COACHING CARD



Alternative Warm Up Activities

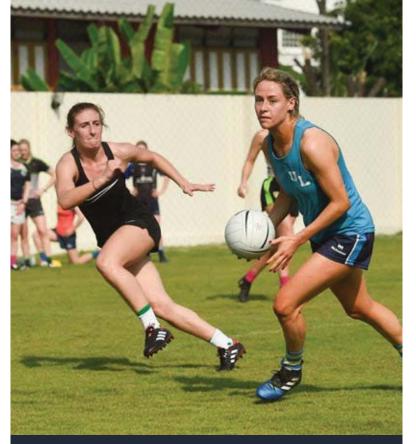
Activity One:

How do you execute this activity?

- Player 1 commences the activity by running at an angle towards player 2. Player 2 is running at an angle also from cone two.
- Player 1 hand passes the ball to player 2 who receives the ball off the shoulder and while on the move. Player 1 continues their run to station two.
- Player 2 punt kicks the ball to player 3. Important Player 3 points to the direction of where they like ball to be kicked to. Player 2 continues run to station 3.
- Player 4 at station 4 waits until player 3 receives the ball and then times their run to receive the ball off the shoulder from Player 3. Important Player 4 loops around player 3. Player 3 retreats to station 4 when off loads ball to player 4.
- Player 4 kick passes the ball to player coming off the cone at station 5 at an angle. Important player on 5 points in the direction they would like to receive the ball. Player 4 continues run to station 5.
- Player 5 hand passes the ball to player 6 who receives the ball off the shoulder and while on the move. Player 5 continue run to station 6.
- Player 6 punt kicks the ball to player 7. Important Player 7 points in the direction of where they like ball to be kicked to. Player 6 continues run to station 7
- Player 8 at station 8 waits until player 7 receives the ball and then times their run to receive the ball off the shoulder from Player 7. Important Player 8 loops around player 7. Player 7 retreats to station 8 when off loads ball to player 8.
- Player 8 kick passes the ball to player coming off the cone at an angle at station 1 and sequence continues
- Increase footballs when required.

Import to note:

- 🕷 Players run at angles
- Support runners time their runs and receive ball on the run
- 🗱 Kickers deliver ball in space identified by receiver
- In the second second player receiving
- the ball



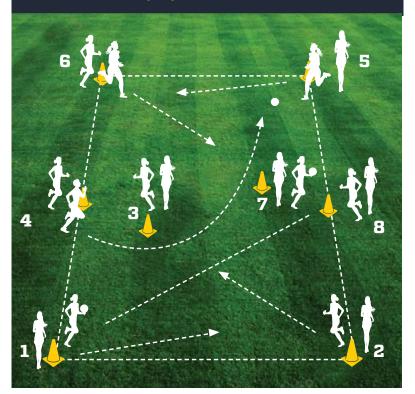
Activity One

What do I need to set up this activity?

- Cones to mark out the grids. The length of this drill is approx. 40m x 25m but this very much dependant on ability level of group you work with
- 2 Footballs are needed initially but will require more to challenge groupSet up number of grids to suit number of players. 16 player's min per

group. ‴Whistle

What will activity layout look like?



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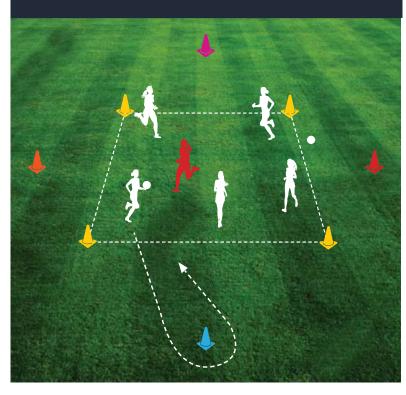
Activity Two

What do I need to set up this activity?

- Cones to mark out the grids. Grid dimensions are 15 x 15 m box with cones distributed 5m out square as shown in diagram.
- 💹 1 Football is required
- **1** bib per box

Set up number of grids to suit number of players – min. 6 per boxWhistle

What will activity layout look like?



Activity Two:

How do you execute this activity?

- Divide group into even numbers i.e. groups of 6. Set up adequate number of grids based on same.
- Give one player in each grid a bib. This player becomes the 'tackler' for this exercise. In essence it will be 5v1.
- The object of the game is for the players to move the ball through the hand to a team mate within the small square and try keep it away from the tackler.
- When a player executes a hand pass they must sprint around one of the outside cones before re-entering the grid.
- Time activity to ensure effort is high between 12 and 16 seconds is sufficient
- Once time is up, change the tackler and repeat. Give sufficient rest between activities to keep effort high.
- Activity is completed when all players become 'tacklers'

Import to note:

- Players move at angles within the square to create space and stretch the play and limit tackler to dispossess ball
- When players hand pass the ball it is important they run to an outside cone furthest away to eliminate players just makes short runs

