



THE PARADISE WAY

Development Coaches Seminar Series 2017/18

Seminar 2 Overview

- Part 6: The Art of Attacking 1
 - Tactical Curriculum
 - Sample Drills ---- UPDATE SLIDES FOR SESSION PLANS
- Part 7: Player Assessment Process
- Part 8: Team Formations



THE PARADISE WAY

Part 6: THE ART OF ATTACKING 1

On & Around the Ball

THEME			U8 specific	U8
TECHNICAL (fun Activity, Unopposed or Opposed practice)	PASSING	passing	7	7
	MASTERY	control	4	5
		rec and turn	1	
	PROGRESSION	dribble	7	15
		turning	3	
		shielding	2	
		running	3	
	FINISHING	shootin	4	5
heading		0		
cross n finish		1		
DEFENDING	defending	2	2	
TECHNICAL TOTALS				34
TACTICAL	ATTACKING			27
	Pairs - On and Around the Ball	Possession & Combination Play		14
	Groups - On and Around the Ball	Combination / Triangular Support		0
	Team Width - Away from the Ball	Create Width / Use Around		9
	Team Depth - Away from the Ball	Create Depth / Use Through & Over		4
	DEFENDING			7
	Defending - Pairs	1st & 2nd Defender		0
	Defending - Group	Shape / Pressuring		0
	Defending - Team	Recovery / Compactness / Marking		7
	TACTICAL TOTALS			34

Session #	21	DEFENDING	Groups - On and Around the Ball
Session #	22	DEFENDING	Defending - Team
Session #	23	PASSING	Team Width - Away from the Ball
Session #	24	PASSING	Defending - Pairs
Session #	25	FINISHING	Groups - On and Around the Ball
Session #	26	FINISHING	Team Depth - Away from the Ball

Each session finishes with a TAC Theme which is the focus for the games.

Indoor Practice Planner Tool

Each Age group has an allocation for how much of your tactical time should be spent on Attacking vs Defending. Ratio? 4:1 to 2:1

Session Structure

U12 –LEARNING & FUN*Focus on Learning but KEEP IT FUN*

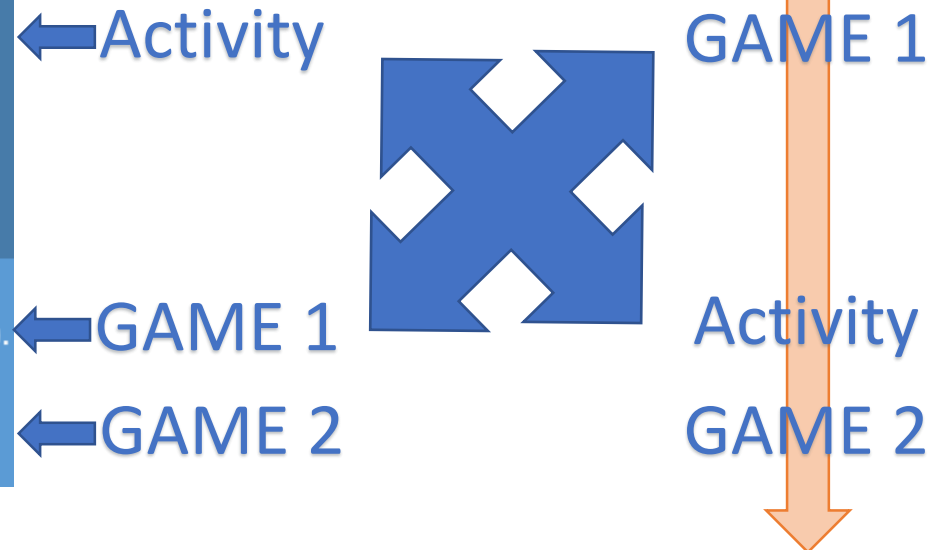
Format	Time	Description	Notes
Arrival	2 - 5 minutes	Ball work tasks	Player & ball, Ball & Wall, Pairs and wall. . Also forms first part of the warm up with Game Related movements
Part 1: Warm Up	8 - 10 minutes	Movement & Soccer Co-ordination & Technique	Technical Unopposed component with dynamic stretching 1-2-3 quick steps between stretches high tempo stretching rhythm interwoven into ball work (passing, dribbling turning based on
THE TACTICAL PART OF YOUR SESSION – THE GAME!			
Part 2: Technical Practice (opposed) or Occasional Fun Activity	10 - 20 minutes	Technique (through opposed practice) 1v1, 2v1,2v2 or 3v2 to 3v3 & Movement & Soccer Co-ordination	Ratio 1 : 3 (1 fun activity day to 3 technical practice days). Key is include fun in warm up and ensure that Opposed practices are fun ie game realistic; Progressing themes 1v1 and 2v1, Passing and Mastery 2v1 to 3v3 Once every couple of weeks choose a Fun Activity designed to encourage use of fundamental soccer skills for the theme but ensure Ball each or between 2 or 3. Minimise group sizes, avoid lineups and inactivity. Players active, competitive edge in a fun way.
Part 3: Min & Full Games (SSG)	25 + minutes	a) 3v3 , 4v4 Reduced games for 12+ players (or add GK's extra). + optional b) Max Tplex 7v7 (= 6v6 plus GK's), Pplex 5v5, Gym 6v6	No Retreat Lines in SSG. No positions for 3v3 and 4v4 less. For Full Field games can sometimes introduce positions (GK, 2 Def, 2/3 Mf, 1/2 For) and the game should see players rotating in and out of positions in free play as they move on or off the ball. If this is not happening then go back to no positions – just let them play. See Also Wall Ball and Transitional Games!

Session Structure Modification - GAG

Recommendation for U12 use GAG for all gym sessions,
U10 use GAG for 50% of gym sessions

Arrival	2 - 5 minutes	Ball work tasks
Part 1: Warm Up	8 - 10 minutes	Movement & Soccer Co-ordination & Technique
Part 2: Technical Practice (opposed) or Occasional Fun Activity	10 - 20 minutes	Technique (through opposed practice) 1v1, 2v1,2v2 or 3v2 to 3v3 & Movement & Soccer Co-ordination
Part 3: Min & Full Games (SSG)	25 + minutes	a) 3v3 , 4v4 Reduced games for 12+ players (or add GK's extra). + optional b) Max <u>Tplex</u> 7v7 (= 6v6 plus GK's), <u>Pplex</u> 5v5, Gym 6v6

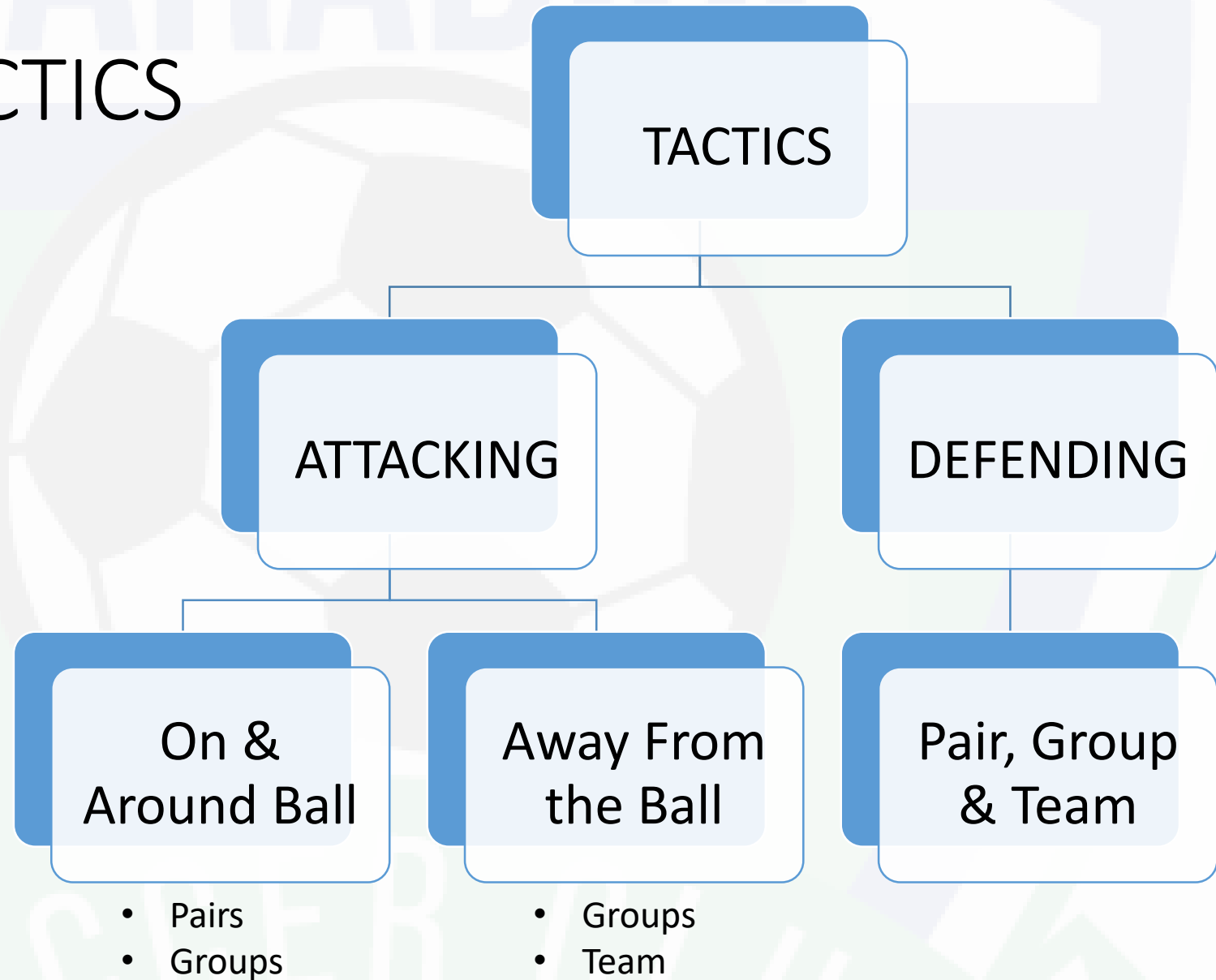
GAG Method Game /Activity / Game



Sample GAG Gym Session

- Warm Up (10 mins)
- GAME 1 (15 mins) ← Coach TEC &/or TAC
 - 3v3 futsal ← Coach TEC
- ACTIVITY (15 mins) ← Coach TAC
 - 1v1 dribbling
- GAME 2 (20 mins)
 - 5v5

