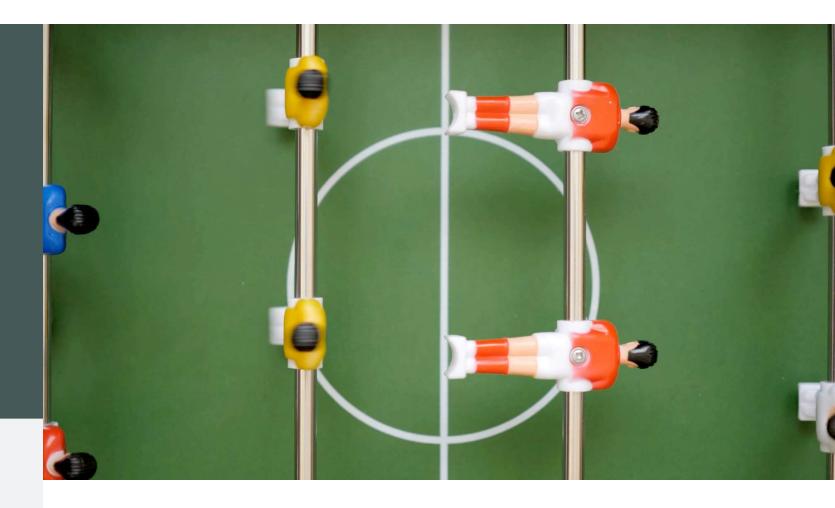
CAYMAN
FOOTBALL
CLUB (CFC)
Technical
Plan







## Contents

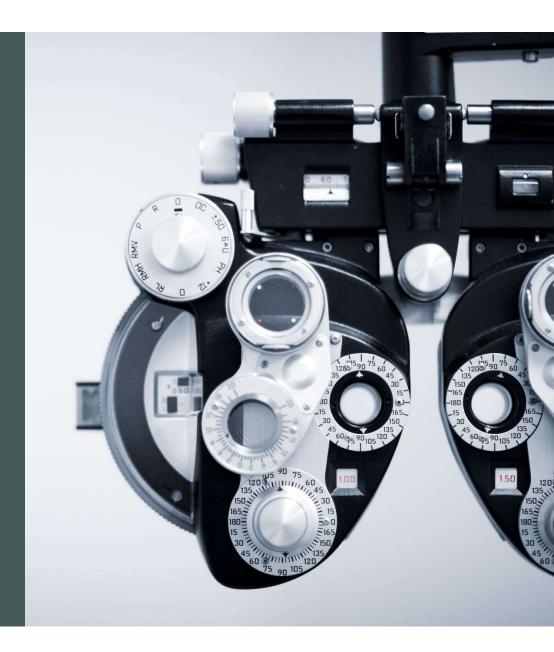
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## Vision

To create a conducive learning environment that facilitates a holistic approach in the development of players and coaches through a high-quality football education provision that reflects the diversity of our local community







## Produce

Consistently produce players for scholarship, semi-professional and professional routes

## Create

Create the best learning environment nurtured by the best coaches/teachers

## Become

Become recognized as a Centre of Excellence in the production of high-quality players and coaches

## Provide

Provide a pathway of opportunity for players of all abilities

## Develop

Develop well rounded young men and women who can succeed in everyday life

## CFC Academy Culture





Developing the person, not just the player

Reflect the hardworking nature of the local community with an CFC mantra: WE FIGHT, WE RUN, WE PLAY

Players will be encouraged to become independent thinkers within the environment we create for them

Players, at times, will lead a de-brief after games or training to have more ownership in their development as football players

Develop a tradition of producing good athletes, added with being technical and tactical masters in their position

Our players and staff will mirror the diverse nature of our community

From U9 it will be the player's responsibility to inform their coach if they are unable to train, play in a match or going to be late

Most importantly humility and respect will be at the core of everything we do at CFC

# Areas of Development for the CFC Player and Person

**Desire** – inner drive to improve and be the best they can be

**Integrity** - high standards of character and a sense of obligation to the team

**Confidence** – belief in their own abilities and successfully deal with any challenges

**Responsibility** – accepts responsibility for their actions, not blame others and acknowledge their mistakes

Ownership - shows initiative, doesn't rely on others and thrives on being independent



## Areas of Development for the CFC Player and Person



Trust - Winners are believers. Mutual trust is a major factor in building team morale and unity.
Trusting athletes communicate and cooperate with their teammates and coach.

Determination –
refuse to quit and be
willing to practice
long and hard.
Determined athletes
are relentless in their
efforts to improve and
be better

Coachability - the player's ability receive and apply information. Understanding that coaching is important to the progress of the athlete/coach relationship.

Leadership and
Communication –
leaders organize,
encourage and
demand high
standards of others
and themselves.
They communicate
verbally and nonverbally through their

Emotional Control -

Successful athletes stay cool, adjust quickly and are not upset by bad breaks or bad calls. They perform regardless of the circumstances.

# Long Term Player Development





- Long Term Player Development (LTPD)
  is a player centered approach to help
  the young player fulfil his or her
  maximum potential.
- The '4 corner model' i.e.
   Technical/Tactical, Psychological,
   Physical and Social/Emotional, is now used as the guiding light in the development of young players across the world.
- The model is a holistic approach to developing the complete player and person.
- In this Technical plan, LTPD will permeate throughout the whole document.



