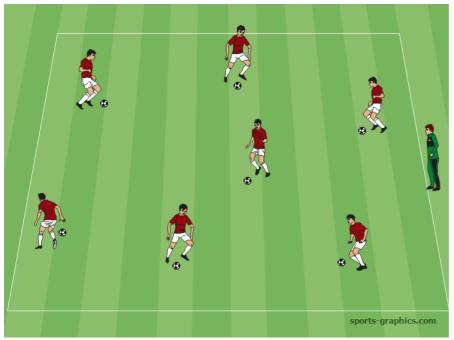


## **Ball Manipulation**

# **Ball Familiarity Excercise**



Set up a 20x20 practice area ensuring each player has adequate work space and a ball. Players tap the ball 3 times using the inside of the feet before stepping over the ball from in to out and then immediately using the inside of the same foot to tap the ball back to the opposite foot. The player then taps the ball another 3 times before stepping over the ball with the opposite foot. The process continues by repeating from the beginning.

Follow the skill acquisition stages dependent on the player's progress. Stage 1 - Develop the skill with a stationary ball systematically producing step by step

Stage 2 - Progress with players increasing the speed of touch.

Stage 3 - combine other ball manipulation moves to challenge further. Try giving a range of different techniques with players changing on command or combine two moves in one to increase the difficulty/complexity.

## 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.



# Football SESSIONS

## **Technical Practice**

### LEARNING OUTCOMES

- Players will improve balance, coordination and feel for the ball.
- To improve touch through ball manipulation techniques.

## **KEY FACTORS**

- Close control of the ball
- Head up
- Knees slightly bent
- Light on feet
- Speed of the move
- Technique of the move

### **FOCUS AREAS**

- Encourage players to have their head up when the player is more proficient they should only briefly need to glance down.
- Mastering different techniques each feint or move should be taught as specific techniques.
- To develop or refine a specific technique so that the player is comfortable with the move.
- To gradually increase the fluency and speed of the move.