COACHING TACTICS



UNDERSTANDING THE GAME

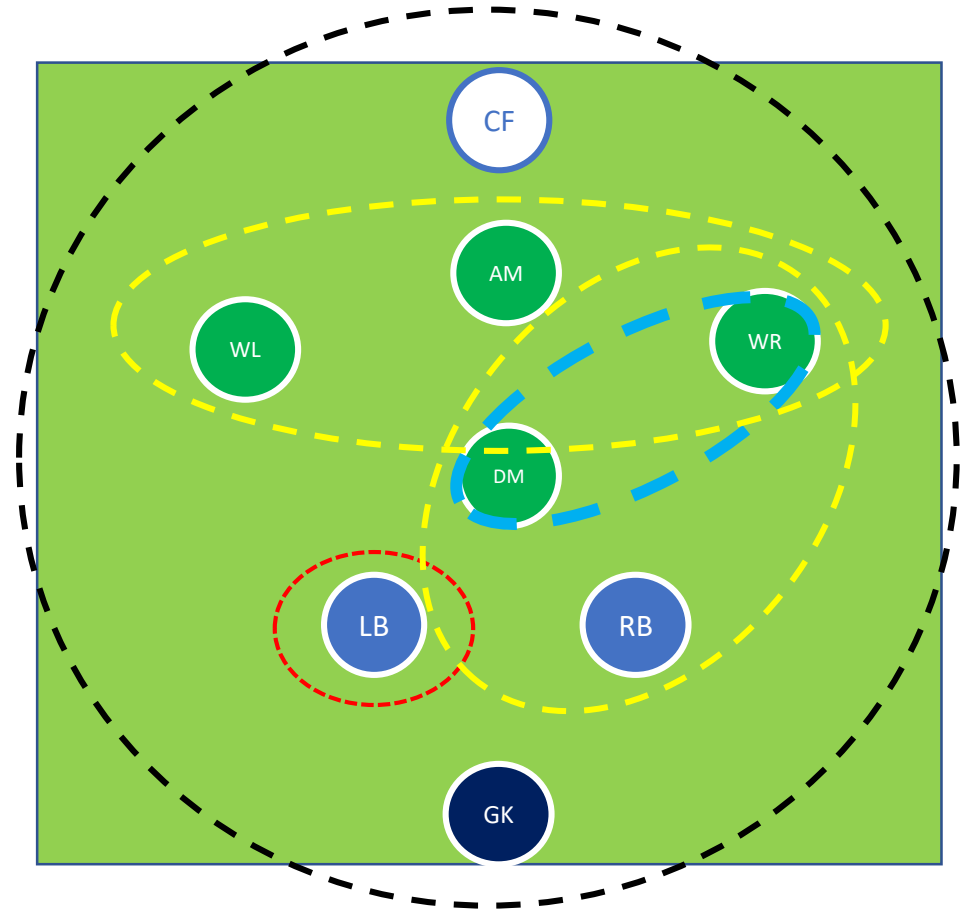
INDIVIDUAL

PAIRS

GROUPS

TEAM

Which are most
important for your
age group

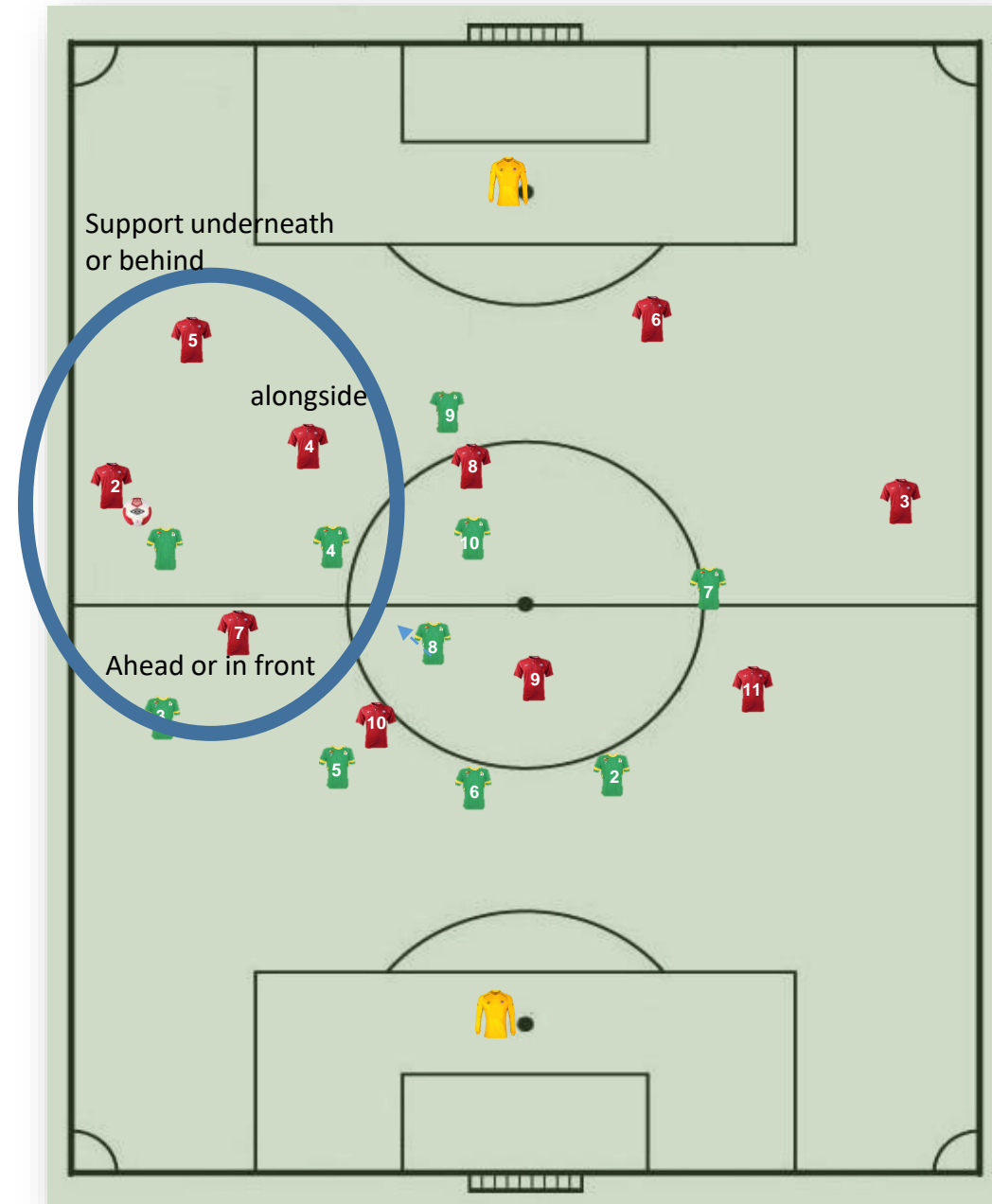


ATTACKING

How Do WE TACKLE IT!

Key Elements On & Around the Ball

What should the coach focus on!



Principles of Attacking

DISPERSAL

- A team spreading out from side to side and end to end within the passing range and abilities of the players. Creating space by stretching the distance and support relationships between defenders and the lines of defence

SUPPORT/DEPTH

- Passing options provided through 360 degrees to the player on the ball.

PENETRATION

- The ability to eliminate opponents from being goal-side of the ball.

MOBILITY MOVEMENT

- Calculated movements of players & interchanging of positions to cause unbalance opponents and cause problems.

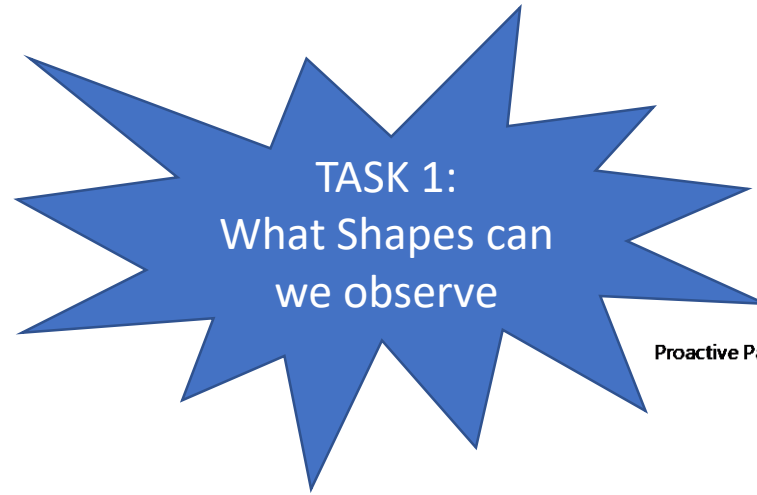
SURPRISE

- The use of deception to hide a team's attacking intentions.

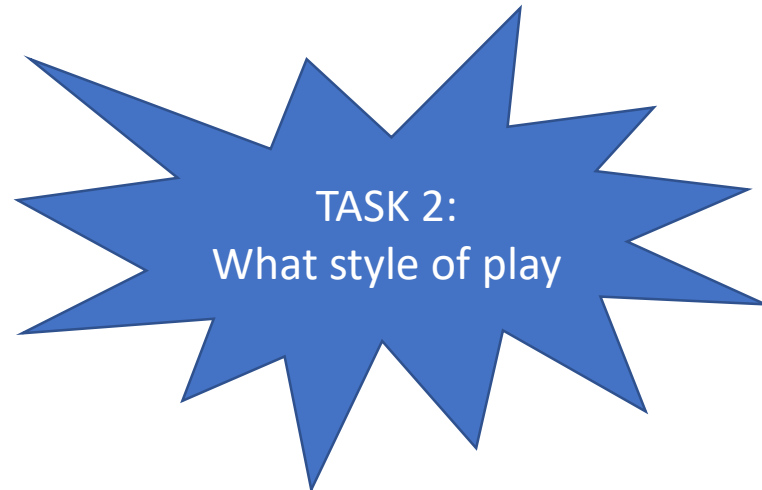
INDIVIDUALISM

- The ability of an individual player to do the unexpected.

What do we see On & Around the Ball



Proactive Passing and 1 Touch Play 2011 WWC 1.mp4





ATTACKING

How Do WE TACKLE IT!

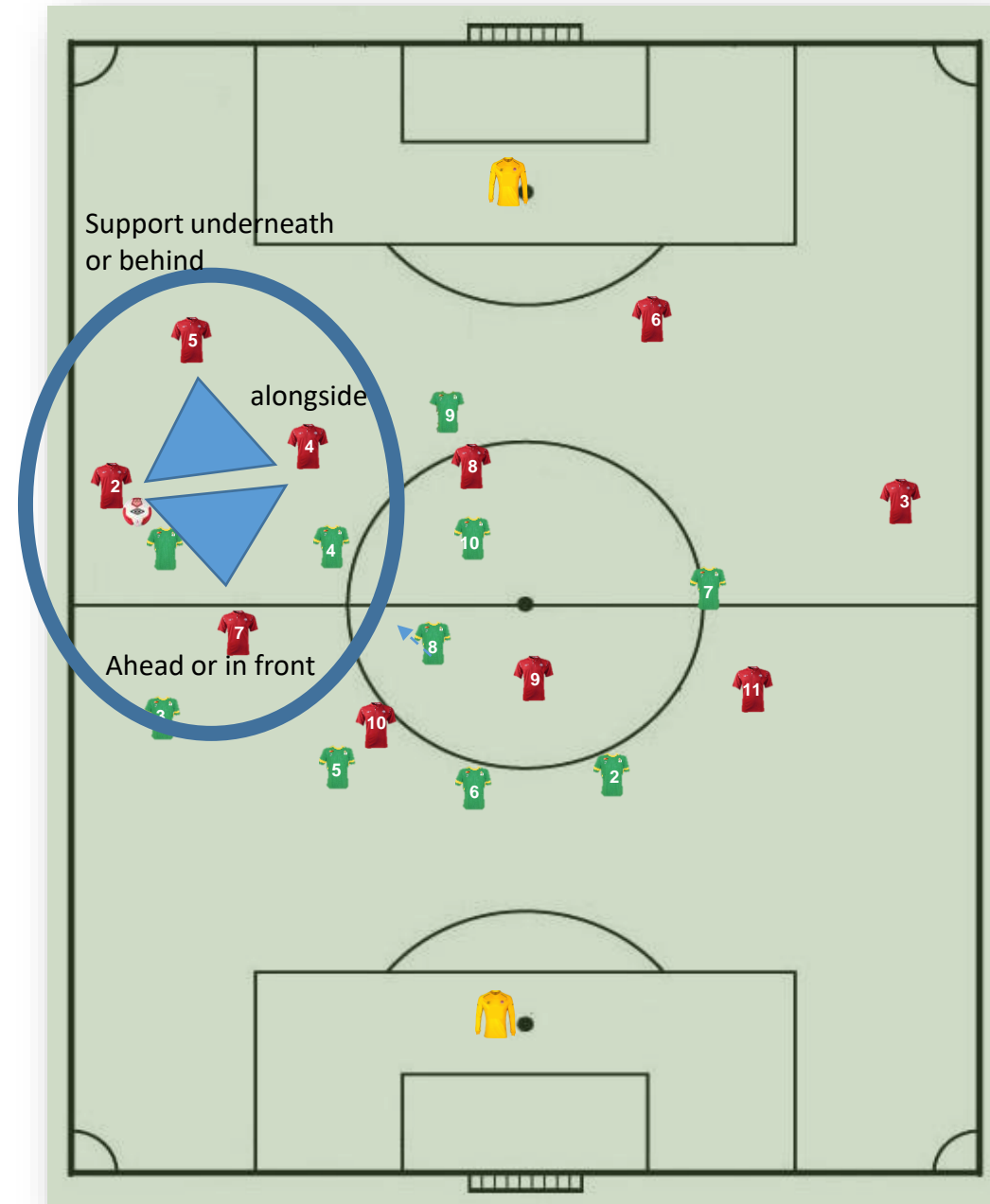
Key Elements:

On & Around the Ball!

- Keep Possession in limited spaces
- Combination Play
- Triangles / Support

Away From the Ball

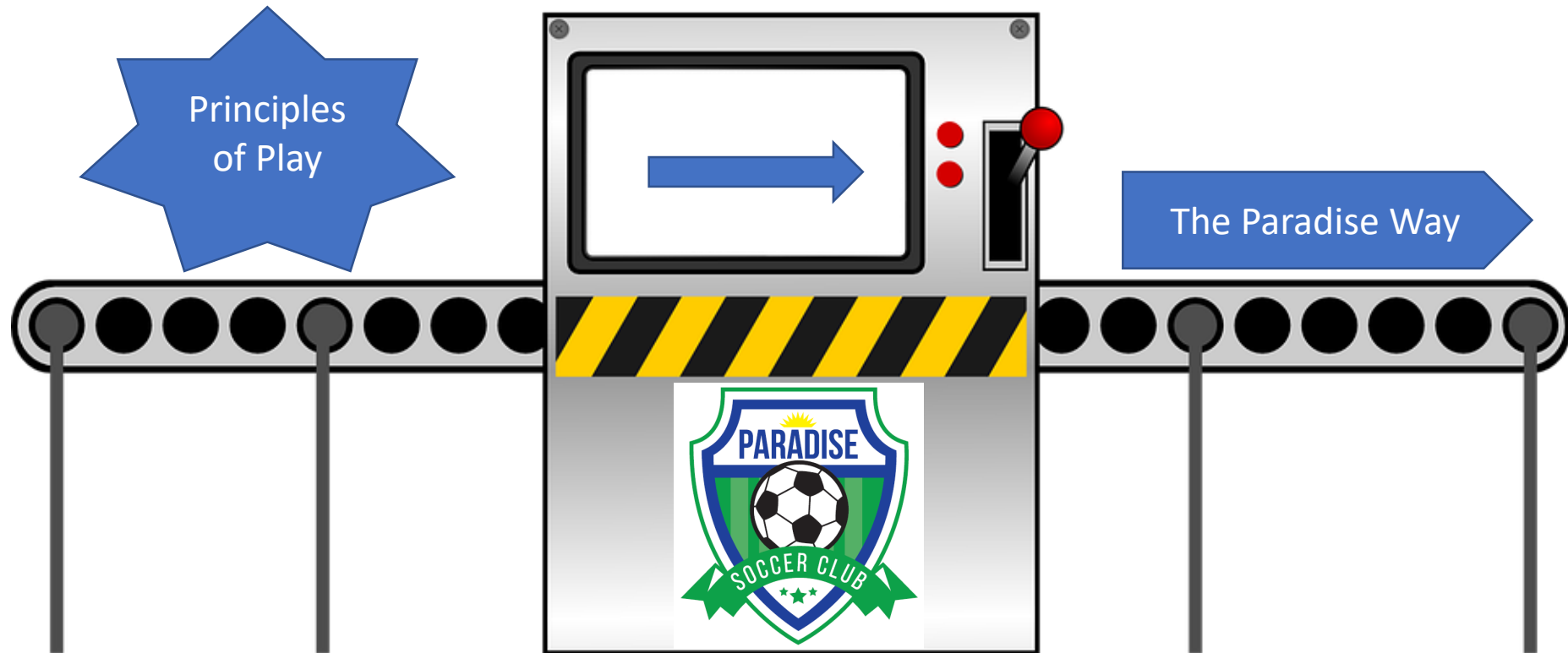
- Creating space as a Team
- Using Space as a Team – Over, Round Through (eg Direct Play switching Play)



TACTIC	U8	U10	U12	U13
PAIRS ATTACKING ON & AROUND THE BALL Possession	The ESCAPE– Whether to Pass - dribble vs pass (up against lots of defenders)	The RELEASE - 2v1 Whether to dribble or pass, recognition or situation and awareness of option alongside. 2v1 pass to release player - When do you pass - Committing the defender, use of disguise Supporting behind the defenders back	The TEASE - Wall pass possession to progress. 1st touch as control away from def towards next pass Keeping the ball moving, generally need 1 or 2 touch on the ball, but also recognize the situation where a def needs to keep the ball to draw a def before passing	Refinement techniques + qualities expected from passer + wall creating and recognising opportunities for a wall pass in game situations, eg wide to create crossing opportunity, in MF to free player to pass or run forward, in attack to create a shooting opportunity, mf combining with F to break offside trap.