## Long Term Player Development

"Remember coaching is about meeting the needs of the player"

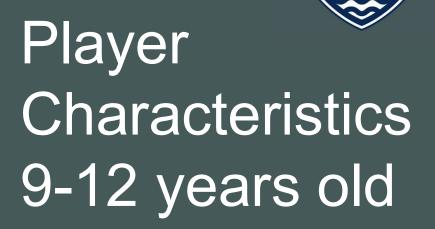


## Player Characteristics 6-8 years old



| Energetic                      | Expect lots of energy                                                        |
|--------------------------------|------------------------------------------------------------------------------|
| Enthusiastic                   | Try to build it                                                              |
| Single Minded                  | Do not expect lots of passes                                                 |
| Short concentration span       | Organise lots of short games                                                 |
| Limited understanding of space | Expect them all to chase the ball                                            |
| Sensitive                      | Be aware that children are very sensitive to making mistakes                 |
| Decision- making               | Split them into 3v3 or 4v4 games as more options make decision making harder |
| Talkative                      | Encourage them to ask questions                                              |

| Golden Age of<br>Learning | Encourage learning and invite questions                                  |
|---------------------------|--------------------------------------------------------------------------|
| More awareness of others  | Increased decision-making options mean you can move to 6v6 and 7v7 games |
| Enthusiastic              | Try not to stifle this enthusiasm but encourage and develop it           |
| More attentive            | You can explain and explore things in more depth                         |
| Curiosity                 | Try to stretch their minds and set new games                             |
| Begin to lose flexibility | Be aware that the warm-up is vital                                       |



**CAYMAN FC** 

# Boys Characteristics 13+ years old

Practice and Challenge – Giving players more responsibility and problem-solving opportunities in sessions and providing competition where appropriate

**Growth and Development** - Rapid changes are happening for some but not all in this phase. Coaches mindful of how these changes can affect performance

**External Influences** – Friendships and more autonomy away from parents become more apparent at this age. Be aware of distractions that can disrupt development



Player Characteristics 13-14 years old



| Team play                                   | Develop understanding of team play                          |
|---------------------------------------------|-------------------------------------------------------------|
| Problem solving                             | Let them work it out                                        |
| Peer pressure                               | Be aware of this growing influence                          |
| Identifies other's strengths and weaknesses | Encourage your players to assess displays in a positive way |
| Competitive                                 | Facilitate development of a more physical aspect            |
| Physical change                             | Be aware of bodily changes                                  |

# Player Characteristics 15-18 years old



| Growing stronger        | Players are reaching adulthood                                                     |
|-------------------------|------------------------------------------------------------------------------------|
| Greater mental strength | Players have a greater ability to cope with tough situations                       |
| Physical challenge      | As the body become stronger so does the ability to meet the physical challenges    |
| More tactically aware   | Players are more aware of their own role and those around them                     |
| More analytical         | Players can review their own and other's performance and this should be encouraged |
| More competitive        | The challenge to compete and be successful becomes greater                         |
| Change                  | Changes on moving from school to college or work. Relationships with parents       |

## CFC Playing Philosophy

Our Playing Philosophy provides a structure and meaning to our tactical and technical Competitive Program. It will include:

Attacking and Defensive Characteristics

Attacking and defending tactics and strategies

Positional profiles with specific attributes



## CFC Playing Philosophy in Possession



#### **DEFENDERS**

- Our defenders are taught to play out from the back through our GK and back three/four and exploiting the No. 6, 7,11 pockets.
- Our defenders are taught and encouraged to receive the ball even when under pressure
- They are taught different solutions to play out from the back against a high press.
- They are taught and encouraged to rotate to create space.

#### **MIDFIELDERS**

- Our midfielders are taught to receive the ball from the back four and GK even under pressure
- Our midfielders are taught how to rotate not only within their own unit but also with other units
- They are taught to understand how to create space for themselves and for others
- They are taught to be forward thinking, clever and creative when in possession

#### **FORWARDS**

- Our attacking players are taught a range of movements to receive to feet or in behind
- They are taught how to exploit space centrally and wide, to be creative and to be combine cleverly
- They are taught a range of finishing skills in a variety of situations
- They are taught to rotate and interchange within their unit and other units

## CFC Playing Philosophy out of Possession



#### **DEFENDERS**

To be compact deny passes through the defensive line.

To mirror the ball, move in relationship to the ball

To defend individually, as a pair and as a unit

To defend with a PUT YOUR BODY ON THE LINE

#### **MENTALITY**

To recognize danger and risk assess effectively



#### **MIDFIELDERS**

To be compact and deny passes through the midfield line

To recognise how why when and where to screen or press

To recognize when to win the ball back quickly in transition

To defend individually, as a pair and as a unit

To recognize when to set a defensive trap



#### **FORWARDS**

To recognize when to show inside or outside

To recognize when to press high or drop off to set the

To defend individually, as a pair and as a unit

To recognize when to win the ball back quickly in transition







## CFC Playing Philosophy by Stage of Development: Grassroots U7-U12

We do not concern ourselves with positions at this stage. In fact, we will play players in different positions to allow them to practice a variety of techniques.

Towards the end of this stage, we will start to identify areas of the pitch the players are more effective in and suited to.

## CFC Playing Philosophy by Stage of Development: Grassroots U7-U12

## **Key Skills:**

- 1v1 Attacking
- 1v1 Defending
- Control/Receiving
- Protecting/Shielding
- Passing

Dall atribina

## **Objective:**

To produce players who are technically balanced and competent in our technical program.

