Appendix B

U8 SOCCER PRACTICE SCHEDULE

Most, if not all, of the small-sided soccer games, fun games and soccer skill drills set out in the practice schedule are covered in the U6/U8 clinic.

Practice #1	Practice #2		
Bulldog Soccer + SK drills (12 mins) Mini-Soccer game(10 mins) Mack II(10 mins) Mini-Soccer game + Chain-Link Soccer (10 mins)	 Square Dance + Anatomy + Space Invaders Change Soccer game Mack I Mini-Soccer game 		
Practice #3	Practice #4		
 Chain Tag + SK drills Change Soccer game Accuracy Passing Mini-Soccer game + Chain-Link Soccer 	 Square Dance +Anatomy +Musical Soccer Balls Numbers game Circle Passing Change Soccer game 		
Practice #5	Practice #6		
 Shadow Soccer + SK drills Numbers game Mack II Mini-Soccer game + Chain-Link Soccer 	 Square Dance +Musical Soccer Balls +Survivor Change Soccer game Mack I Mini-Soccer game (kids vs. parents?) 		
Practice #7	Practice #8		
 Shadow Soccer + SK drills Numbers game Mack I Mini-Soccer game + Chain-Link Soccer 	 Square Dance +Musical Soccer Balls +Nutmeg Change Soccer game Accuracy Passing Mini-Soccer game + Chain-Tag game 		
 Practice #9 Touch and Go Dribbling + SK drills Numbers game Circle Passing Mini-Soccer game + Chain-Link Soccer 	 Practice #10 Touch and Go Dribbling Change Soccer game Corner Shot Mini-Soccer game (kids vs. parents?) 		

(ii) FUN GAMES & INTRODUCTORY ACTIVITIES

(i) Square Dance

(.) - 4				
	A	A		
X •	X•		• X	
	X•	• X		
	• X			
Six Yard C	Goal Area			

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- This is played in the 6yd goal area
- Each player has a ball (if possible)
- The players move the ball around the goal area with their feet
- Coaching Points
- Keep ball close (touch, touch, etc)
- Use both feet (left foot only, right foot only, bottom of the foot only)
- Stop the ball with the bottom of the foot
- Stop and turn using the bottom of the foot

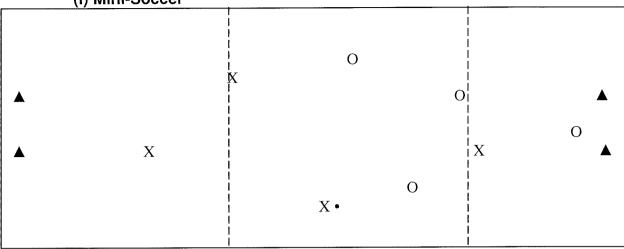
(ii) Space Invaders

- The game is played in the 6yd goal area
- All players have soccer balls and dribble around the grid
- A few parents are space invaders; they try to kick the balls of the players out of the grid
 - No ball can be kicked out if a player stops the ball with the bottom of the foot as a space invader approaches
 - No ball can be kicked out if a player stops the ball and turns as a space invader approaches

(iii) Anatomy

- The game is played in the 6yd goal area
- All players have soccer balls and dribble around the grid
- When the coach calls out a body part, each player stops the ball with the sole of the foot and touches that body part on the top of the soccer ball
- Combination examples: right knee & left elbow; left knee and chin; hide ball

(iv) Small-Sided Soccer Games (i) Mini-Soccer



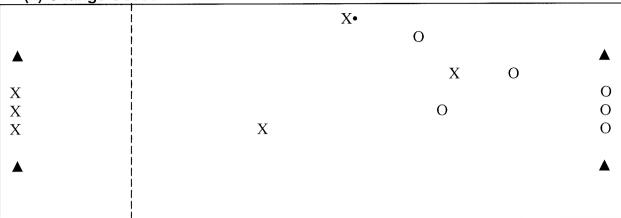
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Game of 4v4 for U8

Restarts

- o Goal kick may be taken from anywhere within the 6yd goal area
- Kick-off is taken from the center spot and the players of the opposing team must be in their 6yd goal area
- Corner kick the opposing players must be 5yds away
- Free kick is given for handling, pushing, shoving, tripping, etc.
 The opposing players must be 5yds away. A goal may not be scored directly from a free kick. The ball must be passed to another player first.
- No penalties a free kick for an infringement in the 6yd goal area results in the ball being placed on the 6yd line closest to where the incident took place
- Kick-in if the ball goes out over the sideline
 - Stop & correct a player if the player does something wrong
 - Substitutions every 2-3 minutes a time-out is called and substitutions made
 - Sweeper-keeper can use hands in goal area only
 - Rotate the sweeper-keeper position amongst all the players equally
 - Let the kids play "let the game be the teacher"

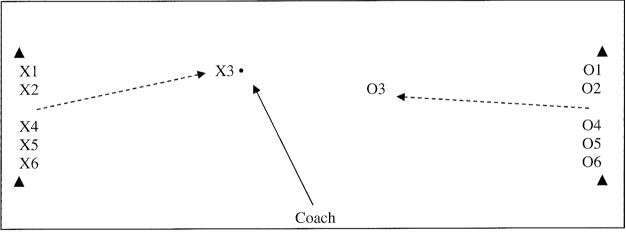
(ii) Change Soccer



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- Widen the goals
- Goal may only be scored below knee height
- Parents spread themselves around the perimeter of the field to act as ball retrievers and suppliers
- A couple of parents make sure that the players on the goal-line do not leave until all teammates are back

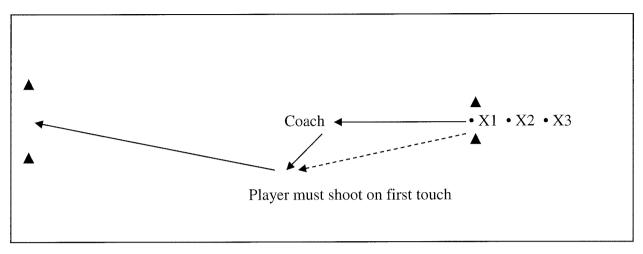
(iii) Numbers Game



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- Give each player on a team a number
- Call out one number to begin with, and then later on call out two numbers
- Attackers go for goal; Defenders stay on their feet
- 15/20 second shifts
- Widen the goals to give shooters some success
- Goal may only be scored if the ball goes into the goal below knee height
- Parents position themselves around the perimeter of the field as ball retrievers
- A couple of parents are behind the goal and remind the players of their numbers; at the end of the season have the children play against parents.

(v) Mack I



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 Same as Mack II except that the player has to shoot first time, i.e. without a first touch to control the ball

(vi) Accuracy Passing

- Players are in pairs and are about 4-10yds apart
- There are 2 cones placed about 3-5ft apart in the middle between the pair of players
- Each player has to pass the ball through the cones to his partner to score a goal
- Competition count how many goals a pair scores in 30-60 seconds

Coaching Points

- Use of the inside of the foot; motion of the leg is like a hockey stick
- As players get success, narrow the goal or increase distance of players from the goal

Progression

- 3 touch passing stop the ball, push it forward a foot, and then pass it to the partner
- 2 touch passing stop the ball and then pass it
- 1 touch passing pass the ball with the first touch
- Parents use as goalposts and counters of the number of goals