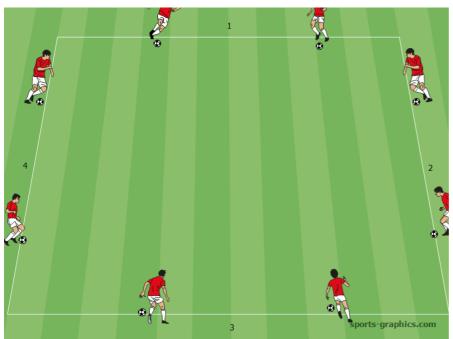


## **Running with the Ball**

## General Running with the Ball



Two or more players are positioned on each side of a 20x20 playing area.

Number each side 1 to 4. Each player has a ball.

Coach calls opposite side numbers eg. 1 and 3, 2 and 4 and players run with their ball to the opposite side and stop the ball on the line.

Ensure players play with their heads up to avoid collisions.

### 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

- Designed to improve movement and runs with the ball to exploit space.
- Develop technical and tactical aspects of running with the ball.
- Good technique to move quickly while maintaining control.
- How to open up space to run forward with the ball.
- Improve spatial awareness.
- To recognise different strengths of the contact touch on the ball according to availability of space.

### **KEY FACTORS**

- Cover ground quickly to exploit space
- Few touches and don't break the stride
- Get into stride
- Good first touch out of feet
- Head up
- Quality technique (laces to move the ball, few touches and don't break the stride)
- Use laces to move the ball

## **FOCUS AREAS**

- Coach and correct faults (key factors).
- Ensure players have a positive attitude to exploit the space in front as it develops.
- Less touches to advance further quickly.
- Observe the technical and tactical aspects of running with the ball.
- Players to understand the difference between running with the ball and dribbling it maximising space in front when no opponent is present.
- Technique ensure players use laces to keep a good running style with each touch.
- Where, when and why the space created needs to be exploited quickly.

