## **BEDFORD YS - WEEK 6**



Exercise/Notes	Description	Diagram	Coaching Points
Follow The	Players are labeled A and B. Player A dribbles and		Try to be deceptive,
Leader	tries to lose Player B. Go for about 30 seconds. Switch		make it tough for your
10 Minutes	roles, player B leads now.		partner to stay w/ you
Every player w/	Progression: 1) Insides only 2) R foot only 3) L foot only 4) Speed round (any surface).		Change directions often, accelerate after direction changes
Players in pairs	MAKE SURE TO TEACH THE KIDS WHAT IS RIGHT	<b>→</b>	Izaa haadaa (a a atd
25yd X 25yd grid	AND LEFT		Keep head up to avoid collisions
	When the coach yells "Stop!" if the follower is more than 5 yards from the leader they have 5 jumping jacks		
1v1 To Goal	Divide the team up in half (an attack line and defense line). Coach says "Go!" and passes to attacker, who		Defense
10 Minutes	runs around their cone (defense does same). Attacker tries to score a goal, if defender steals the ball they try		+ Keep your body in front of the attacker
Two Lines	to pass the ball back to the coach. If 1v1 is lasting longer than 20 seconds, the play is over.	DEFENDERS	+ Try to prevent the attacker from getting
Balls w/ coach	5 KEYS TO DEFENSE	- 222	towards the middle of
	Stay directly in front of the attacker		the goal (try to keep
Goal	2. Be patient – don't try to steal the ball the second the		them away from the
	attacker gets close, but when the attacker exposes the	900	center of the field)
	ball	Z - K &	+ Don't dive in
	3.Stay on your feet – slide tackling is highly	ATTACKERS	A44 1
	discouraged, shuffle your feet		Attack
	4.Keep your eye on the ball – do not stare at the		+ Be deceptive, shoot
	dribblers hips or arms		when you have space
Square Battle	5.Protect the areas in front of the goal  Two teams are lined up on opposite sides of the coach.		Team w/ball
Square Dattie	Each team has a square that is their own. The coach		Team w/ban
10-20 Minutes	throws a ball into the grid, and two players from each	in the second se	Spread out so the 2 <sup>nd</sup>
10-20 Williates	team (2v2) try to get the ball and stop it in their square.	# _ 2 & F	defender can't make it a
Two Teams	The team in possession can dribble into the square, or	11 0 0 0 1	1v2
1 WO I CAITIS	pass to their teammate who receives it inside their		1 1 2
Balls w/ Coach	square. The team not in possession can't defend inside	4 *	Move off the ball if you
24.10 1.17 004017	the opponent's square. The coach will play 10 total	S. Carrier Control of the Control of	Move off the ball if you are the 2 <sup>nd</sup> attacker
25yd X 25yd grid	balls, the team with the most balls inside their square	A. C.	
	wins.		Team w/o ball
Two small			
squares	Progression: Could have 1 or 3 players from each team play (so a 1v1 or 3v3)		One player pressure the ball, other provide cover