We work to develop CFC key skills and begin to nurture an understanding of the technical, tactical, physical and psychological requirements of the game





# CFC Playing Philosophy by Stage of Development: U13-U17

At the beginning of this Competitive Stage of Development (U13) players are played in positions we believe suit their skillset at that time of their development. This may be one or even two positions.

By the end of the U14 year group, we will have identified a position best suited for the player

## CFC Playing Philosophy by Stage of Development: Youth U13-U17

## **Key Skills:**

- 1v1 Attacking
- 1v1 Defending
- Control/Receiving, Protecting/Shielding, Passing
- Rotation
- Position Specific as an individual, unit and team

## **Objective:**

To produce players who are technically tactically, physically and psychologically prepared for the requirements of their position

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# CFC Playing Philosophy by Stage of Development: High Performance U18+





The player's position will now be confirmed apart from exceptional circumstances. The player will receive analytical information related to their position including physical output and video footage.

We aim to have 2 to 3 sessions per week based on their position specific and individual needs in relation to the team

## CFC Systems of Play





We believe our philosophy far outweighs the system. If all players are effective masters of the ball and understand position rotation and the exploitation of space, the system is purely a foundation to work from or a reference point which provides a focus for a defensive or attacking shape

## CFC SYSTEMS OF PLAY

Grassroots U7-U12

5v5. 7v7, 9v9

Systems of Play

1-1-2-1

1-2-3-1

1-3-4-1

Competitive U13+

11V11

Systems of Play

1-4-2-1-3

1-4-1-2-3

1-4-4-2

1-4-4-1-1

High Performance Stage 18+

11v11

Systems of Play

1-4-2-1-3

1-4-1-2-3

1-4-4-2



## 5V5 SYSTEM OF PLAY – U7-U8





CFC teams playing 5v5 soccer will begin their soccer education by using the GK-1-2-1 formation.

This formation introduces players to the use of the Principles of Play as a team in Attacking and Defending situations. This system allows for adaptation to 7v7 soccer at U9/10

## 7V7 SYSTEM OF PLAY: U9-U10





CFC teams playing 7v7 soccer will use a GK-2-3-1 formation. This formation helps players further understand how to apply the Principles of Play in Attacking and Defending situations.

This system allows for better adaptation to a GK-3-2-3 formation as players progress to 9v9 at U11

## 9V9 SYSTEM OF PLAY: U11-U12



CFC teams playing 9v9 soccer will play a GK-3-2-3 formation. This formation supports players to express their understanding and application of the Principles of Play in Attacking and Defending situations.

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This system allows for adaptation to a GK-4-3-3 formation in the 11v11format of the game at U13

## 11V11 SYSTEM OF PLAY: U13+



Playing a 1-4-2-1-3 formation (2 holding midfielders and 1 attacking midfielder) allows CFC teams play with the flexibility to allow our playing philosophy to be visible.

This shape is also conducive to fluidity by transitioning from a 1-4-3-3 attacking into a 1-4-5-1 defensively. This in turn, gives the opportunity for players to apply the CFC philosophy in all aspects of the game.

The 1-4-1-2-3 formation (1 holding midfielder and 2 attacking midfielders) is another variation of the 1-4-3-3-system of play.

## 11V11 SYSTEM OF PLAY: U18+



This formation of a 1-4-4-2 diamond is an example of CFC teams having the flexibility to play a variety of different systems dependent on the opposition, but without compromising the CFC playing philosophy

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## Profiling Position Specific Attributes

- As the game evolves it is becoming increasingly more important to be aware of the technical/tactical, psychological and physical demands of the game.
- Moreover, the awareness of identifying skillsets to play specific positions has become the cornerstone to developing top quality players.
- Our goal is to recognize, cultivate and harness these attributes to give players the best possible chance in succeeding in their playing position
- Here we outline the positional skillset using the 4-corner model in and out of possession:

- Demonstrates positive ability to learn.
- Self control ability to control emotions.
- A leader on & off the pitch.

## GAME IMPACT

- Ability to make big saves.
- Dominant when defending the area.
- Effective actions to exploit exploit space.





## TACTICAL

- Good decision making to defend space or protect the goal.
- Effective game management in possession.
- Good communicator.

## **PHYSICAL**

- Athletic build/presence
- Robustness to deal with the physical demands
- Powerful, speed, agility

## **TECHNICAL**

- Solid handling techniques & diving shapes.
- Variety of techniques to distribute the ball effectively.
- Consistently demonstrates effective actions

- Desire to get forward and back.
- Disciplined and confident.
- Influences team-mates with a positive body language.

## GAME IMPACT

- Dominates 1v1, forcing opponents backwards/stops opponents turning.
- Stopping opponents crossing & shooting –
   Patience/blocks/aggression.
- Creates attacking opportunities Variation in crosses.





## **TECHNICAL**

- Positive 1st touch to play forward or secure possession off both feet.
- Inventive in attacking situations.
- Exceptional heading technique.

#### TACTICAL

- Defending See's Danger-Positioning within the unit to defend the switch of play.
- Defending See's Danger-Reads the gamewell Open body position showing exceptional cover and balance.
- Attacking See's Opportunity—Understands Risk v Safety support positions.

- Explosive Power and Acceleration in 1/1situations.
- Balance & Agility.
- Exceptional in transition (speed endurance).