TACTIC	U8	U10	U12	U13
GROUPS ATTACKING ON & AROUND THE BALL Combination play		awareness of the situation - team mates, opposition Creating an angle, space for pass Quality of pass - accuracy, weight, timing Encourage players to keep ball moving	Combinations in 2s and 3s, Wall Pass - requirements of the two players for success / Where to Pass - to furthest foot / Distance and angle and timing of support. Awareness of options, pass + move, overlaps, 3rd Man runs	Recognizing the need to keep possession, evaluate risk v gain for common situations Ability to retain the ball with composed possession in games with direction Setting up play through the thirds Quick transfer of the ball, keeping it moving, 1 or 2 touch Combinations with forwards in/around the box
GROUPS ATTACKING ON & AROUND THE BALL TRIANGLES / Support		Working in a 3v3 to create a triangle Support + movement - choose when to move to support or when to hold position	Triangular play 3v3 - Support alongside the ball, angle and distance Support ahead of the ball, forward movement to offer a pass	Movement of players without the ball, support alongside, behind + ahead of the ball Forwards keeping possession, shielding, to give a platform for support from MF diamond 4v4 Patience required, passing back to eventually go forward

The Simplifier





We Defend like Bees.....
& Attack like Matadors



The Matador Style
Controlled Possession –
Timing & Support



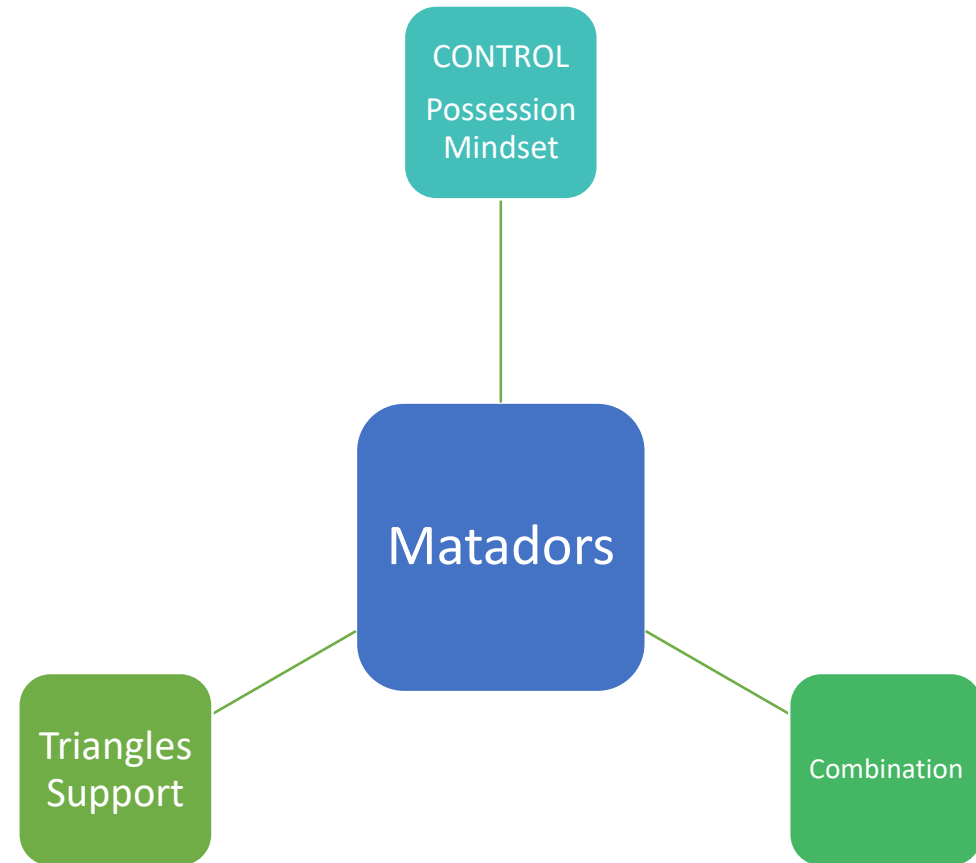
The Matador Style

Controlled Possession – Timing & Support

- Use the bulls momentum and aggression and predictability against him to first keep possession and next to progress & get past him
- The ball = the red cloth
- The flick of the wrist is the pass to the partner
- Key Concepts
 - When do I pass? Sweet spot
 - What do I do Next – Move ? Or Not?

Attacking On & Around the ball

- The game in its simplest form – **triangles** and diamonds
- Pairs & Groups Dealing with immediate pressure
 - **Combinations** with supporting players immediately around the ball within 15 yards or within the short pass range.



Attacking Tactics - On & Around the Ball

U8

Intro

PAIRS – THE MATADOR
The Escape



U10

Intro

GROUP – TRIANGLES to
POSSESS Support
alongside and in front

Intro

GROUPS
COMBINING – Wall
Passes

Develop

PAIRS – THE MATADOR
The Release



U12

Develop

GROUP – TRIANGLES to
PROGRESS
Break a line & support

Develop

GROUPS
COMBINING – Wall
Passes, 3rd Man Runs,
overlaps

Develop

PAIRS – THE MATADOR
The Tease



U13+

Refine

GROUP – DIAMONDS
Bounce to draw/open

Refine

GROUPS
COMBINING in context of
game, area of field,
positional partnerships

Refine

PAIRS – THE MATADOR
Positional Partnerships

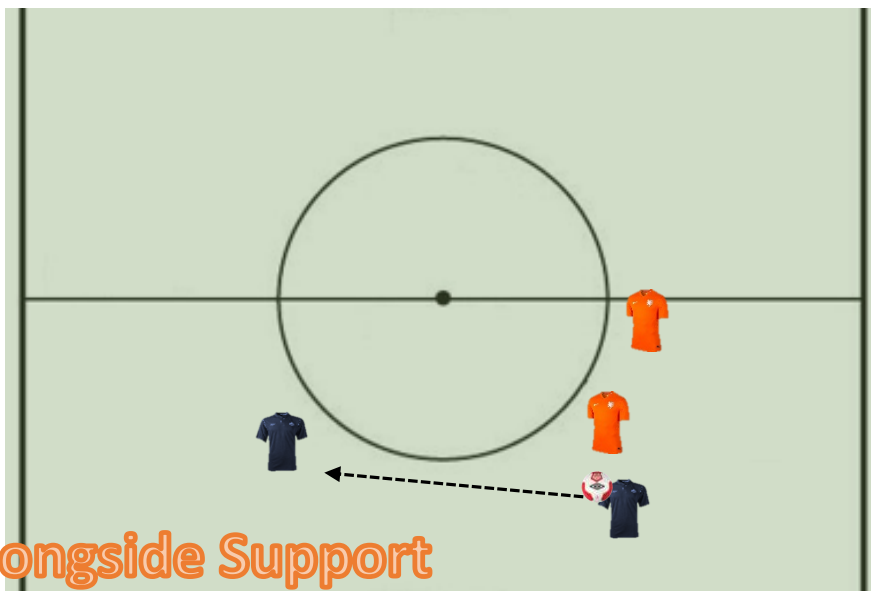
+1

Create and Use Overloads!



Under 8 PAIRS TO ESCAPE

U8's should understand that teammates can be helpers to the dribbler by keeping up alongside



Alongside Support
"Helper"



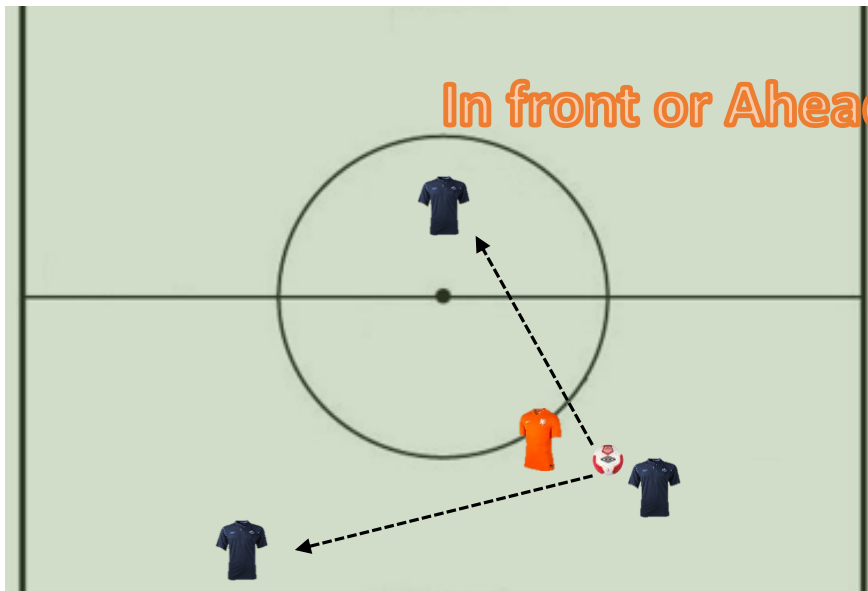
Helpers keeping up
with the dribbler

Not to close or too
far away

Asking for the ball

Under 10 TRIANGLES TO POSSESS

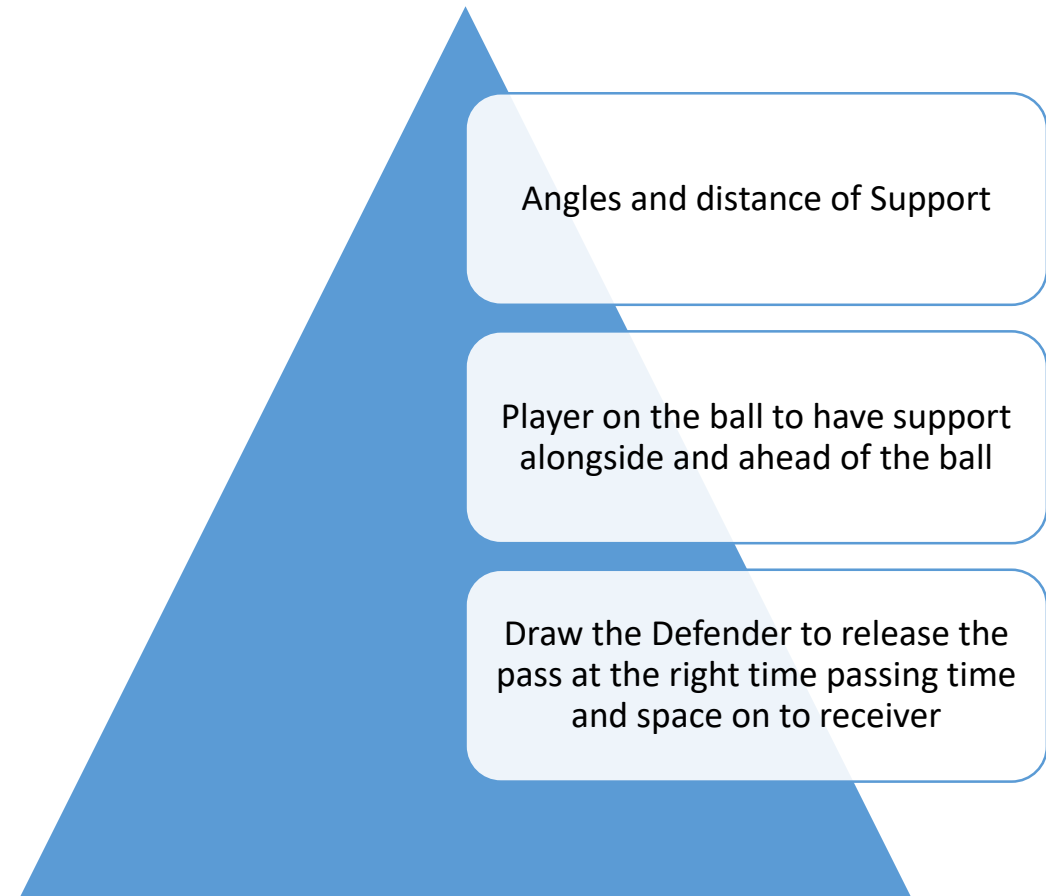
U10's should be recognising multiple supporting options and drawing defenders with timing of release



Alongside Support

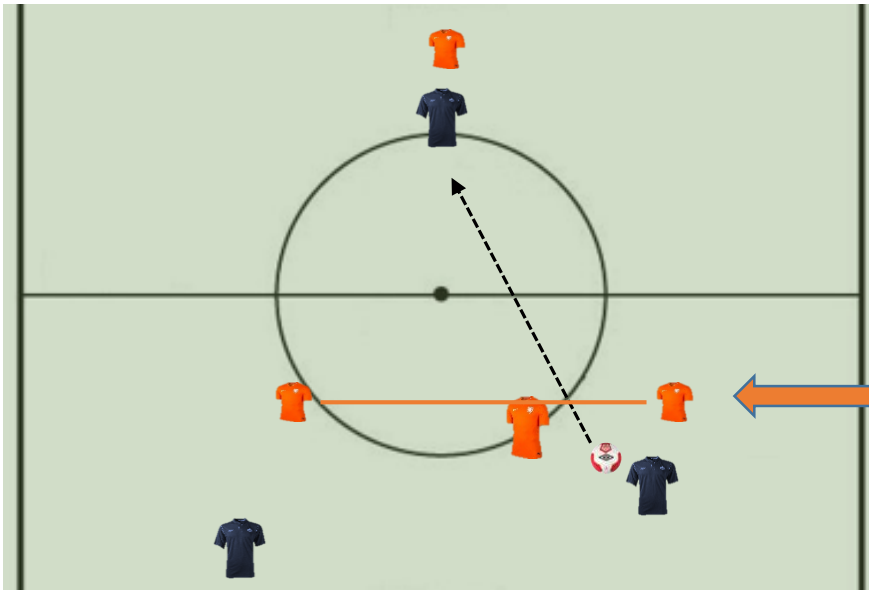


Matadors to Release
Pass on Time and Space



Under 12 TRIANGLES TO PROGRESS

U12's should be recognising how triangles can help them play forward and support to get past defenders



The Defensive Line
Eg MF 3



Matadors to Tease

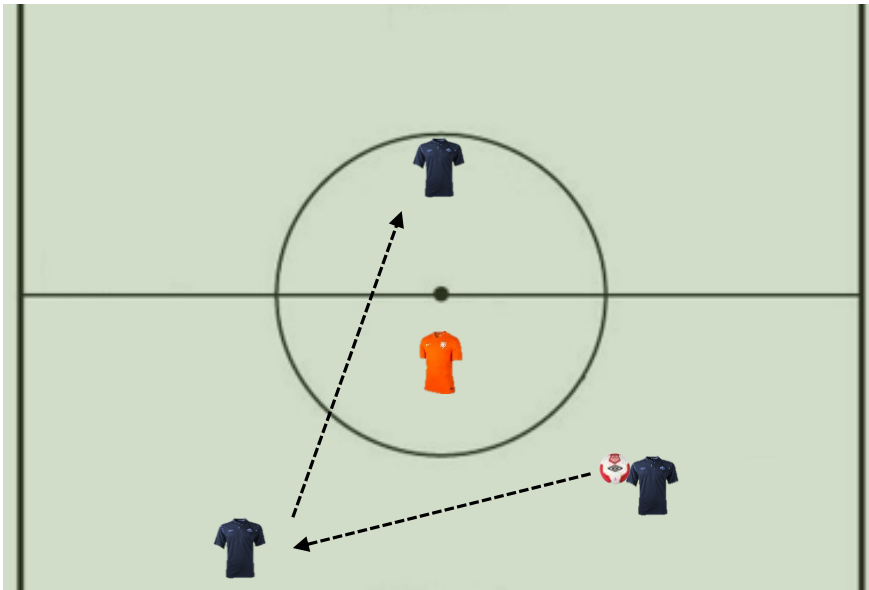
Using Triangles to break a line or progress past a defender

