

Coaching Guideline U6-U12

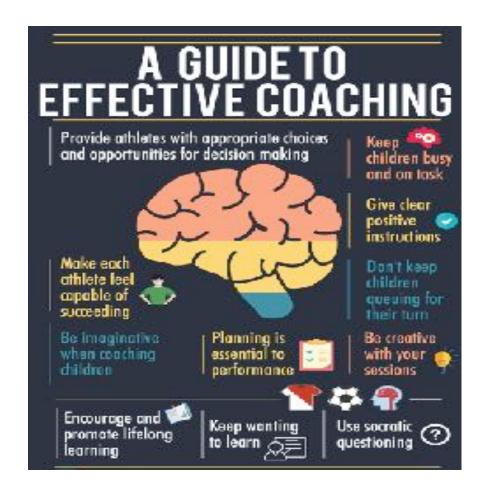
What do players want from a coach?





A guide to effective coaching





Characteristics of U6 player



- Focused on themselves reality to them is based on what they see and feel
- Unable to see the world from another's perspective
- Everything is in the here and now
- Cooling systems are less efficient need frequent water breaks
- Enjoy playing, not watching. Every player should have a ball in practice
- Limited attention span keep directions concise and to the point
- Effort is performance if they try hard, they are doing well
- Active imaginations utilize their imagination in activities, and they will love practice!
- Look for adult approval be encouraging when they say "Coach, look what I can do!"
- Unable to think abstractly spatial relationships are a mystery
- Typically have 2 speeds -- extremely fast and stopped
- Usually unaware of game scores keep it that way

Characteristics of U8 player



- Enjoy playing in pairs
- Are now able to take another's perspective.
- Still unable to think abstractly be patient.
- Cooling system still less efficient than adults still make sure to give frequent water breaks.
- Still prefer playing to watching keep everyone active during practice.
- Limited attention span
- Have an understanding of time and sequence "if I do this, then that happens".
- Some now have a third or fourth speed in addition to stopped and as fast as possible.
- Very aware of adult reactions be very aware of your reactions.
- Seek out adult approval and need reassurance be supportive.
- Begin to become aware of peer perception a social order is beginning to develop.
- Wide range of abilities between children at this age
- Beginning to develop motor memories
- Some become more competitive
- Less active imaginations than U6 players

Characteristics of U10 player



- Lengthened attention span they are still in motion, but not as busy, only holding still long enough for a short explanation
- More inclined toward wanting to play rather than being told to play
- Psychologically becoming slightly more firm and confident
- Some are becoming serious about their play
- Team oriented prefer team type balls and equipment. Enjoy the uniforms and team association.
- Boys and girls beginning to develop separately
- Developing the pace factor thinking ahead

Characteristics of U12 player



- All children are maturing at different rates and are sensitive to that fact.
- Need to warm-up and stretch as muscle pulls and other nagging injuries tend to become more common.
- Typically understand elemental abstract concepts and hypothetical situations.
- They like to solve problems.
- Peer evaluation is a constant.
- Egos are sensitive.
- Coordination may depend on whether or not they are in a growth spurt.
- Technique still needs to be reinforced constantly.
- Playing too much can lead to overuse injuries.
- Playing too much and not feeling like they have a choice in the matter can lead to burnout and drop-out.
- This is the dawn of tactics!
- Keep asking the players to be creative and to take risks.
- Ask for feedback from them. They will tell you how things are going.
- Try to hand over leadership and ownership of the team to them. They will enjoy leading and it will add to the learning environment.

Practice Plan (3 P's)



- Play
- Practice
- Play

This is an approach that gives the game back to the player, that emphasizes player development through playing while the coach guides the player through questions that permit the players to solve soccer problems on their own.

1. Play (the initial play stage)



- Considered "Deliberate Play". Empirical data has shown that children learn best when they get to experience periods of unstructured play where they can experiment on their own, it promotes enjoyment, inclusion and development.
- These three factors have been proven to increase motivation to continue playing. The coaches role during this Play stage is to ensure safety, monitor the games and "take the pulse" of the players. Monitoring the games includes making sure the games are not lopsided and providing adequate stoppages to allow the players to stretch and rehydrate.
- During the stoppages the coach is encouraged to ask guiding questions (Socratic questioning) to lead the players towards the goal and objectives of the session. "Taking the pulse" refers to checking the player's involvement and gauging their emotional state through active or in some cases avoidance of participation. In short showing the players how much you care about them right from the start of a practice.