- Desire to block and defend.
- Composed, controlled and disciplined.
- Influences team-mates with a positive body language.

## **GAMEIMPACT**

- Dominates in 1/1 situations winning duels and challenges.
- Denies space between and beyond the lines and prevents players turning.
- Affective assessment of passing options.





## TACTICAL

- Identifies danger, gets tight or drops off through good reading of the game.
- Open body position to mark and cover.
- Good angles and distances of support.

## PHYSICAL

- Size & Presence Dominant in 1v1 situations (Aerial & Ground).
- Agility & Balance in contact.
- Defends space well, with the ability to recover when out of balance (Acceleration & Speed)

## **TECHNICAL**

- Range of forward passing between or beyond the lines.
- Accuracy of Heading.
- Composed when receiving from the GK, to pass or run out.

- Disciplined but with a desire and aggression to secure possession.
- Influences and organizationmates.
- Composed to receive and combine with an attacking mindset to play forward.

## GAME IMPACT

- Breaks the game up in transition and secures second balls.
- Covers, intercepts and provides balance through successful scanning and effective decision making.
- Creates attacking opportunities from behind the ball.





### **TECHNICAL**

- Plays between or beyond the lines with success.
- Inventive attacking approach playing successfully off 1 or 2 touch.
- GoodHeading technique.

### TACTICAL

- Awareness to receive and secure possession.
- Positioning within unit to break up the game and identify when to press and when to drop off.
- Ocarized directs team-mates.

- Explosive to coverand press (power & Acceleration).
- Speed endurance.
- Successfulin tight situations (Agility & Balance).

- Disciplined.
- Influences team-mates through positive body language.
- Composed to receive with an attacking mindset.

## **GAMEIMPACT**

- See's danger through reading triggers.
- Creates attacking opportunities and gets into goals coring positions.
- Displays purposeful passing.



#### ATTACKING MIDFIELDERS



## **TECHNICAL**

- Range of passing with disguise.
- 1st touch and ball speed.
- Combines off various touches.

## TACTICAL

- Creates and exploits space to receive between or beyond the lines.
- Creative and inventive in the final third.
- Defensively -Reads the game (presses/interceptions/screens).

- Explosive in 1/1 situations (power & acceleration).
- Balance & Agility.
- Speed endurance.

- Disciplined and composed.
- Relentless to improve.
- Confident, creative and inventive in possession – influencing team-mates.

## GAMEIMPACT

- A constant threat to defenders in 1/1 situations attacking the box.
- Creates space and time off first touch.
- Makes purposeful passes and a variation in crosses.





## **TECHNICAL**

- Runs with the ball effectively.
- Positive forward 1st touch.
- Inventive in attacking situations possesses a trick.

## TACTICAL

- Combines with the front three.
- Forward runs Plays between and beyond the lines (when to counter).
- Reads the game when to press.

- Explosive in 1/1 situations (power & acceleration).
- Balance & Agility.
- Counter attacks and recovers in transition. Speed endurance.

#### 4 8/10 7/1

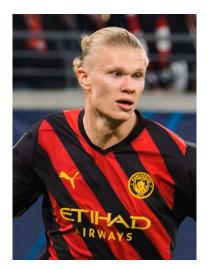
#### SOCIALANDEMOTIONAL

- Disciplined and a willingness to run.
- Influences team-mates with positive body language.
- Attacking mindset.

#### **GAMEIMPACT**

- Creates attacking opportunities and space in the box.
- Finishes off 1touch.
- Forces the direction of play.
- Combines well 'can pin and spin'.





#### **TECHNICAL**

- Runs with the ball and inventive in attacking situations.
- 1st touch under pressure.
- Exceptional heading technique
- Finishes off both feet.

#### TACTICAL

- Awareness to move ahead of the ball and run off the shoulder.
- Combines with the font three.
- Organizes/directs team-mates.
- Reads the game—when to press and when to screen.

#### PHYSICAL

- Explosive in 1/1 situations (power & acceleration).
- Balance & Agility.
- Speed endurance.



# CFC GAME MODEL

IN POSSESSION - PLAY THROUGH THE 4 ZONES WITH PLAYERS WHO ARE ABLE TO MANAGE THE BALL EFFECTIVELY WITH AND WITHOUT PRESSURE

TRANSITION FROM DEFENCE
TO ATTACK - WIN IT,
CONNECT FIRST PASS, FREE
YOURSELF, DISPERSE WITH
LENGTH WIDTH AND DEPTH.
RECOGNISE TO PLAY
QUICKLY OR CAREFULLY,
RISK OR RETAIN

TRANSITION FROM ATTACK
TO DEFENCE - RECOGNISE
REGAINING BALL QUICKLY
WITH 5/6 SECS OF
FEROCIOUS PRESSING,
SUFFICATE THE BALL OR
RECOVER BACK INTO A
COMPACT SHAPE

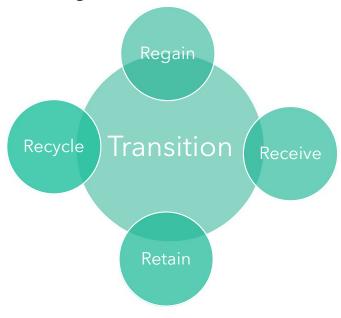
OUT OF POSESSION COMPACT SHAPE BETWEEN
INDIVIDUALS IN UNITS AND
BETWEEN LINES, NO WAY
THROUGH, MOVE IN
RELATIONSHIP WITH THE
BALL (SQUEEZE, PRESS,
REGAIN)

# **CFC Attacking**

Attacking Transition – The Rs of Attacking



1.





