING

Dribbling 4



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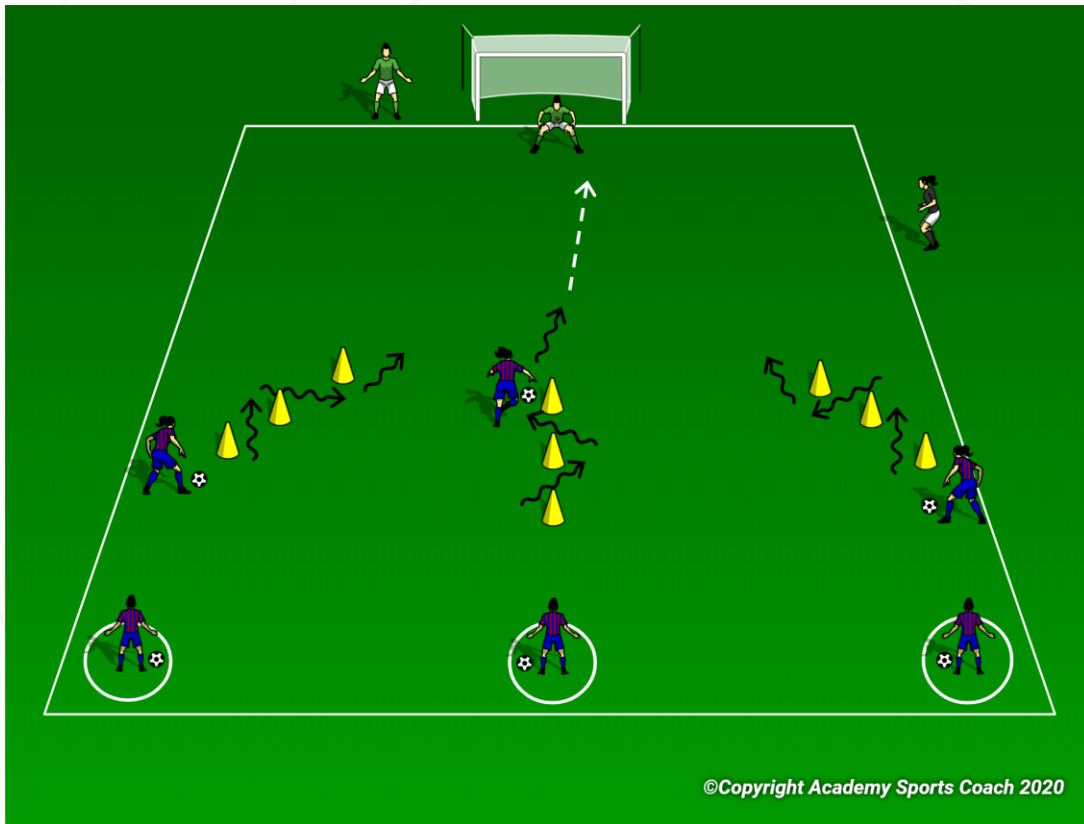
Description

- Set the cone up in a square
- Give the players different patterns to dribble
- Encourage using both feet and all parts of the foot
- Make it fun and competitive if the players are succeeding



