



MLS CAMPS

THE OFFICIAL CAMP OF MAJOR LEAGUE SOCCER

10 Week Curriculum Planner **U14** RECREATIONAL



SESSION 1

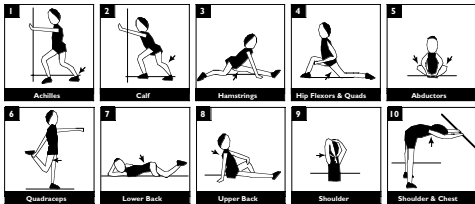
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STANDARD STRETCHING INTRODUCTION

Warm Up



Purpose

To warm up players' muscles and increase blood flow.

Organization

Have the players pair up and form 2 lines.

Game Objective

Players jog around the area following the coach's commands, then stretch.

Progressions

- Change - change direction, increase speed of turns as players get warmer
- Heel flicks - lean forward and flick heels up to bottom (hamstring stretch)
- Outside of foot flicks - put hands up to sides and touch outside of feet by flicking them up
- Thighs up - put hands out in front, palms down; slap thighs against palms to stretch quads
- Side to side - face in or out and move along by clicking heels together
- Skipping - skipping forwards using arms to help bound; get as high as possible
- Sideways skipping - jog sideways by crossing one foot behind the other
- Leaps - jump up for imaginary header; try alternating bounding leg
- Down for rolls - spring to floor and do a sideways roll, then quickly back up
- Bouncing - jog, then bounce against partner's shoulder, land, continue
- Swap places - swap places with partner as quickly as possible; communicate
- Leap frog - back player leaps over players in front; each does same
- Hopping & bounding - use one foot and both feet together
- Back to front - back pair race against each other to be first to the front

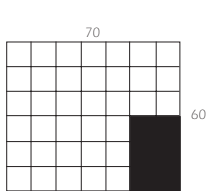
Key Coaching Points

Be consistent; stretch slowly; do not bounce; hold each stretch 10 - 20 seconds and repeat 2 - 4 times on each side of body; move until you feel a moderate sensation; there should be no pain.



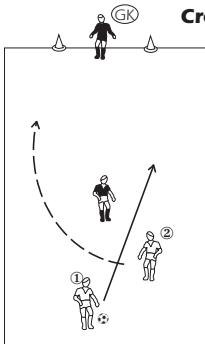
SESSION 1 - Week 3

2 hour practices, 2 recommended practices per week



Assumption: 12 players in group

Cross-Overs



Purpose

To develop cross-over runs.

Organization

Set out a 20 x 30 yard area. Groups of 4, one attacker, one defender, one support player and one goalkeeper. One ball per practice. Repeat in 2 other areas for a total of 12 players.

Game Objective

Player ① dribbles towards the defender. Player ② makes a crossover-run in front of the defender as player ① approaches. Player ① has the option to exploit the space created by ② up the right touchline or to pass the ball into the space in front of player ② on the left touchline. Rotate positions.

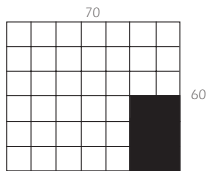
Progressions

Player ① passes the ball to player ②, who dribbles across the area in front of the defender. Player ① can either take the ball off ② as they cross or make a decoy run up the touchline causing the defender to hesitate and allowing player ② to beat him to the inside.

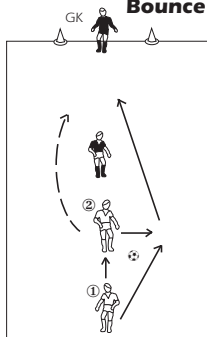
Key Coaching Points

1. The player dribbling the ball should do so on the farthest foot from the defender, thus screening the ball.
2. The two players must communicate clearly to establish which player is taking the ball.
3. After crossing over, then accelerate away into the space available.

Bounce Back Wall Pass



Assumption: 12 players in group



Purpose

To develop the overlap which leads to the 1-2 combination.

Organization

Set out a 20 x 30 yard area. Groups of 4, one attacker, one defender, one support player and one goalkeeper. One ball per practice. Repeat in 2 other areas for a total of 12 players.

Game Objective

Player ① plays the ball to the feet of attacker ②, who comes off his defender towards the ball at an angle. Player ① moves to support as shown in the diagram. Player ② passes the ball into the space in front of player ①. Player ② turns the defender and calls for the return pass in the space behind the defender and in front of the goal. Finish with a 1 time shot. Rotate positions.

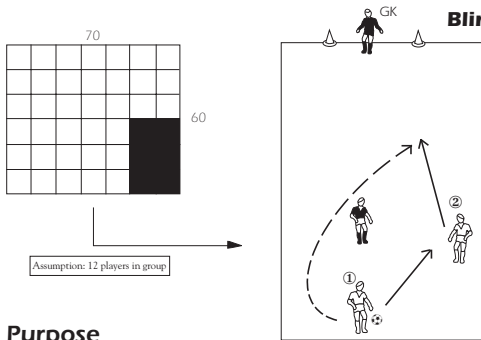
Progressions

If the defender closes down the 1-2 combination, player ① can overlap with the ball and take it to the endline to deliver a cross for player ②.

Key Coaching Points

1. The passes should be made at the correct pace and angle in front of the attackers to enable them to accelerate onto the ball.
2. Players must observe and react to the movements of the defender.
3. The return pass should be struck with the first touch before player ② moves into an off-side position.

Blind Side Runs



Assumption: 12 players in group

Purpose

To develop the blind-side run or diagonal run.

Organization

Set out a 20 x 30 yard area. Groups of 4, one attacker, one defender, one support player and one goalkeeper. One ball per practice. Repeat in 2 other areas for a total of 12 players.

Game Objective

Player ① passes the ball to player ②. Player ① runs to the goal and then cuts towards the corner. Player ② plays the ball into the space down the touchline for player ① to run onto. Player ① shoots with his first touch on goal. Rotate positions.

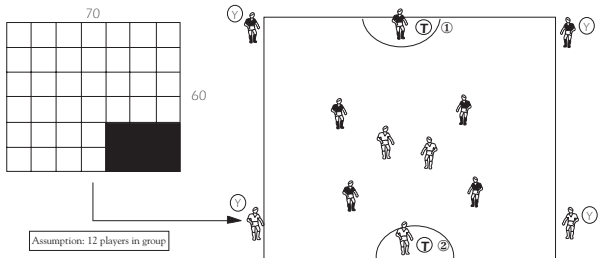
Progressions

Player ① crosses the ball for player ②, who has attacked the goal area. The defender attempts to mark player ② and clear the ball from the cross.

Key Coaching Points

1. The ball must be played into the space before player ① passes the defender and is thus in an off-side position.
2. The player making the run must call for the ball when he begins his cut to the corner.
3. Make a curved run so you can see the defender and the ball.

Short Play



Purpose

To develop short passing skills and wide angle support.

Organization

Set out a 30 x 20 yard area with a 5 yard radius semi-circle at each end. Station a target player inside the semi-circle. No outfield player is allowed in this area. Position 4 players on the outside of the area.

Game Objective

3 players play against 3 players inside the area. The team in possession must attempt to get the ball to their target player inside the semi-circle. Once a target player receives the ball, the team on the outside of the area replaces the team whose target player received the ball. All passes must be under head height. The shorter, narrow field ensures players must support at wide angles.

Progressions

1. The team in possession may play the ball to any of the players on the outside of the area to receive a return pass.
2. All attacking players now have 1 touch only.

Key Coaching Points

1. Position at a good angle and distance to receive the ball.
2. Can a player be in a position which makes a forward pass possible.
3. Pass, then move to another support position.