## CFC Game Model Attacking Strategy and Tactics

## Strategy

- Look to counter with speed, control and direction into the last third
- If not able to counter, retain possession and look to penetrate as and where possible
- Play early, quickly and incisively through all areas of the field to reach goal scoring positions

### **Tactics**

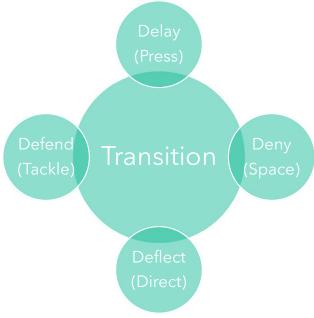
- Counter quickly from regains but with security in mind
- Employ width, length, and depth to create space to attack with effectiveness
- Look to switch play when necessary to exploit space away from the congested area
- Vary the speed of attack according to the state of the game



# **CFC Defending**

Defending Transition - The 4 Ds of Defending







1.

# CFC Defending Strategy and Tactics



Recover possession as early as possible through team pressing support and compactness

Defend with controlled and intelligent intensity as early and has high up the field as possible

If unable to win the ball back early, drop back into a compact defensive shape

Keep space between defensive lines short and tight

#### **Tactics**

Establish where the line of defensive engagement will commence

Make the play predictable by deflecting opponents into areas where possession may be regained

Mark, press and track opponents who are significant ball carriers or passers and potentially dangerous

Deny space in between the back line and midfield by using the holding midfielder(s) to reduce that space



# CFC COACHING PHILOSOPHY



To develop the person first and player second, all CFC coaches who provide technical/tactical education for our Competitive players will adhere to these guiding principles without question.

We believe our players will benefit from the coaches' knowledge and understanding in the guidelines and how they apply them. Our guiding principles are:

Always provide Leadership and integrity when working with players

Create an environment that allows players to fulfill their potential

Make coaching sessions challenging, educational and enjoyable

Use the guiding principles of the LTPD 4 Corner model to meet the needs of individual players

Commitment to
Continuous
Professional
Development for
ALL coaches and
Technical Director

Establish a learning and player centred approach to coaching sessions

Maximise the opportunity for all players at all stages of their development

# CFC COACHING PHILOSOPHY

Our coaching principles will reinforce the way we coach to develop the player. The coaching methods we use will help create a learning environment where players feel comfortable and are not afraid to make mistakes as part of the learning cycle. The coach plays an integral part in the implementation of this approach. It will also accelerate the learning process by the coach building a rapport with players.

Our coaches will be adaptable and flexible in their coaching methods according to the needs of the players. The diagram in the next slide will show the range of different coaching styles that will be used to help the development of CFC players:



# COACHING CONTINUUM



| Coaching<br>Methodology   | Command                                                    | Question & Answer                                                 | Observation & Feedback                           | Guided Discovery                                                           | Trial & Error                                                            |
|---------------------------|------------------------------------------------------------|-------------------------------------------------------------------|--------------------------------------------------|----------------------------------------------------------------------------|--------------------------------------------------------------------------|
| Player/Coach intervention | Coach tells & shows required solution                      | Coach leads with question to gain response from players           | Coach & players observe                          | Coach asks a question or issues a challenge                                | Players and/or coach decide on the challenge                             |
| Example                   | "I want you to!"                                           | "What do you think?"                                              | "Let's watch this!"                              | "Can you show me?"                                                         | "Try for yourself!"                                                      |
| Description               | Coach tells,<br>explains & shows<br>how to do<br>something | Coach poses question & players offer verbal solution to challenge | Players & coach<br>observe & discuss<br>feedback | Coach challenges & players offer visual demonstration of possible solution | Players are encouraged to find solutions with minimal support from coach |





# CFC Coach Development

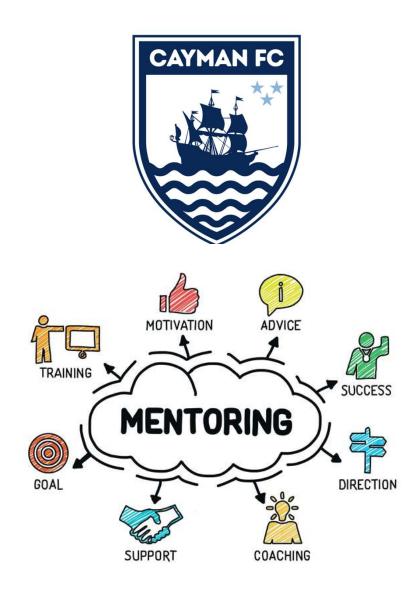
Cayman Football Club Director of Football (DoF) Jason Beckford takes the lead on Coach Mentorship. He is a former English FA Coach Developer and Canada Soccer Coach Developer/Master Learning Facilitator. CFC are thoroughly committed to Coach Development and have greatly invested in this area with human and financial resources.

Our DoF has created a thorough process to help improve coaching behaviours in training and match environments.