Drawing a defender to the ball

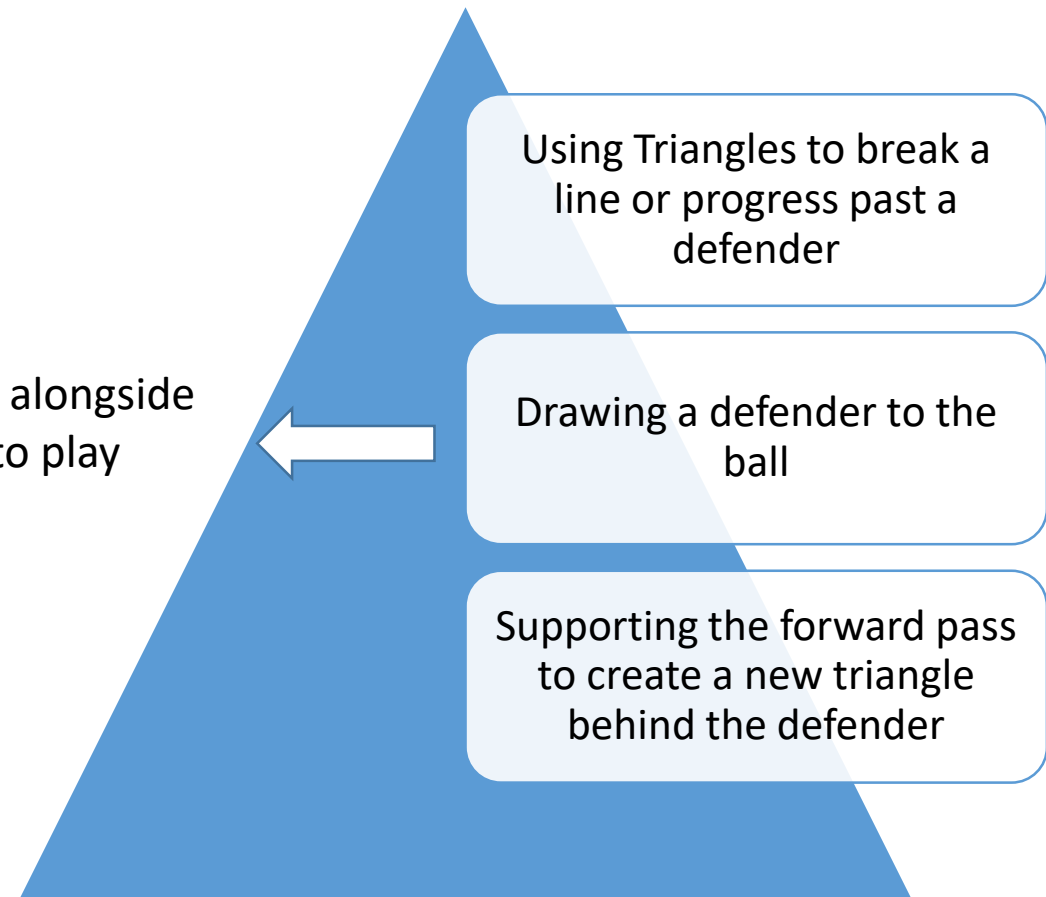
Supporting the forward pass to create a new triangle behind the defender

Under 12 TRIANGLES TO PROGRESS

U12's should be playing sideways and/or backwards to play forward



Using the alongside support to play forward



U8

- SSG 2v2 Over praise passes
- 5v5 show how a partner helps and others spread out like butter

U10

- 2v1s, 2v2's Pairs Drills
- 3v1's, 3v2's, Triangles Drills
- SSG – GOAL TRANSITION GAME & 1 Touch Finish

U12

- 3v3, 4v4 mini games
- Hot Box Possession
- Wall Pass Game
- SSG –Wall Ball & Jokers

13+

- All of the Above plus
- Diamond Drills = 4 players creating two triangles to break lines
- Directional Possession
- Wall Ball
- Functional / Phase of Play

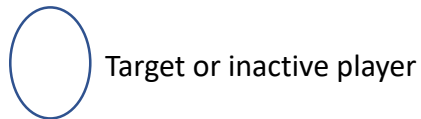
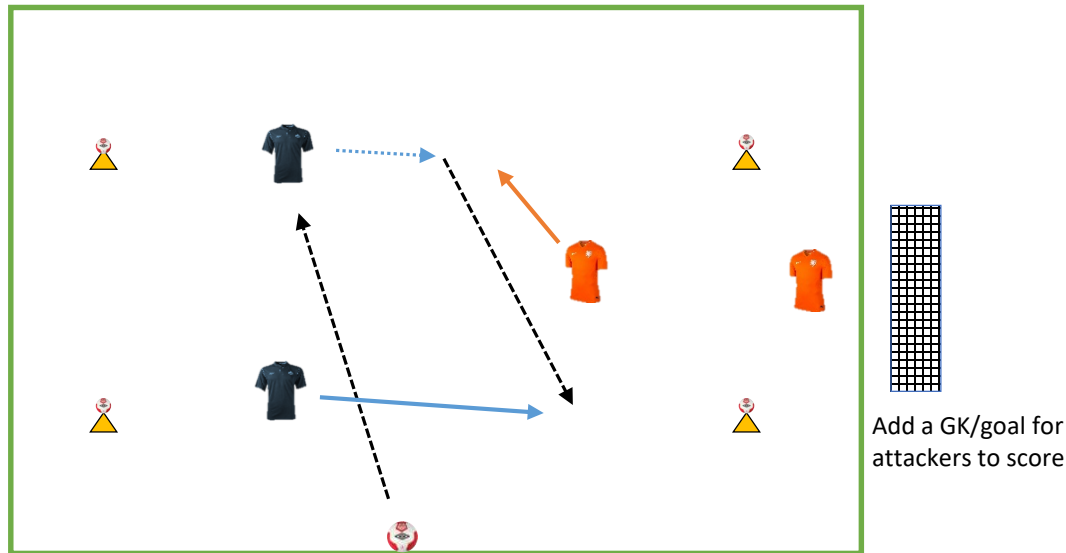
+1 Create & Use Overloads

ON & AROUND THE BALL - MATADORS PAIRS & GROUP ATTACKING TACTICAL

PRACTICES FOR USE as GAME 1 or GAME 2
in GAG sessions

**THE GAME - TACTICAL PART
HAVE DIRECTION - REALISISM
REDUCE NUMBERS
CREATE OVERLOADS
TRANSITION to COMPLETION
KEEP SCORES/LADDERS**

2v1 Pairs Attacking – “Matador”



Note For U8/U10 Pairs Drills can be included as prt 2 technical opposed and/or in prt 3 SSG's last 25 minutes of the session. For U12 + older Pairs drills should be done in prt 2 technical opposed.

Set Up:

Minimum 15 yds x 12 yds, with two small goals at each end. 1 inactive defender is not involved initially and must stand touching the line or wall so that 2 attackers play against 1 defender, Ball can start with a pass from the coach on the half way or from the inactive player.

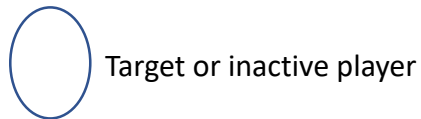
Instructions:

Player on the ball - “HEAD UP” “WATCH THE DEFENDER” to enable you to “TIME THE PASS” or “COMMIT THE DEFENDER”
Player off the ball – “GET FORWARD” “GET PAST THE DEFENDER” OR if the player on the ball is in trouble “THEY NEED YOU” “SUPPORT ALONGSIDE”

Options:

Once the orange defender touches the ball the second orange defender can join the play
Ensure that there is separation at the start so that the receiver is able to take 1st touch forward (can use cones as reference start points).

2v1 Pairs Attacking – “Combining”



Note For U8/U10 Pairs Drills can be included as prt 2 technical opposed and/or in prt 3 SSG's last 25 minutes of the session. For U12 + older Pairs drills should be done in prt 2 technical opposed.

Set Up:

Minimum 20 yds x 15 yds, with 10 by 10 box in the middle. Ball can start with the player on outside who must work with their partner to play the ball through both gates, dribble or pass before finishing with a shot or pass. Orange defender tries to score in opposite goal.

Instructions:

“HEAD UP” “WATCH THE DEFENDER” to enable you to
“TIME THE PASS” or “COMMIT THE DEFENDER”
“SUPPORT?”

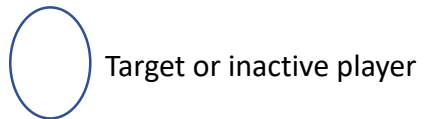
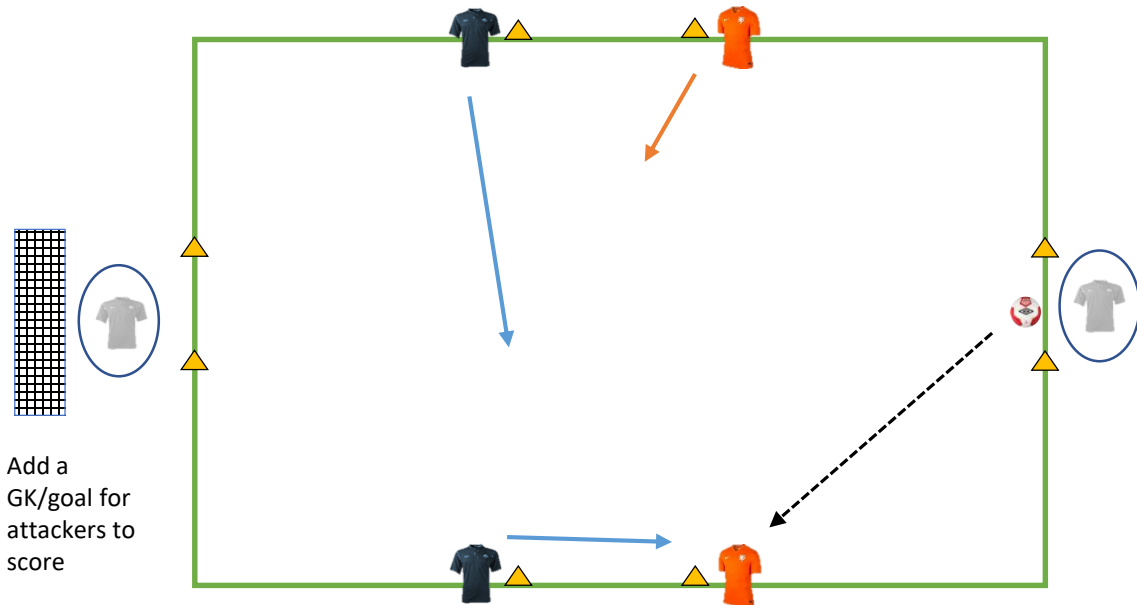
Options:

Limit the touches of the attacker that starts inside the box.

Add wall players on the sides.

Condition attackers free to dribble instead of pass or do they have to pass?

2v2 Pairs Attacking – Alongside Support



Note For U8/U10 Pairs Drills can be included as prt 2 technical opposed and/or in prt 3 SSG's last 25 minutes of the session. For U12 + older Pairs drills should be done in prt 2 technical opposed.

Set Up:

Min 12 x 15 yds, with two small goals at each end. Can use GK at one end.

Instructions:

“SUPPORT ALONGSIDE” “HE NEEDS YOU” but support player can also make forward runs when his partner is in a good situation.

“HEAD UP” to “TIME THE PASS”.

“PASS & MOVE” to “COMBINE”

Options:

Orange attacker can pass back to support player who must remain behind the goal or remove that option

3v2 Attacking – “Overloads”



Set Up:

Minimum 15 yds x 12 yds, with two small goals at each end. 1 orange passive defender is not involved initially and must stand touching the line or wall so that 3 attackers play against 2 defender, Ball can start with a pass from the coach on the half way or from the passive player. Ensure players start in line with red cones. Once the defenders touch the ball the second orange player can join the play. Whoever kicks the ball out has to defend the next round

Instructions:

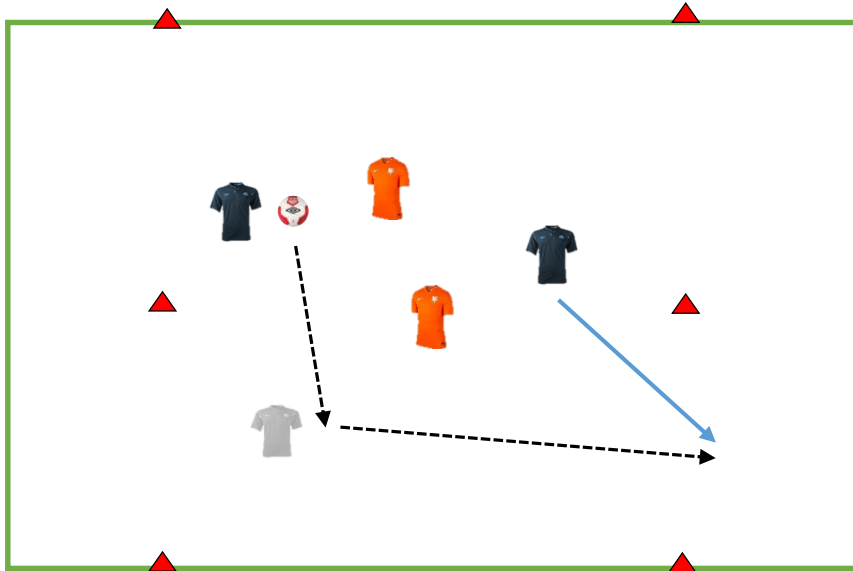
Player on the ball - “HEAD UP” “WATCH THE DEFENDER” to enable you to “CAN YOU PLAY FORWARD”“TIME THE PASS” or “COMMIT THE DEFENDER”

Player off the ball – “GET FORWARD” “GET PAST THE DEFENDER” OR if the player on the ball is in trouble “THEY NEED YOU” “SUPPORT ALONGSIDE”

Options:

Ensure that there is separation at the start so that the dribbler is able to turn (can use cones as reference start points) or allow Attackers freedom to start anywhere

3v2 Attacking – “Moving Triangles”



Do Not use for U8/U10
Use this drill in Part 2 or 3a for U12 and for U13
and older

Set Up:

Minimum 15 yds x 12 yds, with two end zones at each end. 2v2 plus one neutral creating 3v2, Play starts in an endzone (defenders not allowed into endzone) with the objective to maintain possession and travel across to the opposite end zone. Pass in and join in or dribble in. Once they reach opposite end zone they can immediately turn and restart in the opposite direction. Once the defenders win the ball they can attack either end zone. Whoever kicks the ball out has to defend the next round.

