

# 2010 NSCAA Convention Clinic Outline Book

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**Synopsis:** Warm up for the session involves planting the seeds/tools for players to attack. I will stress dribbling/taking players on as the most important piece to the game of soccer and you will see this through my session. Of course, other parts of the game that will be used as dangerous tools to attack include take-overs, overlaps, give and goes, combinations. Goalkeepers will be involved with both hands and feet; both are vital to their game demands. Transitioning into the base of the session, we go to the 4 corners game, where I will encourage the players to take risks far beyond what they even think is possible. Again, mostly through being dangerous on the dribble, but, then recognizing when to create around a defender or defenders with combination play. This drill will have various ways of scoring to have them "practice" each way to imprint and allow the player to recognize those ways of attacking. We will end the drill with the 8v8 to big goals to see if the players can apply and recognize through the run of a game-like situation to create those ways of attacking and ultimately being dangerous and creating scoring opportunities.

1. **Warm Up** - All players in the field of play, including GKs
  - A. 4-5 balls amongst group
  - B. Knock the balls around team
    1. Quick run through of: Dribble, take-overs, give and go's, overlaps
    2. Must do a move first to beat a player before finding another teammate
  - C. GKs finding play within the group
    1. From field players into hands or feet
    2. Distribute ball back to field players via hands and feet
2. **4 corners game - Attack minded** (grid is 30 yd x 50 yd with 5 yd square in each corner)
  - A. Two teams of 8 field players, one GK
  - B. One to two minute rounds
    1. Each team with a ball (GK as field player)
      - A. Dribble into corner squares for goals, no restrictions
      - B. Different box on the other endline after scoring
      - C. Multiple balls
    2. X vs. O, GKs on endlines
      - A. Score by dribbling in any box, as well as flight GK for point
      - B. Score by dribble + GK + pass to runner in box (early = offsides)
      - C. Score by dribble + GK + give and go with player in box
      - D. Multiple balls
    3. Directional, GKs on endlines
      - A. Attack 2 squares, defend other two (endlines)
      - B. GK flighted ball for score (on ground for possession)
      - C. All ways to score
      - D. Multiple balls
3. **8v8 game to big goals** (same grid as before)
  - A. Regular small sided
  - B. Open play to see what happens from the session