# CFC Coach Development

Our CFC Mentorship process is as follows:

 Coaches will be measured against criterion and core competencies

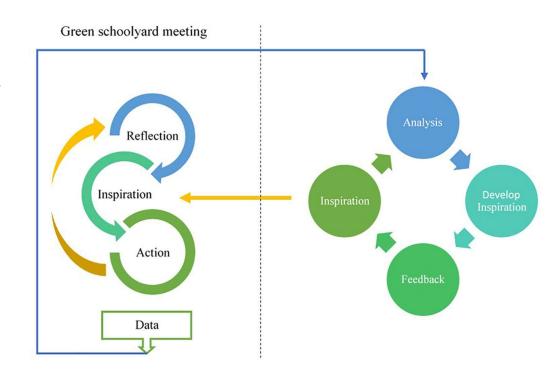






#### **Training Environment Observation**

- Coaches will be given at least 48 hours' notice of when they are being observed
- Coach will produce a session plan prior to session
- Coaches will be given verbal and written feedback
- Mentor Coach to deliver best practice model session
- Coach and Lead Mentor to co-deliver session
- An action plan will be generated



# CFC Coach Development

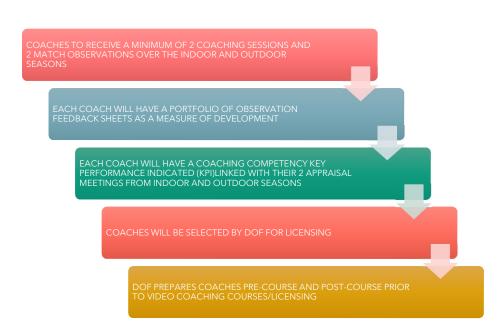




## Game Environment Observation

- Coaches will be given at least 48 hours' notice of when they are being observed
- Coach will produce a game objectives plan prior to
- Coaches will be given verbal and written feedback
- Coach and Lead Mentor to co-manage a game
- An action plan will be generated

# CFC Coach Development





# **Practice Modalities**





At each stage of development, CFC players will be exposed to different modalities of practice to suit their needs.

Therefore, to support our players applying our playing philosophy, the practice types will be:







**Technical Practice** – Unopposed practice with the emphasis on the development of a game technique. Technique is the pure mechanics of performing an action like passing or heading.

**Squad practice** – A directional, game-type practice situation in which the playing area may be appropriately divided or zoned (e.g., grids) to suit the numbers and the needs of the activity.



**Skill Practice** – Opposed practice with the emphasis on developing the bond of technique and decision making. Skill is the application of technique in a game-like situation.

**Phase of Play** – A practice situation utilizing the full width of the pitch but with a reduced length and involving team units that work on their attacking or defending tactical understanding.



**Functional Practice** – A situation in which a player or small group of players develop and understanding of their attacking and/or defending roles, responsibilities and accompanying skills.

**Eleven-a-Side Practice** – The final practice progression. This is used to develop team tactical understanding and takes place on a full field with normal rules.



**Small-Sided Game** – A directional game-practice situation involving goalkeepers playing in teams less than eleven-a-side i.e. 3v3, 4v4, 5v5 etc.

# Practice Modalities cont....

These practices will be introduced as and where appropriate and will concentrate on the following attacking and defending themes:

Individual and Combination play Passing and Receiving with quality

Support pia

Scoring Goals

Delaying and Denying opponents

**Pressurizing Opponents** 



# Principles of Play





All players will gain a thorough understanding of the Principles of Play as part of their soccer education through our practice themes.

These principles are fundamental to the effectiveness of both defending and attacking and advantageous to the players to be able to apply them in the appropriate situation



# Principles of Play

**ATTACKING** 

**Create Space** 

Support

Mobility

Penetration

Creativity/Improvisation

**DEFENDING** 

Delay

**Depth and Cover** 

Compactness

Balance

**Control and Restraint** 



# Principles of Play

#### **ATTACKING**

**Create Space** 

Support

Mobility

Penetration

Creativity/Improvisation

#### **DEFINITIONS**

Creating space to stretch the opposing team – width length and depth

Positional awareness to support the player on the ball and occupy an opponent(s)

Inter-change of positions to unbalance the opposition

Passing Running or dribbling through around or over the opposition defensive line/structure

Doing the unexpected





**DEFENDING** 

Delay

Depth and Cover

Compactness

Balance

**Control and Restraint** 

#### **DEFINITIONS**

Put pressure on the ball to restrict time and space to slow down the attack

To support the 1<sup>st</sup> defender with a 2<sup>nd</sup> and 3<sup>rd</sup> defender

Create a team block (shape 4-3-3, 3-5-3 etc.) to protect space and the goal

Maintaining team shape and denying space in between defensive lines

Being patient to regain possession if not regained with 4-6 seconds



# CFC Player Technical/Tactical Outcomes

To have purpose and direction in what we are trying to achieve as coaches at CFC, we have identified 10 areas of development for the young player.