Instructions:

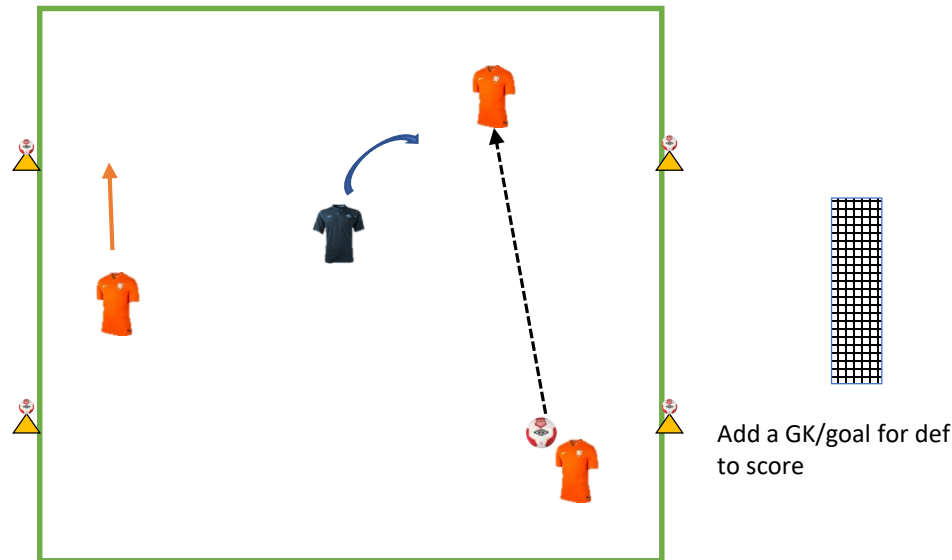
Player on the ball - “HEAD UP” “WATCH THE DEFENDER” to enable you to “CAN YOU PLAY FORWARD”“TIME THE PASS” or “COMMIT THE DEFENDER”

Player off the ball – “GET FORWARD” “GET PAST THE DEFENDER” OR if the player on the ball is in trouble “THEY NEED YOU” “SUPPORT ALONGSIDE”

Options:

Restriction that players in end zone must pass in rather than dribble in.

3v1 Attacking – “Rondo”



Set Up:

Minimum 8 yds x 8 yds, with two small goals as shown. 1 minute challenge, how many goals can blue defenders score by winning the ball off the orange attackers who look to keep the ball to kill the clock. After 1 minute switch roles.

Instructions:

“SUPPORT” as the ball travels ”...“TIME THE PASS” or “COMMIT THE DEFENDER” . “USE A FAKE” to trick the defender

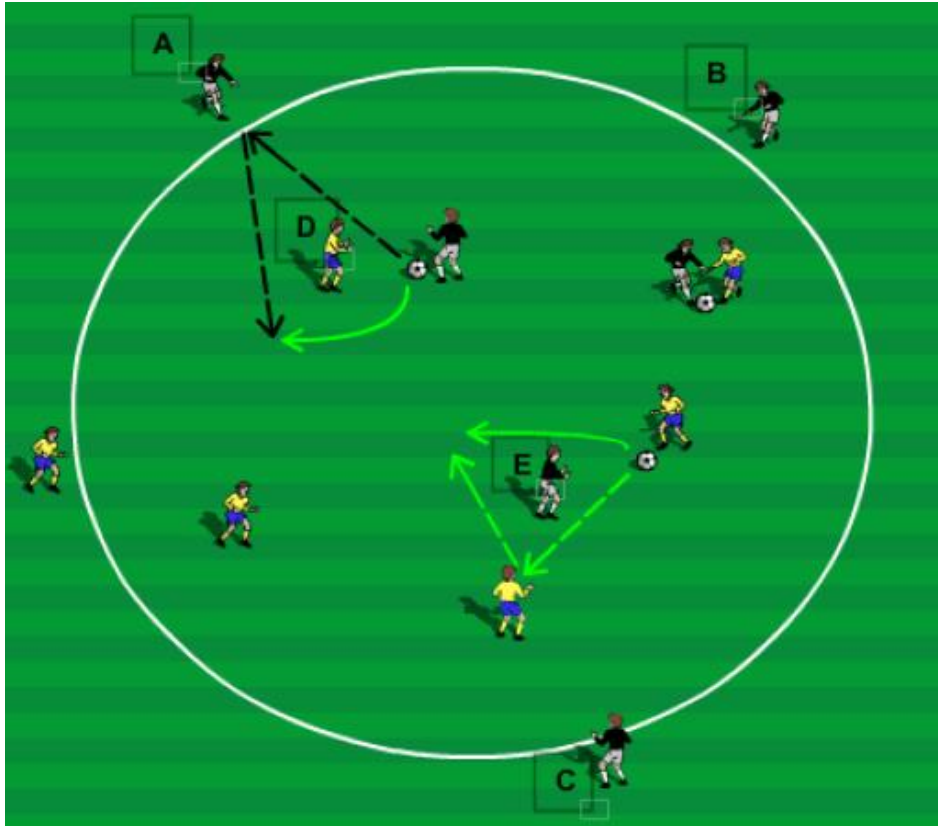
Options:

Progress to 3v2 game.

Rather than using goals can have a 3rd defender on the outside who the blues must connect a pass to for a goal.

Use this drill in Part 2 or 3 for U8/U10/U12.
Use only in part 2 for U13 and older

“WALL PASS GAME”



SET UP

- Unlimited number of players. Two teams all players start inside the circle.
- # of balls = # of players divided by 3 or 4
- Can use a circle or a square

INSTRUCTIONS

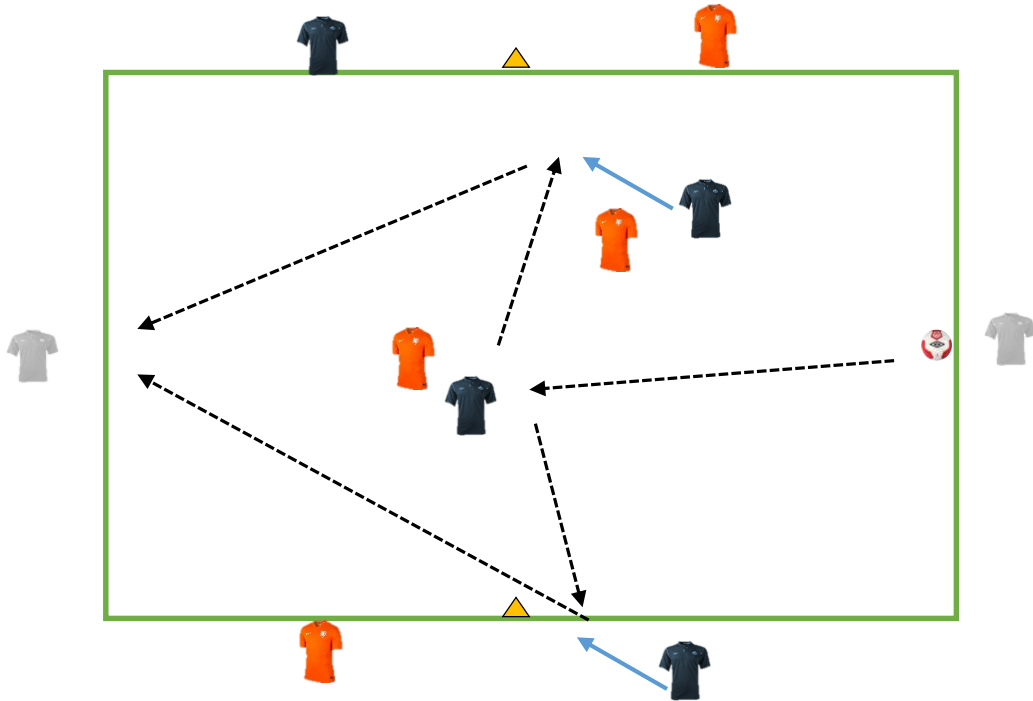
- Try to play a wall pass around an opponent to eliminate them from inside the circle. In the diagram player E is eliminated and must now play from outside the circle. Once eliminated players are still active and can be the wall player. If they help make a successful wall pass then they can re join the players inside the circle (player A in the diagram can go back inside. At the end of the game the team with the most players in the middle wins!
- The wall player has to play 1 touch for it to count

OPTIONS

- Allow the wall player to play 2 touch if needed

Do Not use for U8/U10
Use this drill in Part 1 or 2 for U12 and part 1
for U13 and older

HOTBOX POSSESSION



Do Not use for U8/U10
Use this drill in Part 2 or 3 for U12 and for U13
and older

Set Up:

Min 12 x 15 yds, with minimum 2v2 in the middle – can also have 3v3. Neutral players at each end can be Gk's. Can add additional players on outside also as long as they are alternating in colour. Objective to keep the ball. Outside players can bypass the central players if they wish.

Instructions:

“SUPPORT AS THE BALL TRAVELS” “SUPPORT ALONGSIDE” “HE NEEDS YOU” but support player can also make forward runs when his partner is in a good situation.
“PASS & MOVE” to “COMBINE”

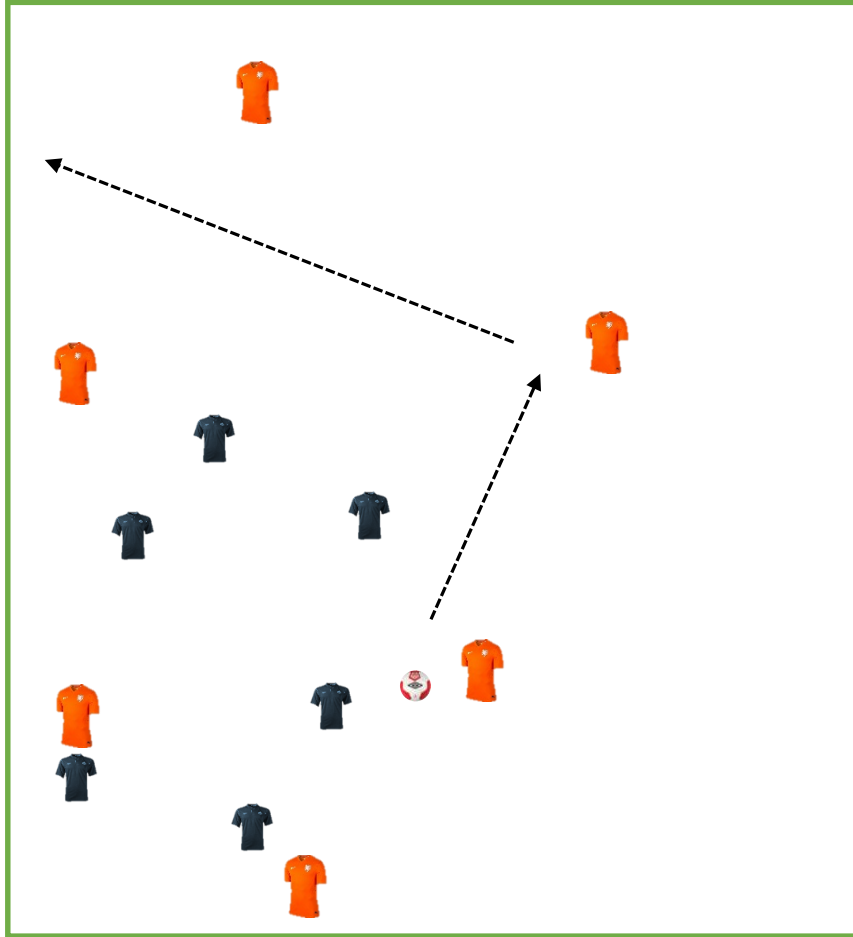
Options:

Can keep score by challenging players to get ball from GK to GK.

Condition the central players to play with limited touches.

Condition outside players to play on limited touches.

SSG – “WALL BALL”



Set Up:

Play sideways across the field so its wider than longer. To score players must play a 1 touch pass against the wall.

Instructions:

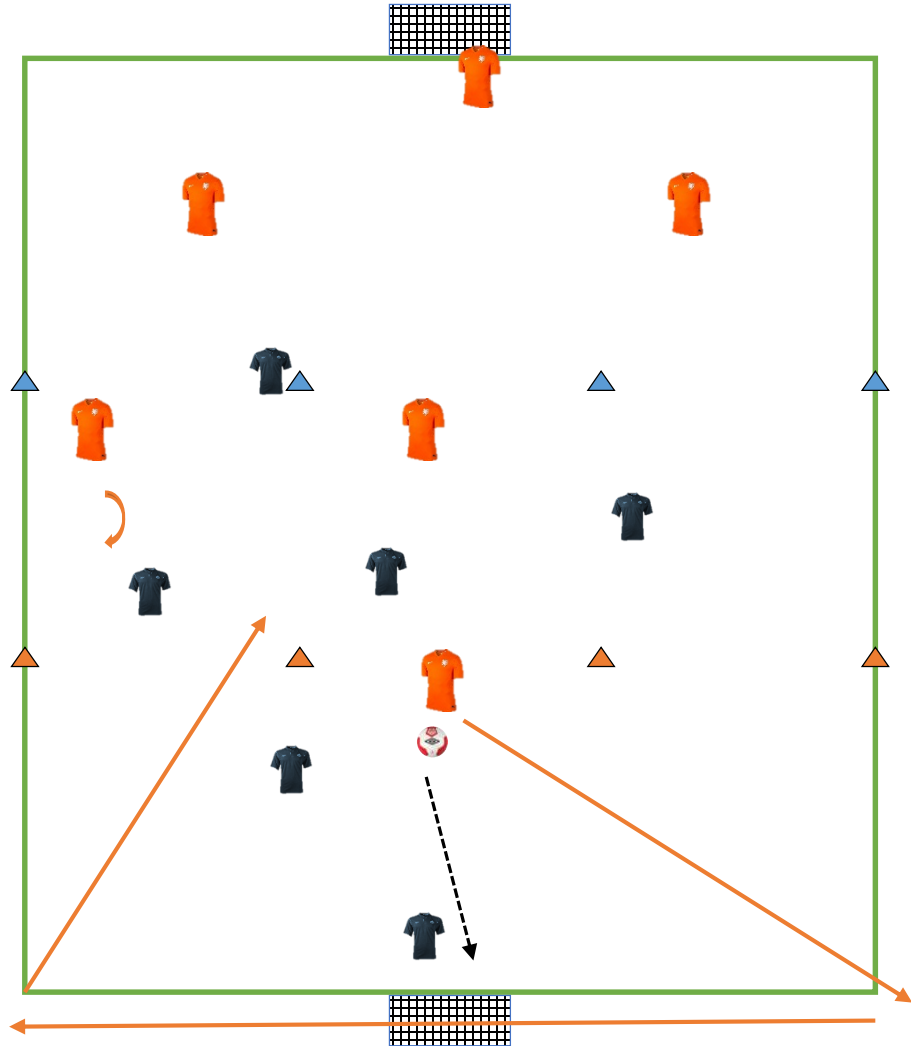
“SUPPORT UNDERNEATH” “SUPPORT ALONGSIDE” to “SWITCH IT”. “SET THE 1 TOUCH PLAY” with a softer pass backwards/sideways to set it up. “SUPPORT THE FORWARD PASS”

Options:

Progress to condition that in order for a goal to count then an attacker must be the first one to touch it when it bounces back off the wall.

