## **TEAM NAME**

Sunday	NDZ	MONDAY	Tueso	lay Wndn	esday	Thursday	Friday	Saturday
Date	12.07.2022 r.			Goalkeeprs Defenders		Midfilders	ATtackers	
Traning Number	1/7/2022							
Numbers of								
players								
Place	Pitch B							
Time	90 min.							
Acessories	Cones, cone player, ruler	s, balls, markers	s, audio					
Fundamental actions	support (cre	eating a passing	line)	Absent:				
Topic	Organizational activities. Beep Test + Game.							

TIME	Description of the exercise	Graphics						
Introduction nact								
15min.	Players divided into four groups - players have four different colors of cones. In the designated field, they perform general development exercises, exchanging cones, and on the coach's signal, they must line up in the same gates (zones) as soon as possible in colors.  coaching points: COMMUNICATION, spatial orientation, reaction time  The technique of passing in groups of 3  In the field of play 15x10m, the players are positioned as in the graphics. The task of the extreme players on the end lines is to pass to the partner on the other side. He has to create a passing line, i.e. get out of the shadow of the player inside.  The inside player only moves horizontally halfway down the playing field.  Competition 3x1.00min. (each player defends once and counts tackles for the duration of the game).  Continuous play, after receiving the ball, exchange with the player who lost it - 5.00 min.	unic@ech  "unic@ech						
	Main par	rt						
30min.	Beep Test - endurance test  20m shuttle run endurance test. Division into two groups, one performs the test, and the other group plays - Rondo 4v2.  After approx. 15 min. Changing roles.							
30min.	Gra 11v11							

The game proper on a shortened field. Attack accents: - keeping the ball in possession (movement without the ball) - game center change Defensive highlights: - high pressing in the opponent's half - attack on the ball in your zone **End part** Integration fun - "Introduce yourself" Players lined up in a circle so everyone can see everyone else. The coach with the ball starts the game. He has to tell the whole group about 3 things about himself, preferably things that not everyone knows 15min. about, e.g. his hobbies, some successes in life, etc. Then the ball is played (or thrown) to another player who has the same task. The game ends when each player introduces himself to the whole team.