Here are the Technical and Tactical outcomes we will measure the players against:





# Player Technical/Tactical Outcomes U8-U12 Grassroots



| Ball manipulation         | • | With all parts of the feet and all parts of the body Protect the ball when challenged                                    |
|---------------------------|---|--------------------------------------------------------------------------------------------------------------------------|
| Passing                   | • | Along the ground and in the air with both feet Passing off the front foot Accuracy, timing, weighting and disguise       |
| Running with the ball     | • | Travelling to produce an end product                                                                                     |
| Dribbling                 | • | Change of pace<br>Go past opponents<br>Change of direction<br>Both feet and all parts of the feet                        |
| Controlling and Receiving |   | Create space 1st Touch Angle and distance of support (When/timing), where and how) Use of all parts of the feet and body |
| Shooting and finishing    | • | On target with both feet to include half and volleys<br>Aim for corners and across the goalkeeper                        |
| Defending                 | • | 1v1, or in units e.g. 2v2, 3v3, 4v4 etc.<br>Decisions: deny, delay, deflect, dissect<br>Communication                    |
| Crossing                  | • | Deliver into pre-determined areas<br>Techniques/types: Driven, Low/high,<br>swerve, in swinging and out swinging         |
| Turning                   | • | Change of direction and pace<br>All areas of the feet<br>Variety of ways<br>Under pressure                               |
| Heading                   |   | Forehead<br>With direction<br>With cushion                                                                               |

## Player Technical/Tactical Outcomes U13-U18



|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Refine turns and dribbles with both feet and all parts of the foot            |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------|
| Ball Mastery -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Move the ball to develop and exploit space                                    |
| the state of the s | Emphasis on the use of the body to protect the ball when challenged           |
| Controlling -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | Use of all parts of the feet and body to receive including back to goal       |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Use of 1st touch to influence the angle of the ball                           |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Perform under pressure and tight areas (shielding, arms and body)             |
| Passing and Receiving -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Lofted/chipped passes in the air with both feet                               |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Driving the ball (20-30m)                                                     |
| <u>-</u>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Swerved passes                                                                |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Selected options under pressure                                               |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Selection of short and long passes                                            |
| Dribbling -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | To create space in the attacking third                                        |
| - Dilbbillig                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Exploiting space in front and behind                                          |
| _                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Positive effort to go past opponents with and without the ball                |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                               |
| Turning -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | RWTB and receiving combing turning and dribbling                              |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Away from players to change the point of attack to get out of congested areas |
| <u> </u>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Spins and lateral movements to develop play                                   |
| Defending -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | When where and how to Intercept(dissect) and gain possession                  |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Recognizing danger                                                            |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Sliding/block tackles to gain possession or deter                             |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Defend 1v1                                                                    |
| Running with the Ball -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | RWTB combining turning and dribbling                                          |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Travelling to produce an end product                                          |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Breaking up play to advance toward spaces between players                     |
| Shooting/Finishing -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Introduction of power shooting with both feet from distance                   |
| Shooting/i mishing -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | One touch                                                                     |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Volleys                                                                       |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | •                                                                             |
| Crossing -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | Deliver into pre-determined areas                                             |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Decision of techniques/types: Driven, Low/high, in swinging and out swinging  |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Perform on demand under pressure                                              |
| Heading -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Forehead                                                                      |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | With direction                                                                |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | With cushion                                                                  |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Angles with increased distances                                               |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                               |





CFC Player Assessments are a undamental part of player development

All Competitive Players from U9-U16 receives a formal Indoor and Both assessments are conducted in an interview setting with player, parent and coach in attendance Players receive a report card (see example in the next slide) before attending the interview to provide a framework for the discussion with player, parent and coach

Players are given informal feedback on an ongoing basis throughout the competitive program duration

| NAME:                                                      |       |       |      |        |      |       |      |       |    |    |
|------------------------------------------------------------|-------|-------|------|--------|------|-------|------|-------|----|----|
| D.O.B.:                                                    |       |       |      |        |      |       |      |       |    |    |
| AGE GROUP                                                  |       |       |      |        |      |       |      |       |    |    |
| HEAD COACH:                                                |       |       |      |        |      |       |      |       |    |    |
|                                                            |       |       |      |        |      |       |      |       |    |    |
|                                                            |       |       |      |        |      |       |      |       |    |    |
| 1/2 = Concern 3/4 = Below 1<br>7/8 = Above expectations 9/ | Expec | tatio | n 5/ | 6 = Pr | ogre | ssing | as e | xpect | ed |    |
|                                                            |       |       | bove |        |      |       |      |       |    | 40 |
| TECHNICAL/TACTICAL                                         | 1     | 2     | 3    | 4      | 5    | 6     | 7    | 8     | 9  | 10 |
| Ball Manipulation                                          |       |       |      |        |      |       |      |       |    |    |
| Passing                                                    |       |       |      |        |      |       |      |       |    |    |
| Receiving (first touch)                                    |       |       |      | -      | _    |       |      |       |    |    |
| Turning                                                    |       |       |      |        |      |       |      |       |    |    |
| Dribbling                                                  |       |       |      |        |      |       |      |       |    |    |
| Running with the ball                                      |       |       |      |        |      |       |      |       |    |    |
| Heading                                                    |       |       |      |        |      |       |      |       |    |    |
| Shooting                                                   |       |       |      |        |      |       |      |       |    |    |
| Screening/Shielding                                        |       |       |      |        |      |       |      |       |    |    |
| 1 v 1 attacking                                            |       |       |      |        |      |       |      |       |    |    |
| 1 v 1 defending                                            |       |       |      |        |      |       |      |       |    |    |
| Attacking in a unit                                        |       |       |      |        |      |       |      |       |    |    |
| Defending in a unit                                        |       |       |      |        |      | _     |      |       | _  |    |
| PSYCHOLOGICAL                                              | 1     | 2     | 3    | 4      | 5    | 6     | 7    | 8     | 9  | 10 |
| Awareness                                                  |       |       |      |        |      |       |      |       |    |    |
| Decision making                                            |       |       |      |        |      |       |      |       |    |    |
| Timing of movement                                         |       |       |      |        |      |       |      |       |    |    |
| Roles and Responsibility                                   |       |       |      |        |      |       |      |       |    |    |
| Concentration                                              |       |       |      |        |      |       |      |       |    |    |
| SOCIAL/EMOTIONAL                                           | 1     | 2     | 3    | 4      | 5    | 6     | 7    | 8     | 9  | 10 |
| Communication                                              |       |       |      |        |      |       |      |       |    |    |
| Attitude                                                   |       |       |      |        |      |       |      |       |    |    |
| Leadership                                                 |       |       |      |        |      |       |      |       |    |    |
| Teamwork                                                   |       |       |      |        |      |       |      |       |    |    |
| PHYSICAL                                                   | 1     | 2     | 3    | 4      | 5    | 6     | 7    | 8     | 9  | 10 |
| Speed                                                      |       |       |      |        |      |       |      |       |    |    |
| Strength                                                   |       |       |      |        |      |       |      |       |    |    |
| Agility                                                    |       |       |      |        |      |       |      |       |    |    |
| Endurance                                                  |       |       |      |        |      |       |      |       |    |    |