Do Not use for U8/U10
Use this drill in Part 2 or 3 for U12 and for U13
and older

SSG – “GOAL TRANSITION GAME”



Set Up:

Normal SSG – can be reduced or Full format .
“AFTER A GOAL SCORER MUST TOUCH BOTH CORNERS”

Instructions:

“PLAY QUICKLY” to use the overload before the defender recovers to help

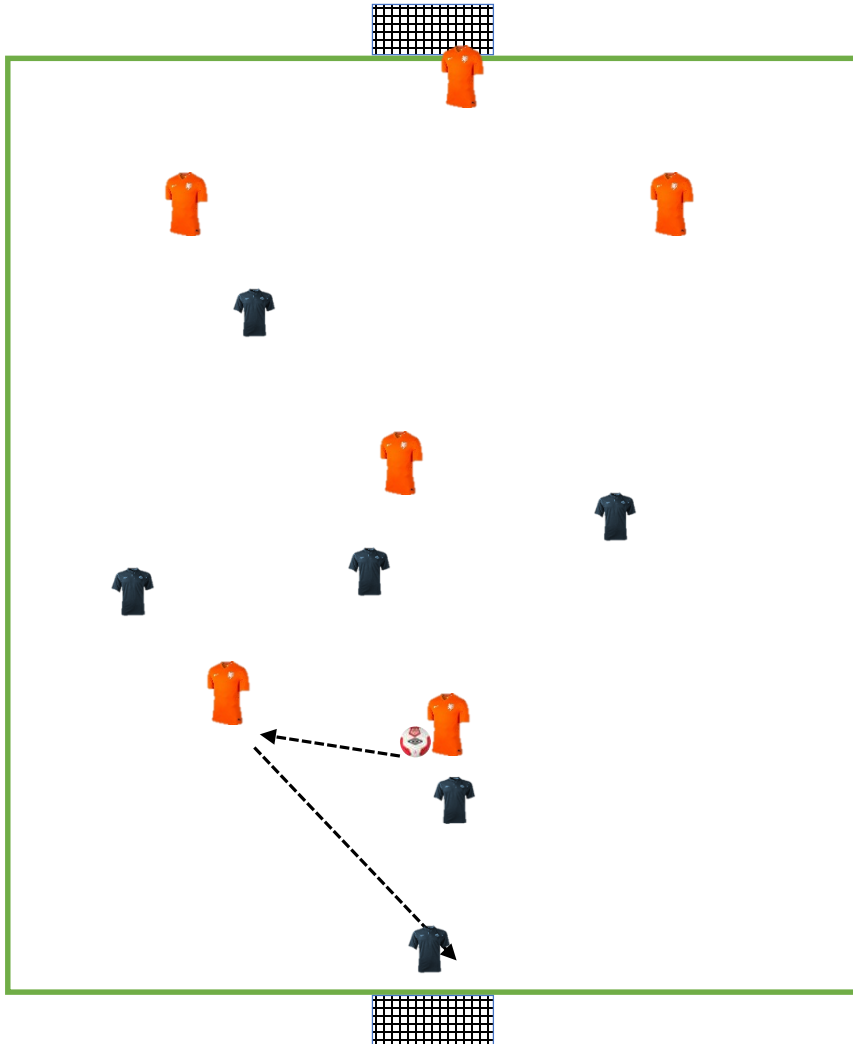
Options:

Have them touch just one corner.

Can also have balls on cones round perimeter of field so if a ball roles out then the attacking team can use the nearest cone ball to restart, while they do that the team that kicked it out must send a player to replace the ball that was taken off the cone

Do Not use for U8
Use this drill in Part 3 for U10/U12 and for U13 and older

SSG – “1 Touch Finish”



Set Up:

Normal SSG – can be reduced or Full format .
“You CAN ONLY SCORE IF YOU SHOOT WITH YOUR FIRST TOUCH”

Instructions:

“SUPPORT” the player on the ball. “WHO CAN SCORE” – “SET UP THE SHOT” by playing sideways or back with a weighted pass that they can hit first time

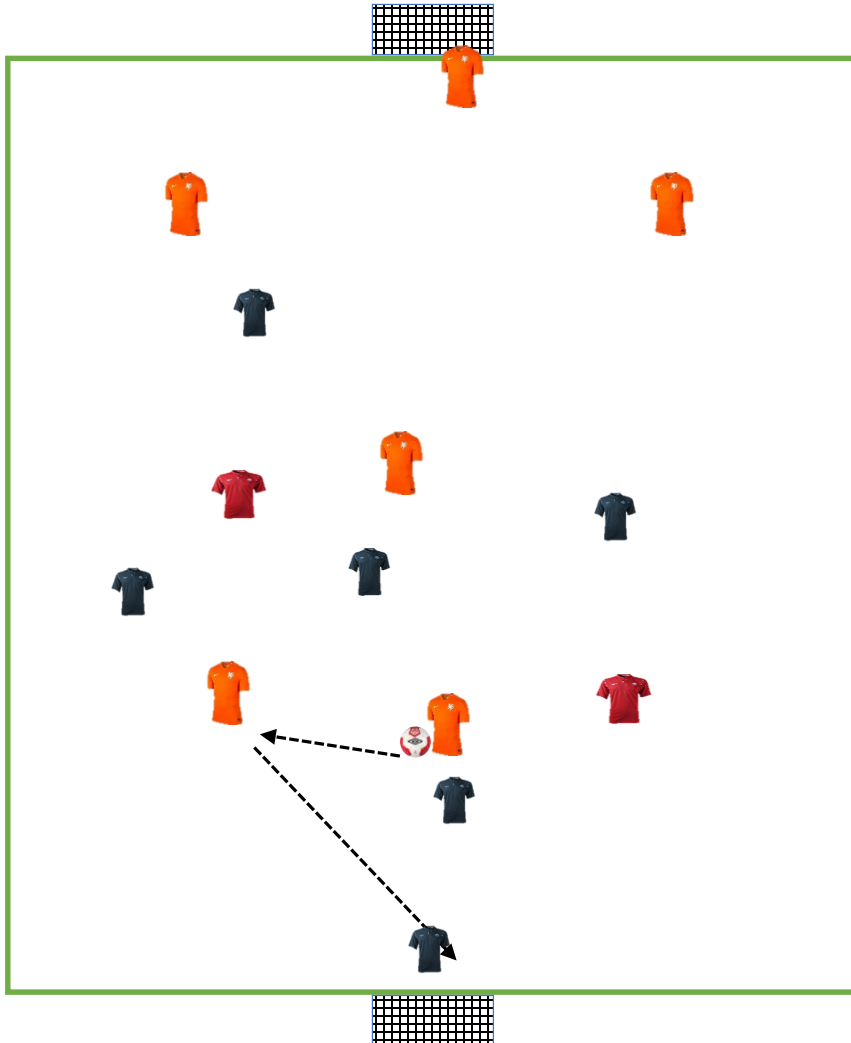
Options:

Play with or without a GK

Add a condition that for a goal to count every player must be over the half way line

Do Not use for U8
Use this drill in Part 3 for U10/U12 and for U13
and older

SSG – “Jokers”



Set Up:

Normal SSG – can be reduced or Full format .
“JOKERS PLAY AS NEUTRALS ALWAYS HELPING THE TEAM IN POSSESSION”

Instructions:

“TIME THE PASS”.

“PASS & MOVE” to “COMBINE”

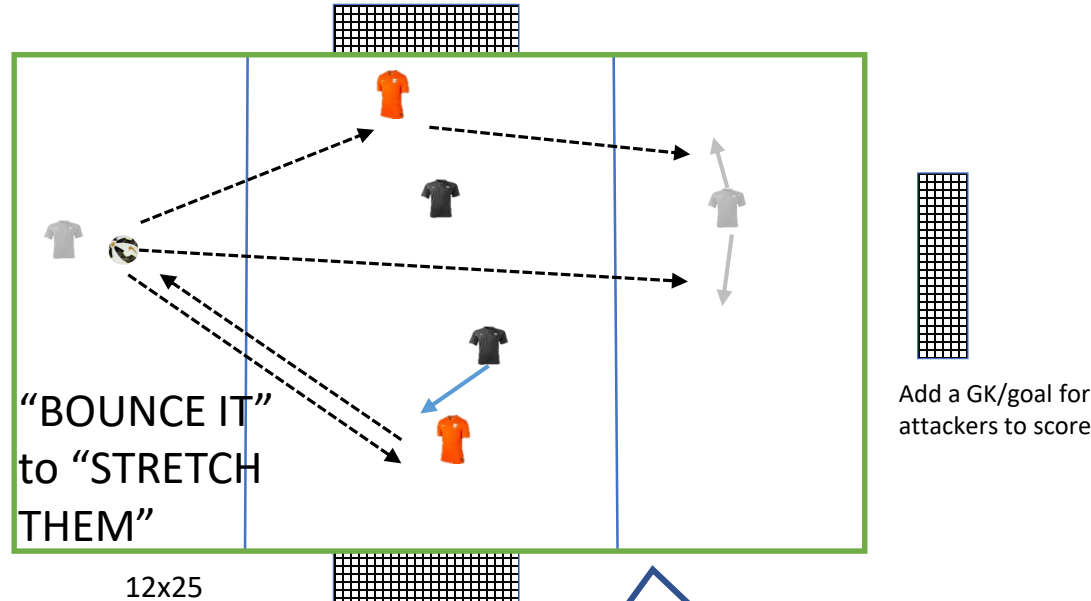
Options:

Play with 1, 2 or 3 neutrals

Add a condition that neutrals play with limited touches (1 or two touch)

Do Not use for U8/U10
Use this drill in Part 2 or 3 for U12 and for U13
and older

Simple Diamond Drill



Do Not use for U8/U10
Introduce in part 3 for U12 and use in
part 3 for U13 and older

Set Up:

Minimum 12 x 25 yds. 2 Oranges play with 2 whites trying to play the ball from 1 end to the other without blacks gaining possession. Each time oranges receive from one white and play to the other they get a point. If blacks win it they can play to whites to become attackers or if playing with same defenders for a set time defenders score on side goals to reduce the attackers score or keep possession to kill the clock. KEY to success – orange can play back to white.

Instructions:

"WIDTH" to "STRETCH THEM"

"WHITE CAN YOU BREAK THE LINE WITH A PASS" " the whites can play direct end to end (below waist height)

If not "BOUNCE IT" to "CHANGE THE PICTURE" or "STRETCH THEM"

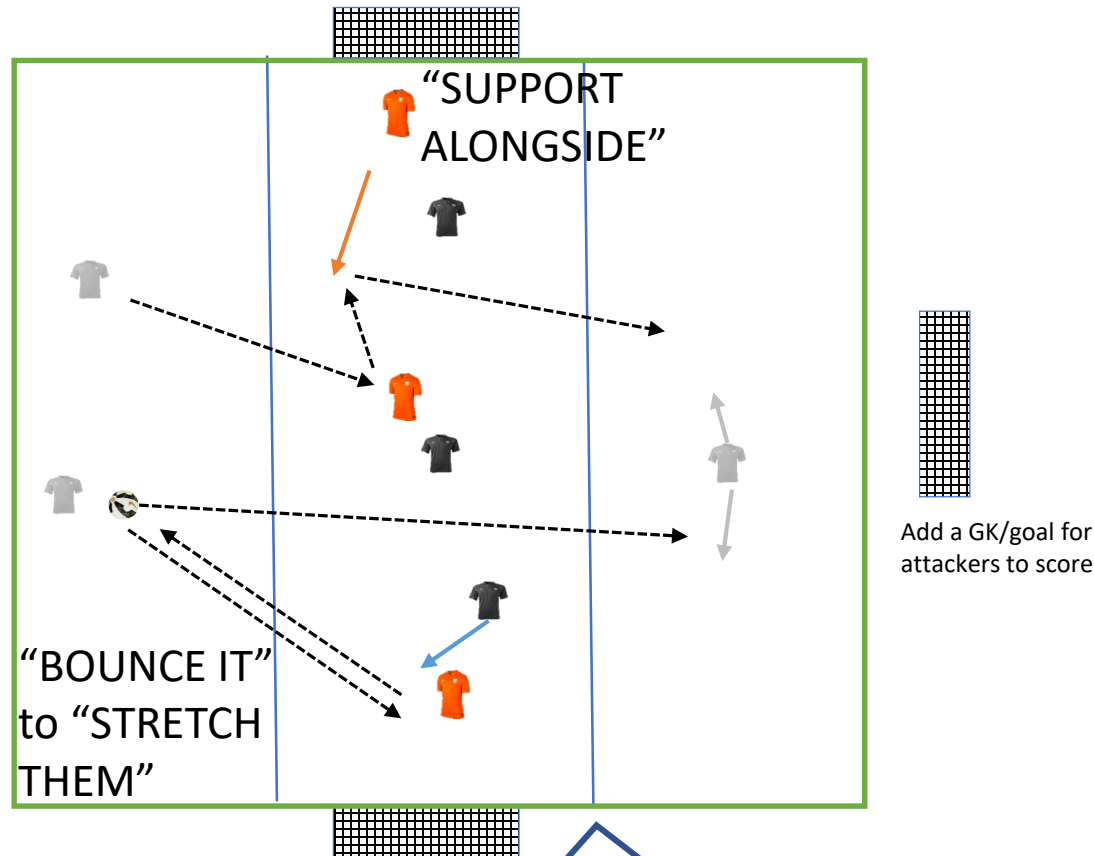
"SUPPORT ALONGSIDE" from oranges partner to show alongside. "SUPPORT UNDERNEATH" with white adjusting their distance and angle to set up the split pass

Options:

To Goal - Restarts always from left side and work the ball to right to finish with a shot for oranges.

Progression – restrict so that attackers not allowed to play back to support players so pairs must support alongside

Complex Diamond Drill



Do Not use for U8/U10
Introduce in part 3 for U12 and use in part 3 for U13 and older

Set Up:

Minimum 25 x 25 yds. Oranges play with whites trying to play the ball from 1 end to the other without blacks gaining possession. Each time oranges receive from one white and play to the other they get a point. If blacks win it they can play to whites to become attackers or if playing with same defenders for a set time defenders score on side goals to reduce the attackers score or keep possession to kill the clock. KEY to success – orange can play back to white.

