# orth Mississauga Soccer Club Recreational

### **Grassroots Curriculum**

Here at NMSC the Grassroots is the foundation of our Player Development Pathway, perhaps the most important part of it.

Is here where our children get their first experience in soccer. Most of our players at this young ages love soccer and they are dreaming to become in a professional soccer players. For this reason is our responsibility to provide with a Fun, Safe and Learning Experience environment, ensuring that this experience is positive and enjoyable. As life process we at NMSC believe in the rationality behind of the LTPD (Long Term Player Development) which is putting player first and his/her development over result oriented.

That said, the coaching goal here is clear and precise: Make them love the game and create passion for it." Coaching young players is not about trophies you win. It's about making difference to a young person's life.

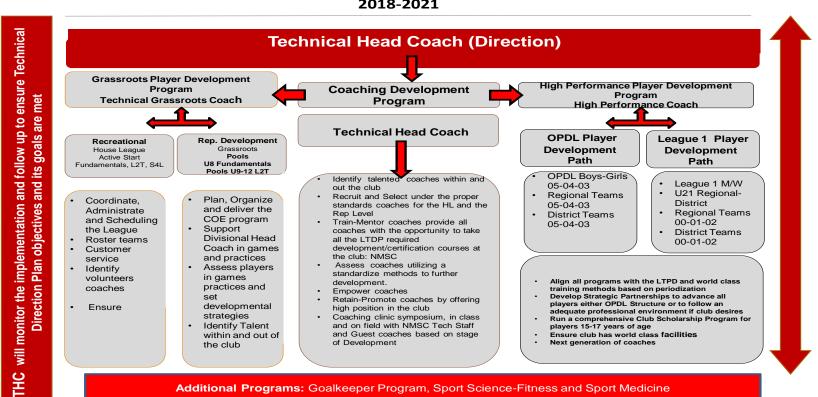


## **Club Structure**

North Mississauga Soccer Club offers Recreational, Competitive and

### **High Performance Levels**

## NMSC Club Structure following the new Technical Direction Plan 2018-2021



## North Mississauga Soccer Club Grassroots Program

ī	Constant visit of Anna Anna visit Development										
Į	General player Characteristic of Age Appropriate Development										
١	Active S	tart U4-U5:	FUNdamentals U6-U8:			Learn To Train U9-12					
ı	Charac	cteristics	С	haracteristics		Characteristics					
	Dlavers have a very short	Players have a very short team play.  There is no ability yet for team play.		<u>U7</u> Players now	U8 Players'	<u>U-9</u> Players' understanding of team play, direction and opponent is					
	attention span Players are easily			understand the game's purpose is	understanding that acting with the ball	developing. Great age to teach on soccer specific techniques and skills					
	distracted They want to play with their ball There is no sense of	concept, passing the ball is not yet comfortable for them. They are only able to understand very simple	etc. Learning through trial and error. Biggest challenge is learning	to score more goals than their opponents. Still a lot of	purposefully will lead to success is developing. Combining basic	More feeling and understanding for team work. Understanding playing without the ball. develops					
	sharing the bal.	rules	to control the moving ball with their feet	individual play	motor skills with ball control is now encouraged	Perfect mental and physical ability for developing motor skills. Preference for specific positions becomes clearer. Developing an understanding of individual roles in relation to team.  U12  Like to compete and compare. Socially aware, critical of own performance and that of??? Others. Ideal mental and physical condition in this age group. Imitates idols.					

### Four Corner Development Model:

Consists of technical, psychological, physical and social/emotional components. Each corner reflects a wide aspect of a player's development that has to be considered. The progressive development of players

is fundamental to the enjoyment, technical competency and retention in the game. Places players at the center of the development process with soccer experiences that meet the four key needs								
Physical	Technical/Tactical							
Psychological/Mental Psychological/Mental	Social/Emotional							