SHOOTING

Shooting 1



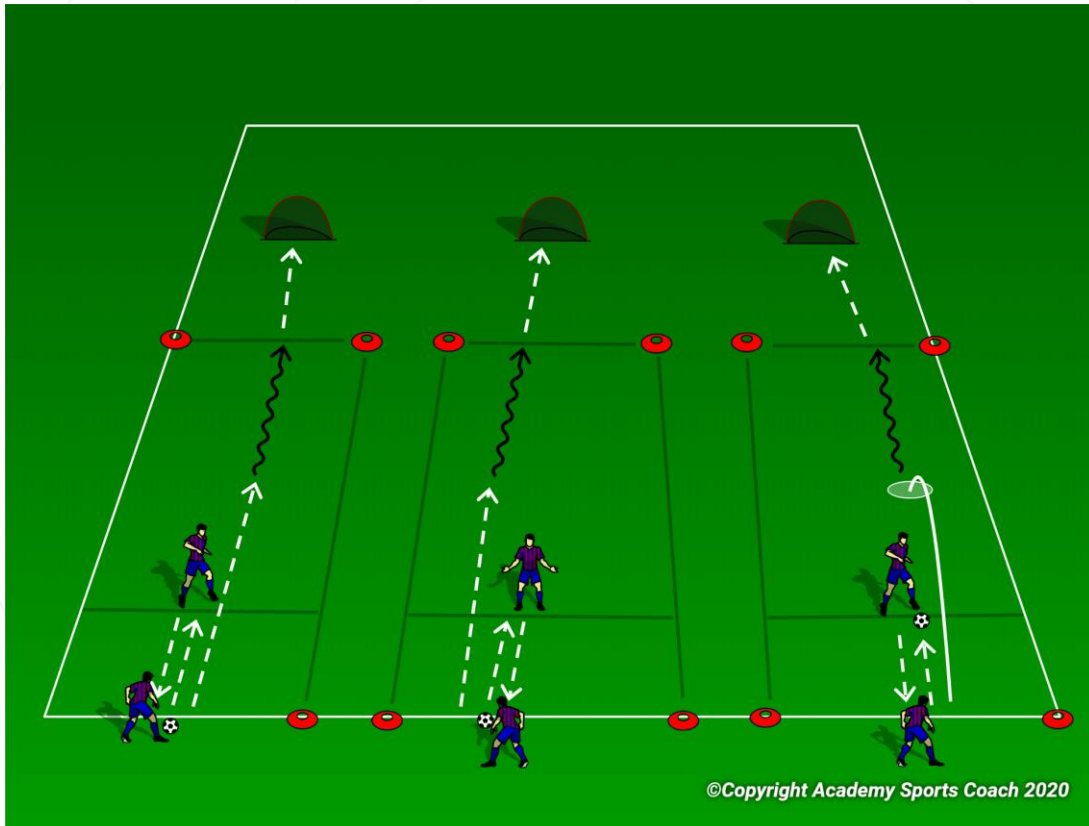
Description

- Players go from left to right and dribble through the cones and take a shot on net
- Once the first line shoots, then the next line can go
- Players waiting must remain in the circle until the player in front has gone
- This soccer activity may need to be adjusted according to the most recent RTP protocols