Instructions:

“WIDTH” to “STRETCH THEM”

“WHITE CAN YOU BREAK THE LINE WITH A PASS” “ the whites can play direct end to end (below waist height)

If not “BOUNCE IT” to “CHANGE THE PICTURE” or “STRETCH THEM”

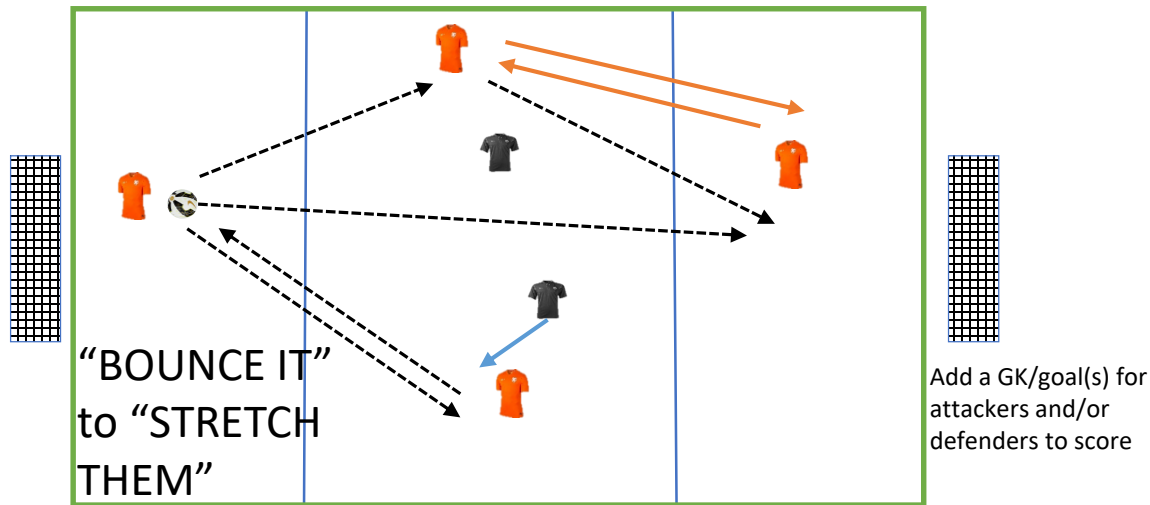
“SUPPORT ALONGSIDE” from oranges partner to show alongside. “SUPPORT UNDERNEATH” with white adjusting their distance and angle to set up the split pass

Options:

To Goal - Restarts always from left side and work the ball to right right to finish with a shot for oranges.

Condition – restrict so that attackers not allowed to play back to support players

Dynamic Diamond Drill



12x25

Add a GK/goal(s) for attackers and/or defenders to score

Do Not use for U8/U10
Introduce in part 3 for U12 and use in part 3 for U13 and older

Set Up:

Minimum 12 x 25 yds. 4v2 with 1 orange conditioned to support underneath but the other 3 players free to move around and switch places. Objective is to play from 1 end to the other end zone without blacks gaining possession. This can then repeat in the reverse direction. If blacks win it they can score on side goals to reduce the attackers score or keep possession to kill the clock. KEY to success – orange can play back to white.

Instructions:

"WIDTH" to "STRETCH THEM"

"WHITE CAN YOU BREAK THE LINE WITH A PASS" "the whites can play direct end to end (below waist height)

If not "BOUNCE IT" to "CHANGE THE PICTURE" or "STRETCH THEM"

"SUPPORT ALONGSIDE" from oranges partner to show alongside. "SUPPORT UNDERNEATH" with white adjusting their distance and angle to set up the split pass

Options: Work the ball to Goal - finish with a shot for oranges.



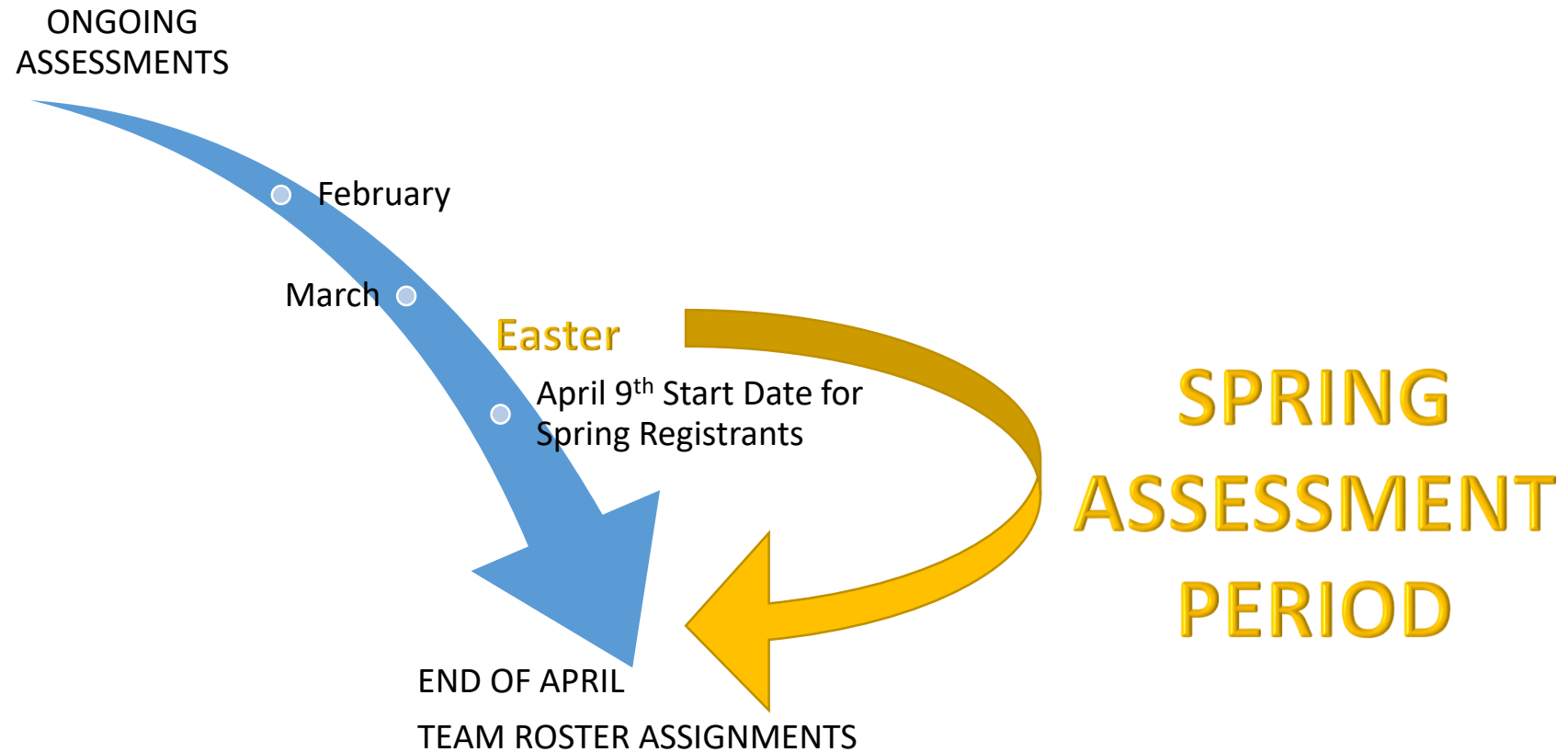
THE PARADISE WAY

Part 7: PLAYER ASSESSMENT PROCESS

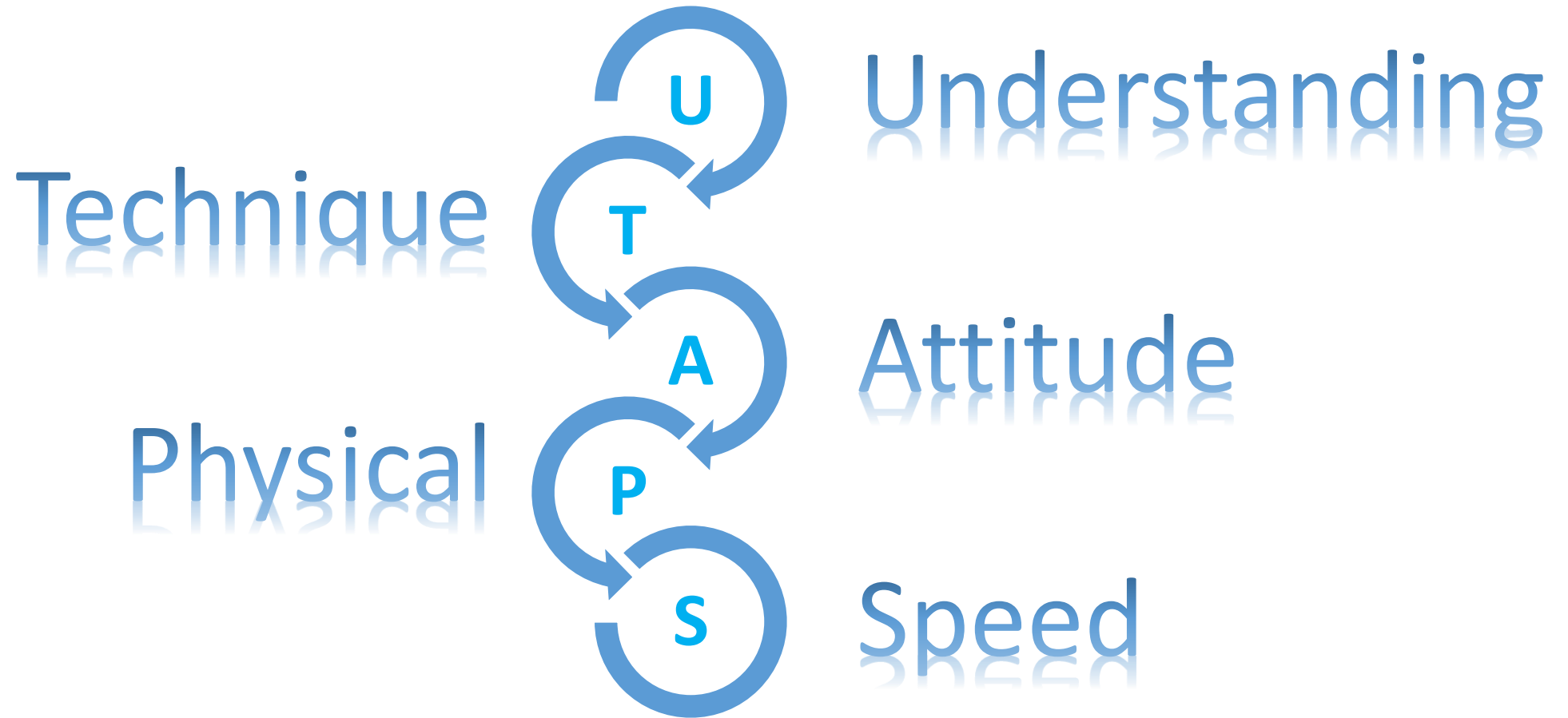
PLAYER ASSESSMENT PROCESS

- Players are assessed so that we can assign them to the level of play that will be most beneficial to their development.
- Assessments should ongoing and players assessment sheets should be updated periodically during summer and winter seasons.
- Final Rosters are assigned after the Spring Assessment Period (after Easter) to accommodate the inclusion of Spring Registrants.
- Head Coach submits their form to Manager of Soccer Operations for Approval. Where Head Coach is a parent they do not need to assess their own child. Assistant coaches are also asked to complete assessments forms if they feel comfortable and able to do so and submit for reference. Manager of Soccer Operations will make final decisions after discussion with Head Coach.

ASSESSMENT TIMELINES



Player Assessment – Key Competencies



THE COMPETENCIES

U = Understanding	T = Technique	A = Attitude	P = Physical	S = Speed
<p>PARTNERSHIPS 1v1, 2v1 and 2v2 concepts of possession (for example timing of release of a pass, when to dribble vs pass) and progression (eg passing into space versus feet based on situation) and defending in pairs. Basic Group concept of Triangles of support. Basic Team Principles of Attack & Defence.</p>	<p>Short passing, running with the ball with the head up, dribbling, control of ball on the ground.</p>	<p>In the game (emotional responses to situations eg refs decisions, being fouled, missed opportunities) and out of the game (training ethic, behaviours, respect)</p>	<p>Physical literacy ABC - Agility, Balance & Coordination Ability to move 360 degrees, and change direction fluidly.</p>	<p>Speed over short distances 5yards, and medium to long distances 10yards +</p>

Assessment Scoresheet

COMPETENCY : Rate the player

#	Name	Select	U	T	A	P	S	TOTAL
1		T2	1	1	1	1	1	5
2		T2	1	1	1	1	1	5
3		T2	1	1	1	1	1	5
4		T2	1	1	1	1	1	5
5		T2	1	1	1	1	1	5
6		T2	1	1	1	1	1	5
7		T2	1	1	1	1	1	5
8		T2	1	1	1	1	1	5
9		T2	1	1	1	1	1	5
10		T2	1	1	1	1	1	5

Score	Stage/Level	Description
0	Beginner	Player has little experience and has not yet been introduced to the game fully
1	Introduction	Introduction to fundamental movements, concepts and behaviours is ongoing at this stage
2	Developing	Fundamentals have been introduced and through repeated practice the child is developing and needs to continue to develop more techniques, concepts, physical literacy and capacity and social skills so that execution is becoming reliable
3	Developed	Through repeated practice the child has developed a variety of techniques, concepts, physical literacy and capacity and social skills so that execution is becoming more consistent
4	Refinement	In the refinement stage the child demonstrates higher levels of execution at speed and reliable under pressure, they display adaptation of their skills/capacities specific to their own unique characteristics

T2	T1	Tier 1
T2 ^	T2	Tier 2 - call up
T2	T2	Tier 2

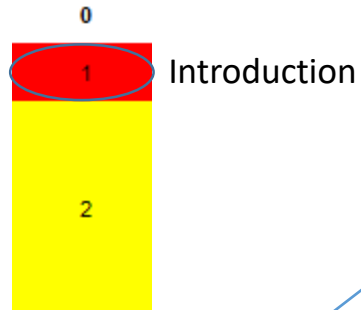
TIER : Assign the player to proper level

