

Name: Matt Callahan Topic: Dribbling - Speed Date:

FUNDAMENTAL – WARM UP	<ul> <li>ORGANIZATION</li> <li>Everyone with a ball in a 15-x-12 yard area</li> <li>On coaches command, players must dribble out of square as fast as they can</li> <li>Everyone then dribbles back into square and the process is repeated</li> <li>Progressions: Place objects outside of the square, players must dribble around the object before returning to the square. End with musical cones.</li> </ul>	<ul> <li>KEY COACHING POINTS</li> <li>Head up to read game</li> <li>Ball is pushed farther out in front</li> <li>Use the instep and outside of the foot</li> </ul>
MATCH RELATED ACTIVITY	<ul> <li>Set up a large area, have two players as taggers and everyone else dribbles in the area</li> <li>The taggers try to freeze the dribblers by tagging them</li> <li>When frozen, a dribbler stops and holds their ball over their head, the can be unfrozen if another dribbler dribbles their ball through the frozen player's legs</li> <li>Progressions: Specify how players must dribble</li> </ul>	<ul> <li>Head up to read game</li> <li>Ball is pushed farther out in front</li> <li>Use the instep and outside of the foot</li> <li>Shield ball from opponent</li> </ul>
MATCH RELATED ACTIVITY	<ul> <li>Play 5v5, mark off a center line</li> <li>Each team has three defenders and two attackers, the players are restricted to their respective half of the field</li> <li>In order for the ball to get across the half, it must be dribbled by one of the defenders who can temporarily join the attack (when the attack takes a shot or loses the ball the defender must return)</li> <li>Progressions: Remove the restriction of players staying in their own half</li> </ul>	<ul> <li>Head up to read game</li> <li>Ball is pushed farther out in front</li> <li>Use the instep and outside of the foot</li> <li>Can the defender who is open use a dynamic first touch to quickly get over the half line?</li> </ul>
MATCH CONDITION GAME  4v4	<ul> <li>Play 4v4</li> <li>No restrictions on players</li> </ul>	Observe to see if session has improved player's ability to dribble with speed