SHOOTING

Shooting 2



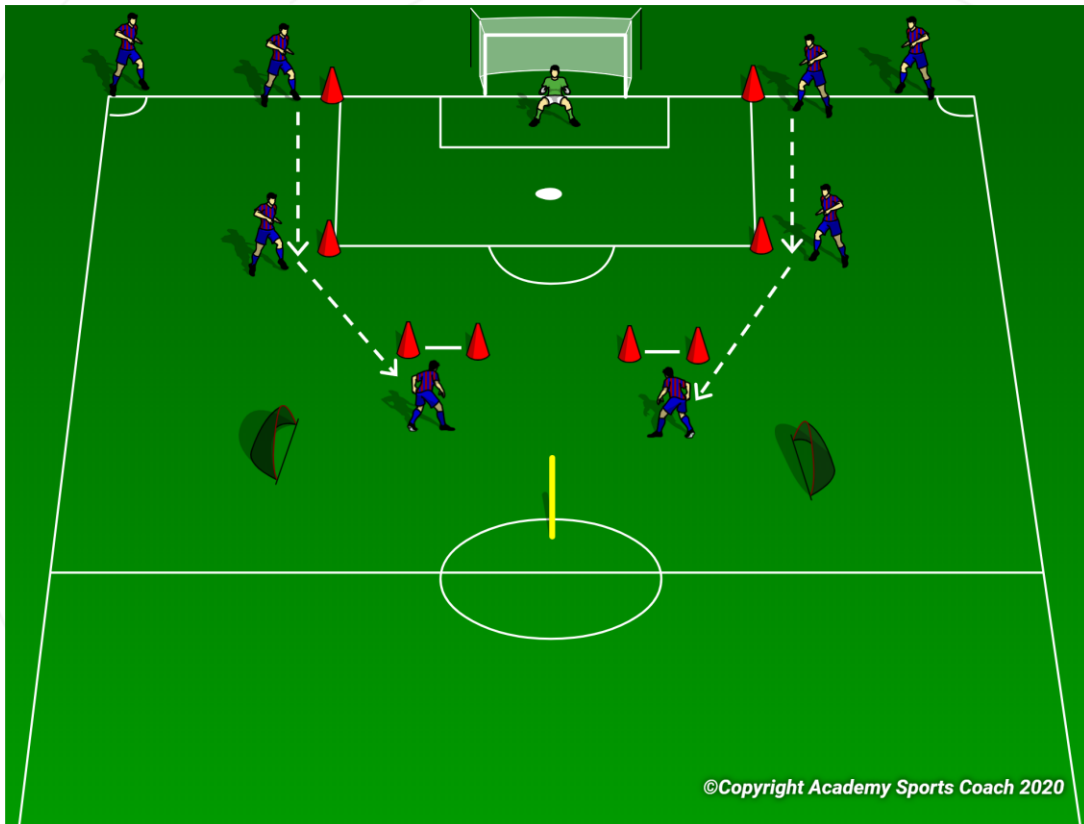
Description

- Players pass back and forth with their partner
- When the coach says “GO”, then the player on the end-line gives a ball behind for the player to run on
- That player must dribble to the end of their zone and shoot on the pug goal
- First player to score gets 1 point
- Vary the passes (juggling) and the pass (in the air)
- This soccer activity may need to be adjusted according to the most recent RTP protocols



SHOOTING

Shooting 3



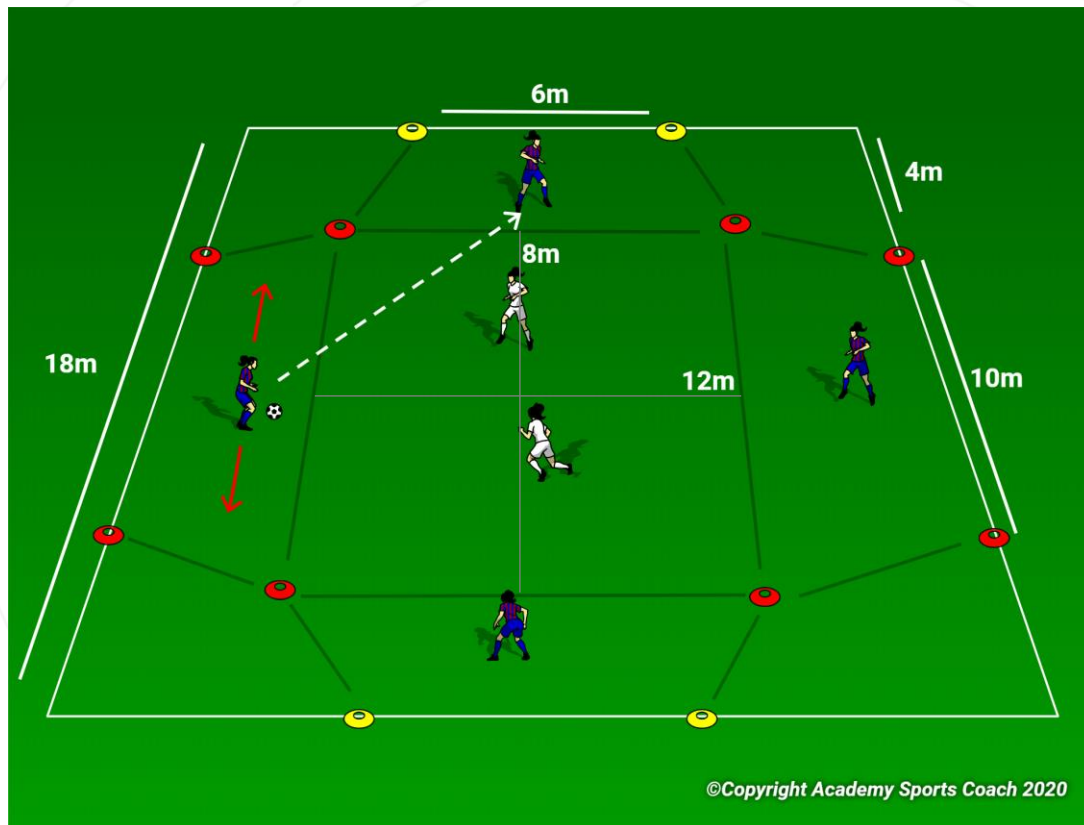
Description

- Players start at the same time and pass in sequence
- The first player to dribble through the gate may score on the goalkeeper (Winner = 2 points + goal = 2 points; Total 4 points)
- The other player must turn and dribble around the pole and shoot in the pug net (1 point for dribble + goal = 1 point; Total 2 points)
- This soccer activity may need to be adjusted according to the most recent RTP protocols



