## Fergie's Soccer Academy Development Program Speed of Play

FSA Coach / Player Development	<b>FSA</b>	Coach /	Player	Devel	opment
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FSA Coach / Player Development Warm up	Organization	<b>Coaching Points to observe</b>	Ages
	<ul> <li>Cones , Pinnies , Balls , Full Field</li> <li>9 players 2 balls then 3 balls</li> <li>Unrestricted movement, Pass and Move</li> <li>Sequence passing 1 – 11 with no standing</li> <li>Short - long combinations</li> <li>Limit of number of touches</li> <li>Stretch</li> </ul>	<ul> <li>Players have a good attitude and focused on exercise</li> <li>Players are Passing with various surfaces of the feet.</li> <li>Inside / Outside / laces</li> <li>Left / Right Foot</li> <li>Make eye contact</li> <li>Communication between Players</li> </ul>	<b>14</b> + 15 Min
t 1st Activity	<ul> <li>Area 30 x 20</li> <li>Red Team 6 v 3 White Team</li> <li>Keep Away Unlimited</li> <li>Keep Away 2 touch</li> <li>Keep Away Unlimited</li> <li>Rotate 3 defenders</li> <li>Path of Ball</li> </ul>	<ul> <li>Players have correct attitude and are Mentally Focused.</li> <li>Quality of the 1<sup>st</sup> touch</li> <li>Correct Weight and Pace of the pass.</li> <li>Open Body shape to improve Vision</li> <li>Movement to support player on ball</li> <li>Good shape - Length ,Width ,</li> <li>Communication between Players</li> </ul>	15 min
2 <sup>nd</sup> Activity	<ul> <li>Area 40 x 30</li> <li>4 v 4 + 1 all time attacking</li> <li>Unlimited Soccer</li> <li>Score by passing to player in end zone</li> <li>Progress to 2 touch / 3 touch</li> <li>Path of Ball</li> </ul>	<ul> <li>Players have correct attitude and are Mentally Focused on exercise</li> <li>Quality of Passing</li> <li>Quality of players 1<sup>st</sup> touch</li> <li>Shape – Length Width</li> <li>Changing point of attack</li> <li>Movement off the ball</li> <li>Retain possession if you cant penetrate</li> </ul>	15 mir
3 <sup>rd</sup> Activity	<ul> <li>9 v 9 with Goalkeepers</li> <li>Half Field</li> <li>Unlimited touches</li> </ul>	<ul> <li>Players Attitude and Mental approach</li> <li>Shape organization</li> <li>2/3 player combination</li> <li>Rhythm</li> <li>Retention of possession</li> <li>Transition - Counter Attack</li> </ul>	30 mir