# CFC PLAYER ASSESSMENT FORM SAMPLE



| Ocaci Concidi Continuoni | Coach | General | Comment |
|--------------------------|-------|---------|---------|
|--------------------------|-------|---------|---------|

Red = A problem that must be addressed in the short term Amber = Still some improvement needed

Green = No problems in this area

# Periodized Training Curriculum U8-U11



| Week 1-2          | Week 3           | Week 4-5                             | Week 6                                 | Week 7-8         | Week 9                | Week 10-11                       | Week 12               | Week 13-14      | Week 15                | Week 16-17      |
|-------------------|------------------|--------------------------------------|----------------------------------------|------------------|-----------------------|----------------------------------|-----------------------|-----------------|------------------------|-----------------|
| Passing           | SSGs<br>Passing  | Controlling<br>Receiving<br>the Ball | SSGs Controlling<br>Receiving the Ball | Dribbling        | SSGs<br>Dribbling     | 1v1<br>Defending                 | SSGs 1v1<br>Defending | Turning         | SSGs<br>Turning        | Shielding       |
| Week 18           | Week 19-20       | Week 21                              | Week 22-23                             | Week 24          | Week 25-26            | Week 27                          | Week 28-29            | Week 30         | Additional<br>Week U12 | Repeat<br>Cycle |
| SSGs<br>Shielding | 1v1<br>Attacking | SSGs 1v1<br>Attacking                | Shooting                               | SSGs<br>Shooting | Running with the Ball | SSGs<br>Running with<br>the Ball | Passing               | SSGs<br>Passing | Heading                |                 |

# Periodized Training Curriculum – U12 to U15



# Blocks of Work in Weeks

| Weeks 1-6                                                                                                                                                                                               | Weeks 7-12                                                                                                             | Weeks 13-18                                                                                                                                                                                   | Weeks 19-24                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Technical  Passing & Receiving with both feet  Dealing with pressure  Key tricks & turns  Crossing & Finishing                                                                                          | Technical  Passing & Receiving with both feet  Running with the ball  Key tricks & turns  Ball Striking                | <ul> <li>Technical</li> <li>Passing &amp; Receiving with both feet</li> <li>Dealing with pressure</li> <li>Crossing &amp; Finishing</li> <li>Individual Practice</li> </ul>                   | <ul> <li>Technical</li> <li>Passing &amp; Receiving with</li> <li>both feet</li> <li>Dealing with pressure</li> <li>Running with the ball</li> </ul>                |
| <ul> <li>Tactical</li> <li>Playing out from the goalkeeper</li> <li>Breaking lines/playing through the thirds</li> <li>Creating space</li> <li>Game Management</li> <li>Attacking principles</li> </ul> | Tactical Playing out from the goalkeeper Defending principles Switching play Possession with a purpose Game Management | <ul> <li>Tactical</li> <li>Attacking principles</li> <li>Counter attacking for &amp; against</li> <li>Rotation of positions</li> <li>Game management</li> <li>Defending principles</li> </ul> | <ul> <li>Tactical</li> <li>Defending principles</li> <li>Breaking lines/playing through the thirds</li> <li>Creating space</li> <li>Attacking principles</li> </ul> |

# Blocks of Work in Weeks

Week 25 - 30

Week 31 - 36

Week 37 - 42

Week 43-43

#### **Technical**

- Passing & Receiving with both feet
- Dealing with pressure
- Ball Mastery (Key Dribbles and Turns)
- Crossing & Finishing

#### **Tactical**

- Playing out from the goalkeeper
- Attacking principles
- Possession with a purpose
- Defending principles

#### Technical

- · Passing & Receiving with both feet
- Running with the ball
- Individual Practice

#### **Tactical**

- Attacking principles
- Defending principles
- · Creating space
- Playing through the thirds
- Game management

#### **Technical**

- Passing & Receiving with both feet
- Dealing with pressure
- Ball Mastery (Key Dribbles and Turns)
- Crossing & Finishing

#### **Tactical**

- Attacking principles
- · Defending principles
- Counter attacking (for & against)
- · Rotation of positions
- Switching play

#### Technical

- · Passing & Receiving with both feet
- Crossing & Finishing
- Key tricks & turns

#### **Tactical**

- Attacking principles
- · Defending principles