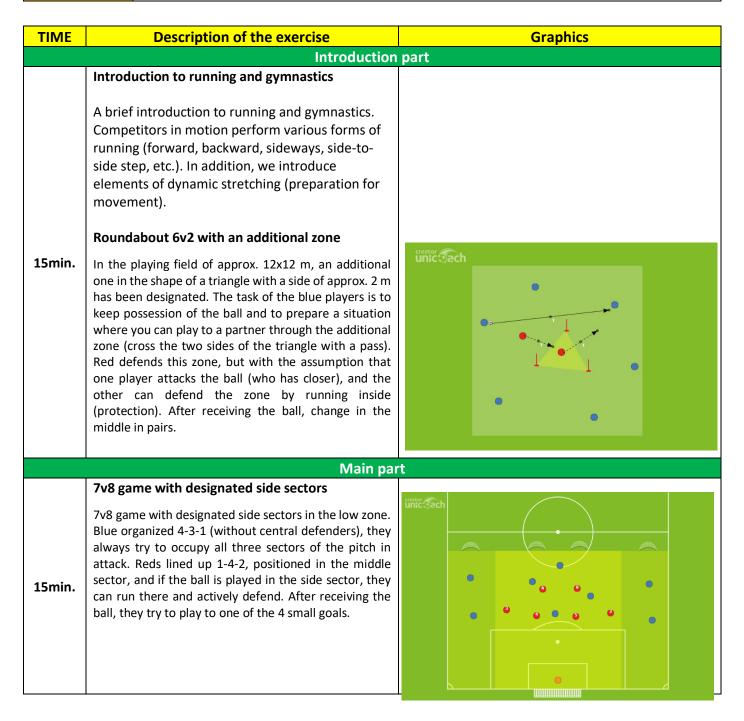
TEAM NAME

| Sunday | NDZ | MONDAY | Tueso | lay | Wndneso | day | Thursday | Friday | | Saturday |
|---------------------|--|--------------------------------------|-------|------------|---------|-----------|----------|------------|--|-----------|
| Date | 19.07.2022 r. | | | Goalkeeprs | | Defenders | | Midfilders | | ATtackers |
| Traning Number | 6 / 7 / 2022 | | | | | | | | | |
| Numbers of | | | | | | | | | | |
| players | | | | | | | | | | |
| Place | Pitch | | | | | | | | | |
| Time | 90 min. | | | | | | | | | |
| Acessories | | rs, small goals (6 , flat markers | 6), | | | | | | | |
| Fundamental actions | Pressure on ball, belayin | the player with g, doubling | the | Absyr | nt: | | | | | |
| Topic | Collaboration of defense formations and defensive midfielders in the low zone. | | | | | | | | | |



Fragment of a 5v6 game in the middle zone

Wide hexagonal playing field. 6x6 competition with 6 small goals. Reds are in 4-2 formations (defenders + defensive midfielders), and blues are 2-4 (actually 2-2-2). The task of the reds is to receive the ball, after appropriate cooperation and play to one of the small goals.

20min.

<u>**DETAILS**</u> (coaching points):- proper positioning in relation to the ball (moving while maintaining the distance in the formation)

- pressure on the player with the ball, preventing the opponents from creating an open ball
- belaying partners (one attacks the rival, the others close the space around the ball)
- dash and doubling the cover on the extreme blue players (cooperation of the side defender with the defensive midfielder)



9v10 game with designated sectors

30min.

Side sectors have been designated in the playing field. The Reds are set up in a 4-3-1 formation (no side midfielders) and the Blues 4-4-1 (no central midfielders). The blues in the attack are always lined up with 2 players in the side sectors. Reds positioned in the middle sector, run into the side sectors only if there is a ball there (side defender and defensive midfielder go down to a 2v2 situation).

The last 10' the same organization of the game, but without division into sectors.



End part

"Change base" game

10min.

Players work together in groups of at least 3 people. Each of them is located in the designated zone of the so-called. "base" e.g. 3x3m. Players have a technical task, e.g. bouncing the ball with the right-left leg. After proper communication, the players at the same time bounce the ball higher and run to the adjacent square, which was released by the partner (e.g. clockwise). If each player manages to control the ball within the designated zone, the whole team scores a point.