GAME ACTIVITIES

Game 1



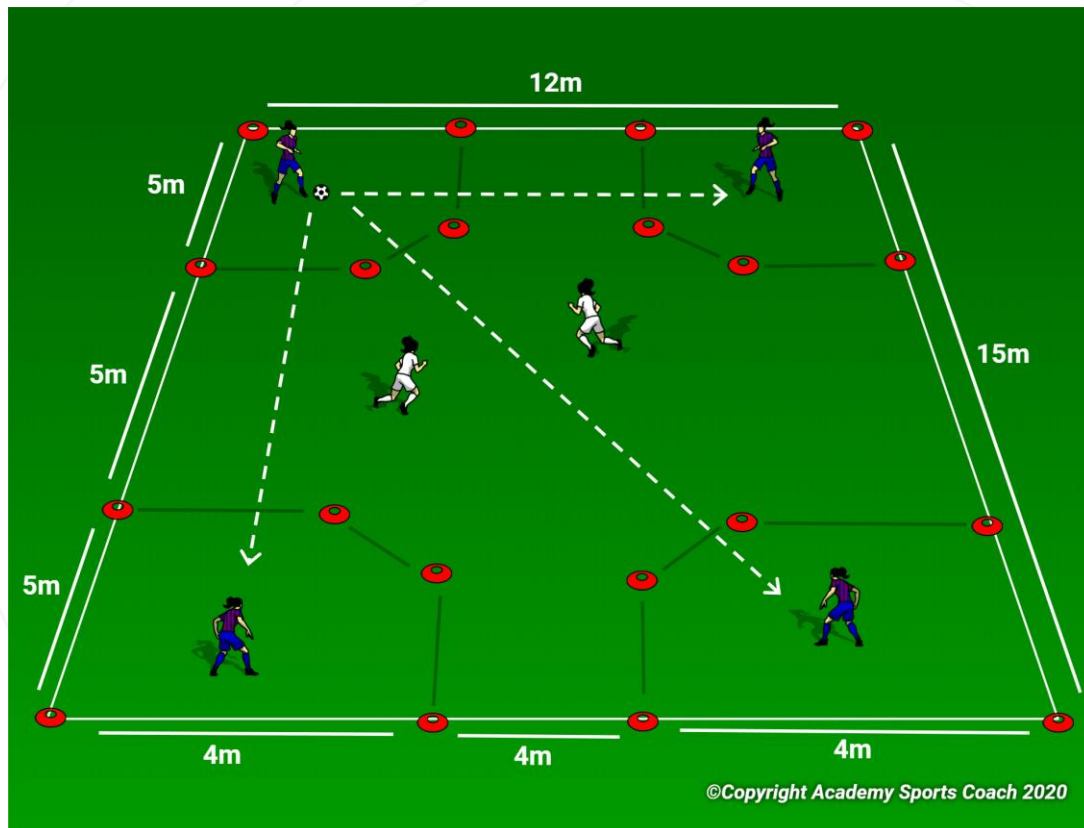
Description

- 4v2 rondo
- Players can only stay in their designated zones. Defenders cannot be in the same square
- Limit the number of touches for the outside players
- If the defenders win the ball or the ball goes out of bounds, then they switch with the player that lost it
- Encourage quick ball movement. Players should not take too long, because the defender cannot enter their zone
- This soccer activity may need to be adjusted according to the most recent RTP protocols



