Topic $=$ Clearing Crosses - Punching

## Coach $=$ Adrian Parrish

| FUNDAMENTAL - WARM UP | ORGANIZATION | KEY COACHING POINTS |
| :---: | :---: | :---: |
|  | * Goalkeepers with a ball each <br> * Keep the ball in the air by punching it up (one handed) <br> Progression <br> * One ball per group and they keep the ball up between the group (Using two hands) <br> * After each time they punch the ball up, they must fall down and get back up before they can punch the ball again | * Thumbs tucked below the surface of the fist <br> * Keep elbows relatively close to the body <br> * Hit through the bottom centre of the ball <br> * Obtain Height <br> * As the exercise progresses, accuracy is needed to find an upright target. |
| MATCH RELATED ACTIVITY | * Set up inside the 18 yard box <br> * Server throws and under arm ball for the Keeper to punch clear back to the server (Two Fisted) <br> * Server now throws the ball back in for the keeper to back peddle and punch clear to the other keeper standing on the opposite side of the box (One fisted) <br> * Rotate players through every 3 or 4 attempts | * Punch in direction of momentum <br> * Keep your eyes on the ball <br> * Bring the knee up which is nearest to the field for protection and elevation <br> * Punch for Height, distance, width and accuracy |
|  |  |  |
| MATCH RELATED ACTIVITY | * Serving player starts wide with numerous balls <br> * Serving Player now has two strikers to cross to <br> * Once the Goalkeeper has possession or it is cleared the server starts again <br> * Place a second goal on the opposite side of the box, for the keeper to punch into if the cross is deep <br> Progression <br> * Add defenders and more attacking players <br> * Vary the cross | * Judge the flight of the cross, not every ball will need <br> to be punched <br> * Shout Goal-keeper <br> * Have body stance at an angle to be able see the crosser and runners |
|  |  |  |
| MATCH CONDITION ACTIVITY | * 6 V 6 including Goalkeepers <br> * Normal Soccer Rules <br> * Stand behind Goalkeepers and focus on the footwork | KEY TO DIAGRAMS = Ball = Goal-keeper $\Longrightarrow=\text { Punch }$ <br> $=$ Players <br> $\longleftarrow \downarrow \downarrow$ = Cross/Throw $\cdots=\text { Run }$ $\square$ = Goal <br> $\checkmark$ = Dribble |
|  |  |  |
| COOL DOWN | GK's throw, roll and catch the ball in pairs. Stretch |  |

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