Progressive Range of Rating Scales

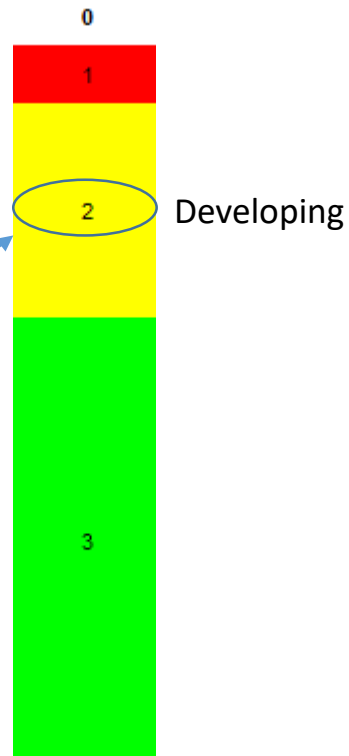
U8



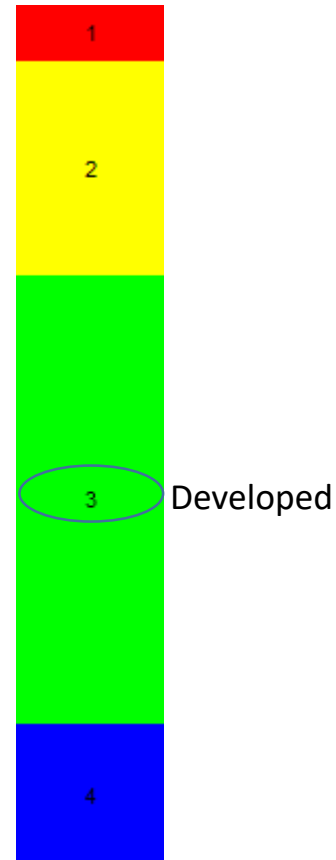
U10



U12



U13-17



Default Scores

Range of Scores

Printer Version

[illegible]

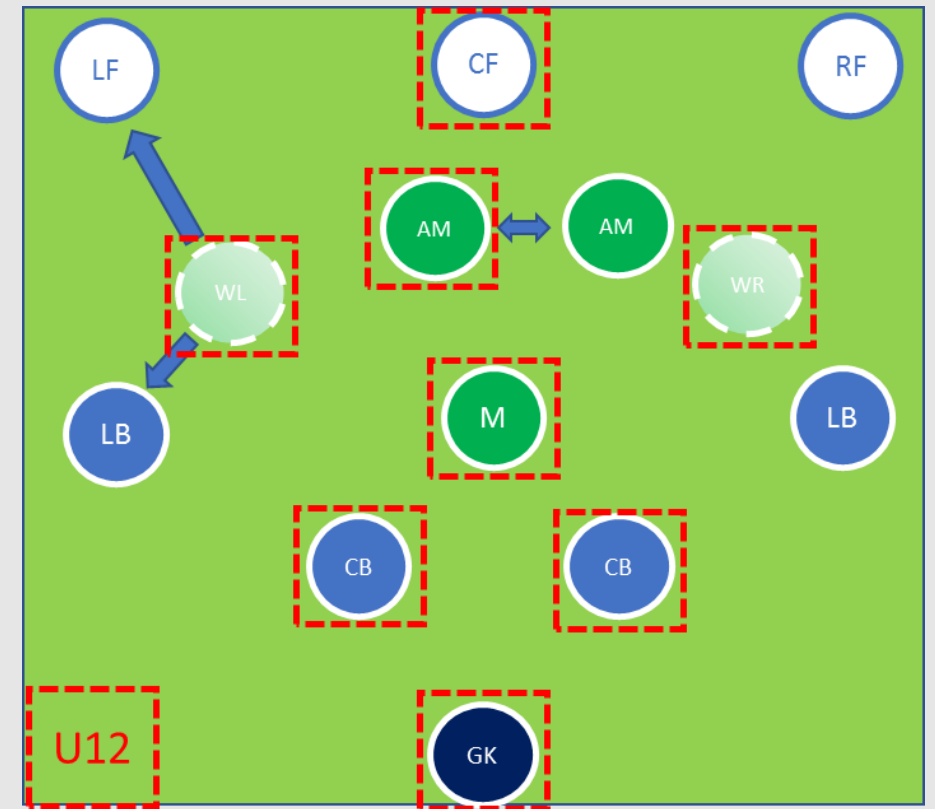


THE PARADISE WAY

Part 8: Team Formations

Paradise Team Formations

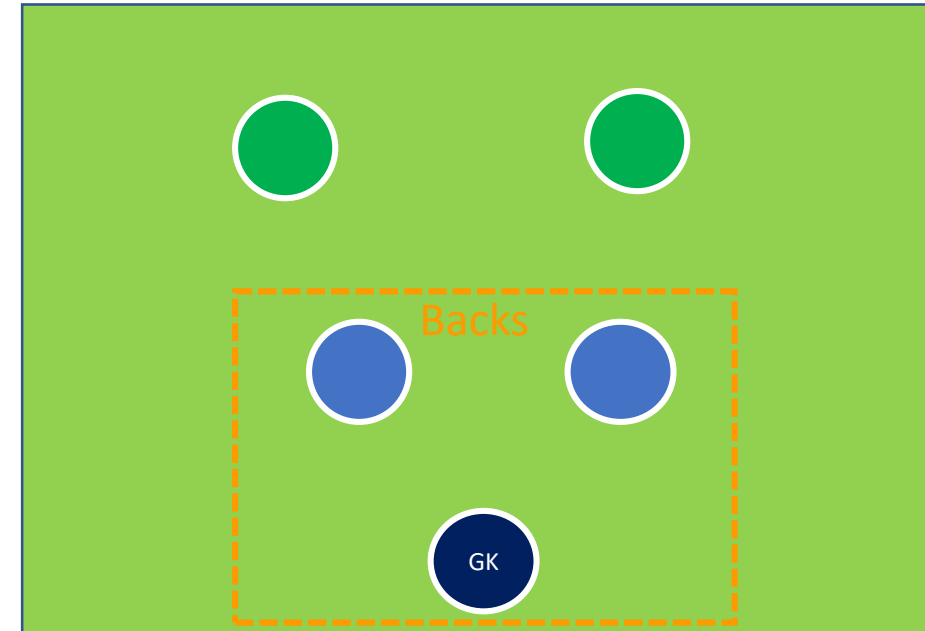
- Recommendations for Playing Formations
 - Number of players
 - Rotation of players positions
 - Sequential and logical progression from SSG to 11v11



Under 8 Preferred Formation - None

No Positions/Formation

Designate 2 players per shift as the back players – all this means is that these players take turns to receive the ball from GK on Goal kicks



Under 10 Preferred Formation – GK-2-3

At this age positions will be introduced. Start the season with no positions and introduce it gradually (for example for half a game or 1 game in a weekend try specific positions as shown below)

Gk – 2 – 3

Blue players classed as backs

Green players as mids.

We play without a Forward!

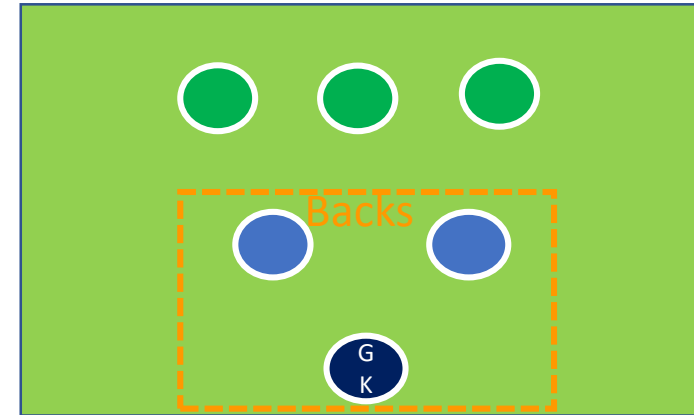
All players expected to recover and defend together and attack together

Backs - Goalkeeper, Left Back, Right Back

Mids – Wide Left, centre mid, Wide Right

Rotation - players should be rotated between playing as a back and mid. And left to right to develop both feet.

Option 1
No Positions
Just assign two backs



Option 2
Positions
Assign each player to a specific position



Under 12 Preferred Formation – GK-2-4-1

Gk – 2 -◇ - 1

At this age positions become more relevant.

Blue players - classed as backs

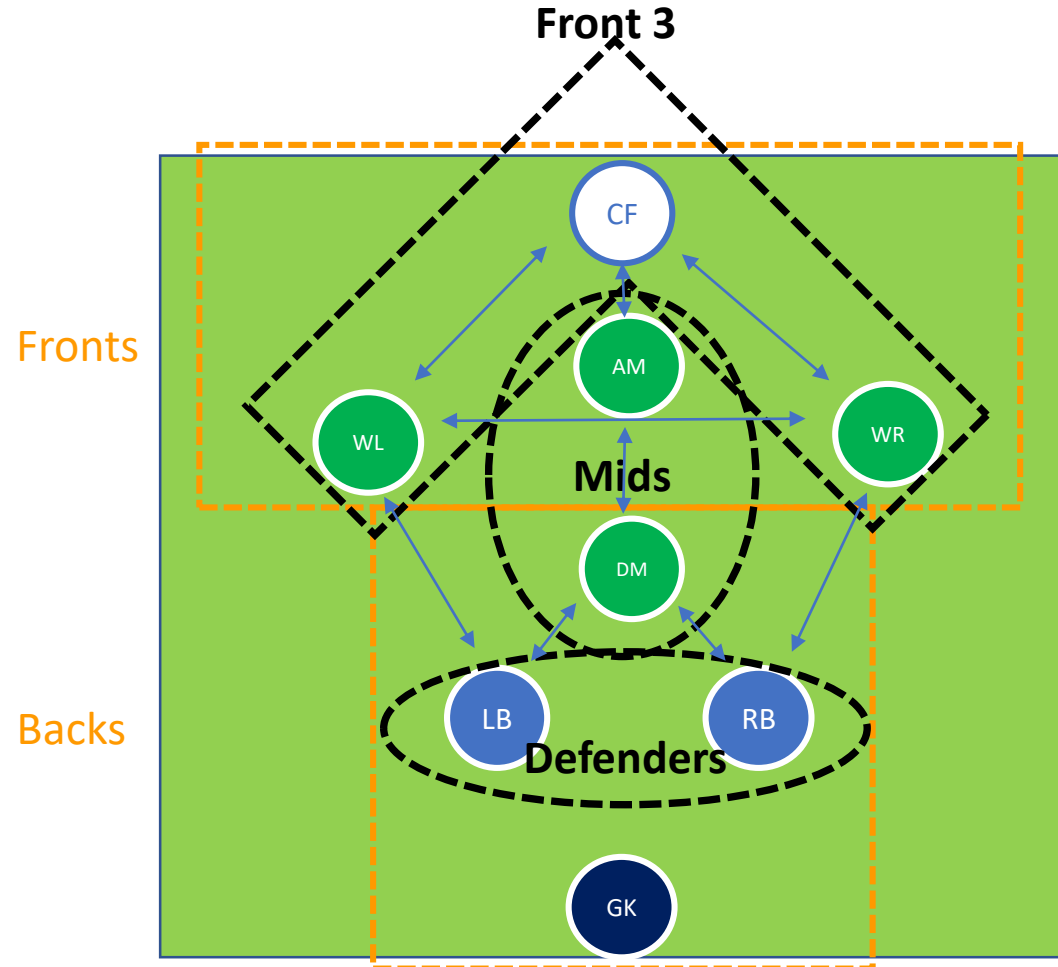
Green players - as mids (central and wide players).

White - **We introduce a Forward! Role?**

All green players expected to recover behind the ball and defend together with the blues .

Rotation - Players can display tendencies toward certain positions and may prefer or fit best into one primary position, however for development purposes its still important to rotate them.

During a game players should be rotated through a minimum of two positions ie either as a Defender & Mid, or Front 3 and Mid, or Defender and Front 3. Still beneficial to rotate players left to right to develop both feet.



Under 12 Alternate Formation – GK-2-4-1

Gk – 2 -3 - 2

At this age positions become more relevant.

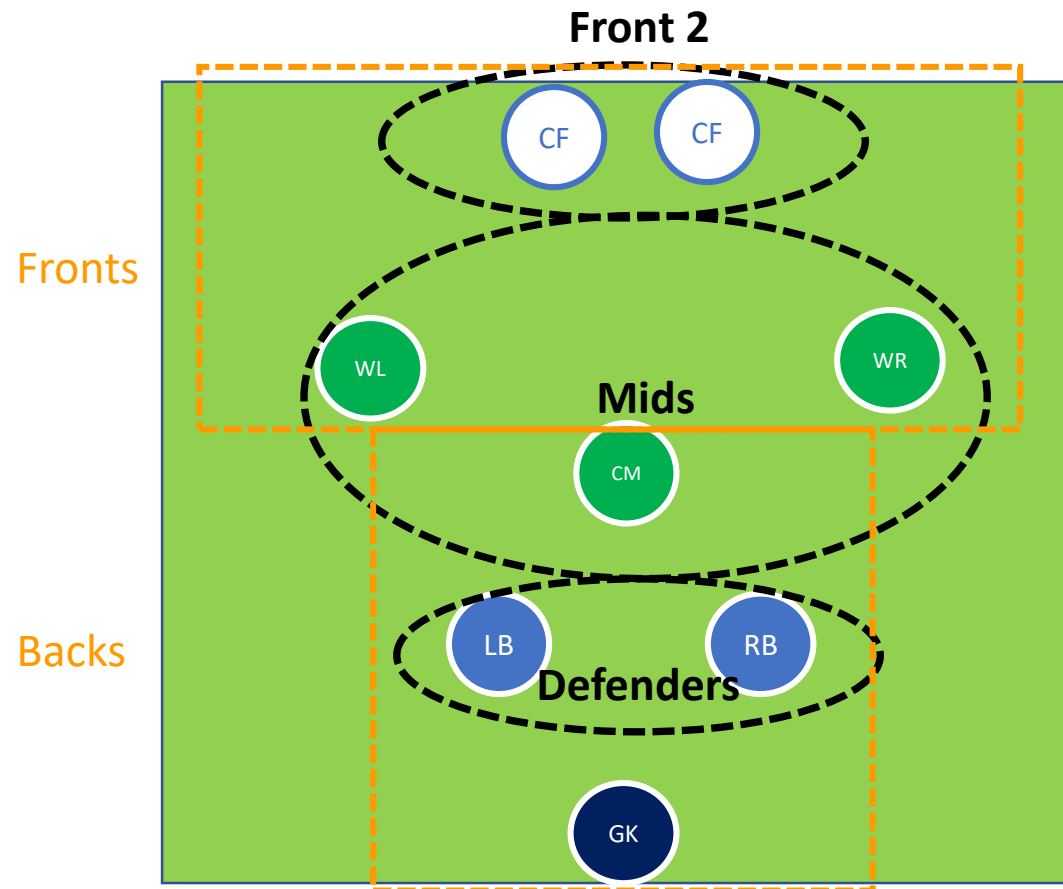
Blue players - classed as backs

Green players - as mids (central and wide players).

White – Two Forward!

All green players expected to recover behind the ball and defend together with the blues .

Rotation - Players can display tendencies toward certain positions and may prefer or fit best into one primary position, however for development purposes its still important to rotate them. During a game players should be rotated through a minimum of two positions ie either as a Defender & Mid, or Front 3 and Mid, or Defender and Front 2.



Preferred Formation – Transfer from SSG to 11v11

RB leads into Right side Centreback

HM and AM Concept already developed

CF and AM interchangeable

WL players become LF or LB