2. Practice (the practice stage)



- Considered "Play Practice" using activities to create game-like situations that create problems for the players to solve and the coach to assist with the problem solving process.
- A simple checklist (provided in the session plans) includes questions such as: Does it look like Soccer? Is it organized? Is it challenging? Are there repetitions? (Of the topic being worked on) and Is there coaching? (Consisting predominantly of positive reinforcement) but should also include the normalizing of errors. (Mistakes are an essential part of the learning process).
- During this stage coaches are encouraged to set up small group activities that
 focus on the topic being worked on that day. We have also provided a set of
 Guided Questions that the coach can refer to throughout the practice session.

3. The (Final) Play Stage



- Considered "Contextual Learning" In this stage we are checking to see how much if any of the practice stage has transferred with each player into the game.
- It is recommended in this stage that the coach sets up 2 teams of equal numbers and that one team is set up as close to the starting lineup for the upcoming game as attendance at the practice permits. In ideal circumstances (which rarely occurs) the coach should play in the game format 4v4, 5v5, 7v7 etc. that the players will experience in the upcoming game.
- The players should experience extended periods of uninterrupted play with the coach just monitoring the safety of the players and reviewing the checklist and guided questions to empower the players to solve problems on their own.

Game day management





GAME DAY MANAGEMENT

- TEACH FAIR TASTIES
 - When the produced with ρ are your form? Resp. () about and awards
- AVOID "10Y STICKING"

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- 3 CONCENTRATE ON CONCENTRAL
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- STAY CALM

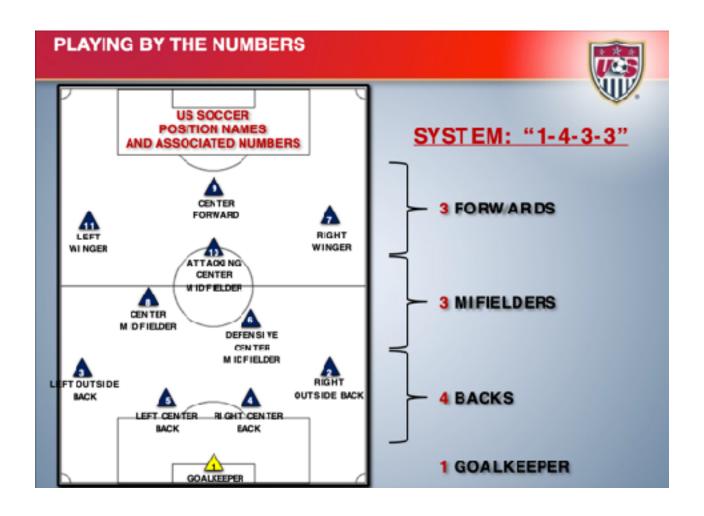
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- 5 BE FORTIVE
 Side-Person translational great second Promision and places
 Contributed belong special.
- Section standards for example the placets are
- BE A ROLE MIDEL.

 Provide good behavior guidelines if a yourself, the parameters and all enters sets to. Property indicators what they are:
- BE FIRM WITH FARENTS
 The bearing send falls per firm
- COMMUNICATE

 Have open these of communication with your players and parents.
- 10 END 1! strategy of the games across to work

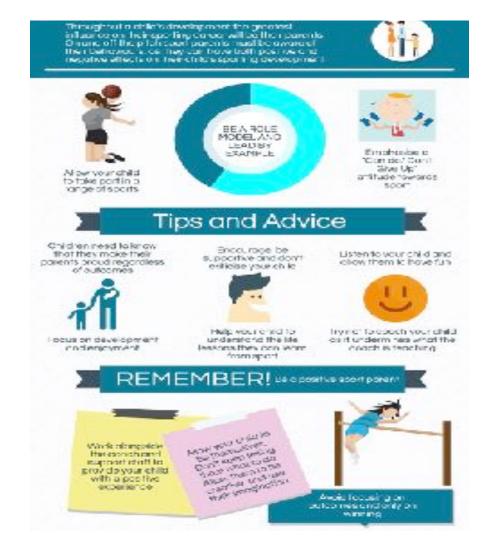
Playing by the numbers





The parental role





The parent toolkit



PARENT TOOLKIT

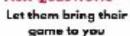
Supportive actions for the youth sports parent.



CHEER IN THE PAST

For things that have just happened, not instructions for something to happen











- 1. Their voice
- 2. Silence
- 3. Your voice





Hove watching you play.

BUILD YOUR LEGACY!

Signs of a pushy sports parent



