

# **Ball Manipulation**

# **Ball Familiarity Excercise**



Set up a 20x20 practice area ensuring each player has adequate work space and a ball. Players must be on their toes for this practice.

Players start with the ball on the inside of their feet.

Players tap the ball to the inside of the opposite foot and back. The starting foot then brushes over the top of the ball to push to the opposite foot.

The sequence restarts with the next tap. Ensure players develop a rhythm – tap, tap, brush

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 moves.
- 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 learned, 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
- Disguise
- Head up
- Knees slightly bent
- Light on feet
- Rhythm
- 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.

