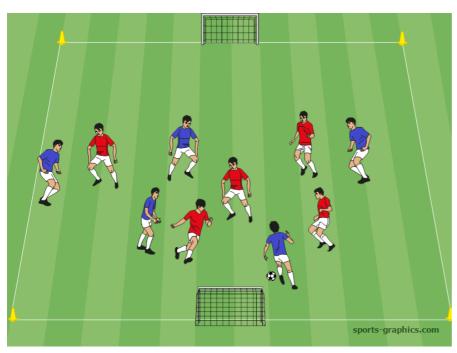


Conditioning

Aerobic Endurance



Set up a 30x20 playing area with a goal or gate at each end. Have a supply of balls to ensure quick re-starts.

Size of playing area can be adjusted if necessary.

Divide players into two even teams. Play regular football rules.

As soon as a goal is scored, the successful team immediately attack in the opposite direction from the back line.

This is a continuous training practice ideal for early pre-season conditioning, active recovery sessions, or general aerobic work. Keep assessing the workload and duration to ensure maximum benefit for the players. Ensure the level of physical activity is age and fitness level appropriate.

Important note: Overloading appropriately with adequate recovery will improve

performance. Over training with inadequate recovery will result in decreased performance and burnout.

VARIATIONS AND PROGRESSIONS

Each practice can be varied to adapt to the needs of players. Simple changes can increase or decrease the challenge. Examples such as changing the rules, the size of the area, overloading the advantage of one team, varying the focus, or setting team challenges will keep players motivated and all attribute to good coaching methodology.





Conditioning

LEARNING OUTCOMES

- To increase the capacity of muscle efficiency specifically used in football for prolonged periods.
- To maintain overall quality of performance.

KEY FACTORS

- Overload
- Progression
- Recovery
- Specific
- The coach must be flexible

FOCUS AREAS

- As the body adapts into a comfort zone, progress training by increasing the intensity or duration to overload.
- Encourage players to produce an end product.
- Endurance training must be strenuous enough to overload the aerobic system to take the body out of its comfort zone.
- Ensure players are moving the ball with quality.
- Ensure recovery and avoid over training or progressing too quickly.
- Ensure that players are moving the ball quickly.
- Ensure training is specific to football when possible.
- Keep planning flexible to allow players time to recover or lighten intensity for a week if necessary.