GAME ACTIVITIES

Game 2



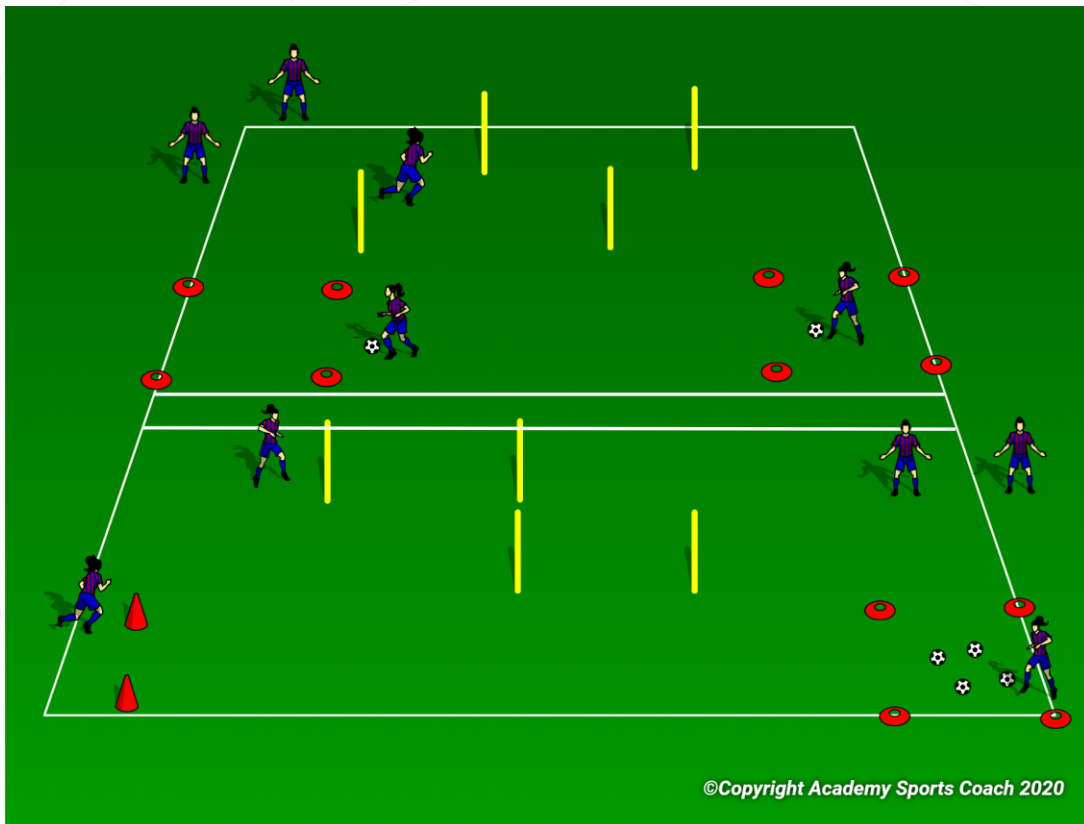
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GROUP LAYOUT

Field Dimensions (Quarter Field)



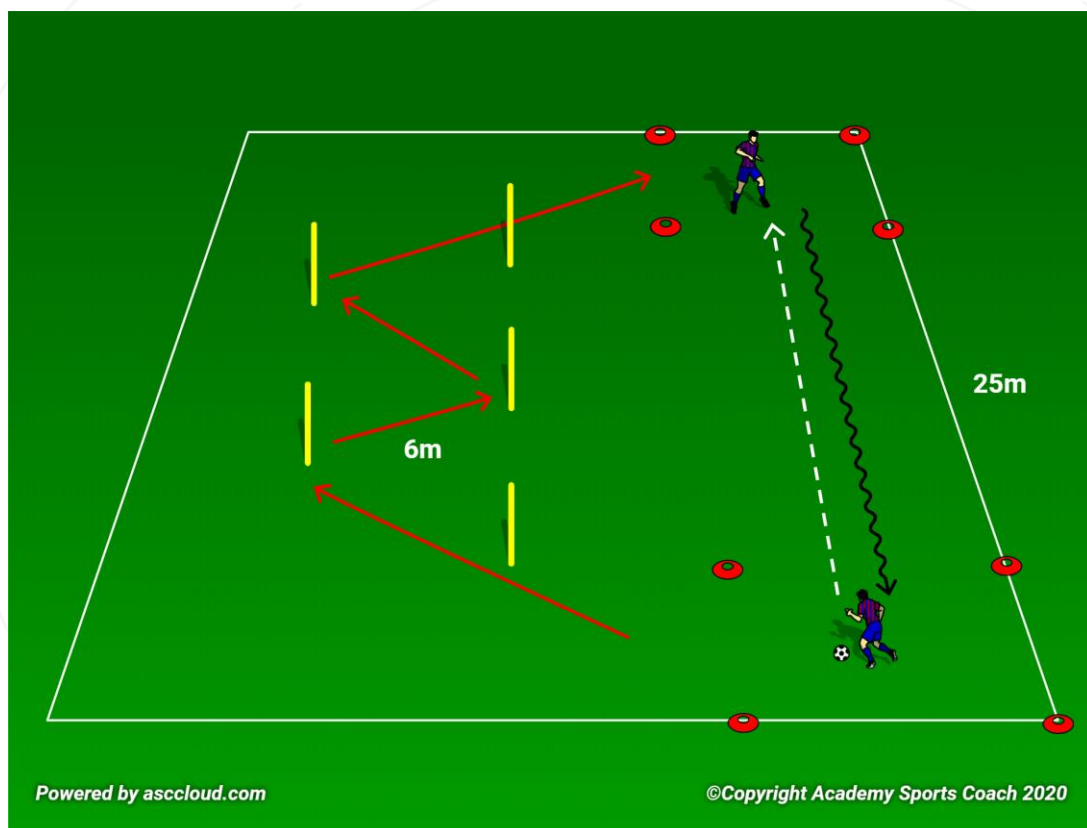
Description

- Number of players = 10
- Number of coaches = 1-2
- Split the field in 2 sections with 5 players per side
- Cones can be used to outline each zone
- Area in between the zones is used for coaches to move around while keeping their distance
- 3 players are active while the other 2 are performing body weight exercises (sit-ups, push-ups, etc.)
- This soccer activity may need to be adjusted according to the most recent RTP protocols



AGILITY AND COORDINATION

Activity 1



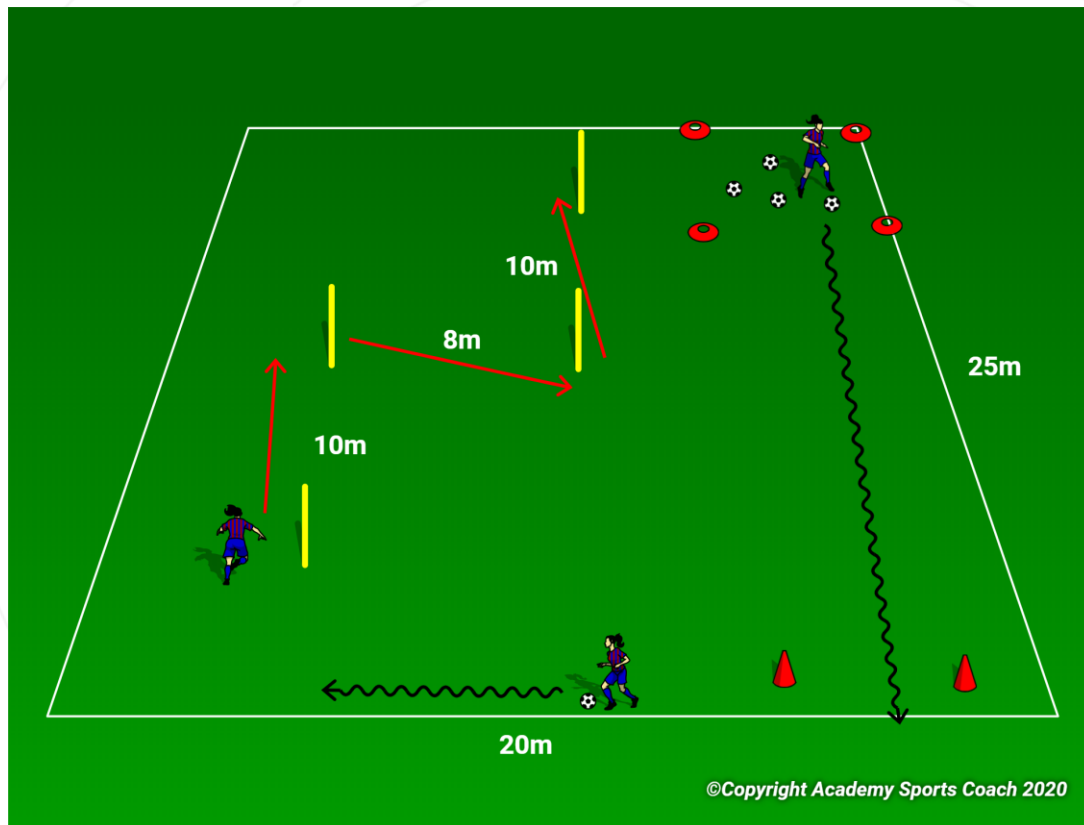
Description

- Player with the ball passes across to the teammate
- After the pass, move with speed through the poles until you reach the other end
- Player that receives the pass dribbles with speed to the other end
- Players must keep their distance throughout the activity



AGILITY AND COORDINATION

Activity 2



Description

- Players are placed like in the diagram
- One player moves throughout the poles (first without a ball) until they reach the end
- Once they reach the area with the balls, they must dribble with speed through the gate
- Second round, players move through the poles with the ball, leave the ball at the end box, and sprint through the gate
- 3 sets with the ball, 3 sets without the ball