Grassroots General Practice Recommendations									
Active	e Start	FUNdamentals			Learn To Train				
U4	U5	U6	U7	U8	<u>U-9/U10U11/U12</u>				
It must be Fun!  Every Child with ball  Let parent, grandpa, sibling assist with the session  Emphasis on Fundamental Movement Skills  Development Physical Literacy  Do not worry about teaching the techniques  1v1 basic  Change activity very often	As previous year, plus     Parents present but not on the field, unless player needed     More Physical Literacy     More emphasis in technique, add competitions     1v1, 2v2 basic     Change activity very often     No goalkeepers yet	Individual technical work player and the ball Incorporate general movement skills in games and activities Introduction of basic skills Introduce play in one direction, towards nets or targets.  SSG 1V1,2V2	Same like previous year, plus     Continue Individual technical work player and the ball     Games, activities, exercises should be fun and with lots of movement     SSG     1V1.2V2.3v3	Same like previous year, plus     Add simple tactics-get away, keep the ball, get ball back,     Basic Goalkeeper introduction	Continue to develop ball mastery in a larger environment with more teammates and opponents     Develop the ability to control the ball and look     Introduce decision making for the next play and apply the proper technique     Develop the ability to run with the ball towards net and away from goal to gain space and use width     Develop 1v1 using different fakes and changes of direction, shielding,     Develop passing the ball using different surfaces both feet     Introduce combination play     Develop shooting skills     Introduce volleys				

### General Grassroots Coaching Methodology

Explain brief and precise-Show them! Demonstrate. Let 'm play. Keep the environment positive, safe and enjoyable. Use the game to teach. Allow players make decisions. Encourage creativity and improvisation. Set appropriate and realist challenges, Parents and siblings can be a role model in practices.

				t NMSC						
Developmental League						House League Recreational				
Club Program	Stage of Development	Year-round Training Cycle	LTPD Model Guidelines	CLUB Organization	Club Program	Stage of Development	Year-round Training Cycle	LTPD Model Guidelines	CLUB Organization	
Centre Of Excellence COE	FUNdamentals U8 L2T U9-12	COE 18 weeks indoor COE 18 weeks outdoor	-OSA Developmental Matrix -OSA Player Development Model -Four Corners of player approach: Technical, Physical, Physiological, Social -OSA Game Day Roster -OSA/PHSL festivals Guidelines and polices	Developmental League: -Pool of Players -Pool training together -Player Train/Play at their level - Festivals Day Roster -Divisional Head Coach -Head Coaches per each team -OSA age appropriate Certifications -MED/RIS	PDP (Panther Development Program)	Active Start, Fundamentals, L2T,	PDP 22 weeks indoor PDP 8 weeks outdoor	-OSA Recreational Matrix -OSA Player Development Model -OSA Four Corners of player approach: Technical, Physical, Physiological, Social	House League Applied the OSA Recreational Matrix	

# Panther Development Program Panther Development Program House League-Recreational Program Development Stage: BG U-4, 5 Active Start First Kicks

		1 11 31	Nicks			
	Physical 40% Practice Objective: Develop A,B,C with/without ball	Technical 40% Practice Objective: Introduce basic individual skills	Psychological Practice Objective: Create a safe, positive environment	Social 20% Practice Objective: Feel comfortable and confident with the ball and others		
•	Running Forward Running Back Ward Jumping Skipping Hoping Crawling Twisting Rolling Others Sports	<ul> <li>Running with the ball</li> <li>Dribbling</li> <li>Shooting</li> <li>Ball Control</li> <li>Passing</li> </ul>	<ul> <li>Motivation</li> <li>Self-confident</li> </ul>	Communication     Listening     Respect     Discipline		

## Development Stage: BG6, 7, 8 Fundamentals Fun with the Ball

	Tall With the Bull										
Physical 30% Practice Objective: Develop A,B,C with/without ball		Technical 50% Practice Objective: Introduce basic individual skills	Psychological Practice Objective: Create positive, learning environment	Social 20% Practice Objective: Increase comfortable and confident with the ball and playing with teammates							
•	Agility Basic Motor Skills Perception Awareness	<ul> <li>Running with the ball</li> <li>Dribbling</li> <li>Shooting</li> <li>Ball Control</li> </ul>	<ul> <li>Motivation</li> <li>Self-confident</li> <li>Self-control</li> <li>Determination</li> </ul>	<ul> <li>Communication</li> <li>Listening</li> <li>Respect</li> <li>Discipline</li> </ul>							
•	Others Sports Acceleration Reaction	<ul><li>Receiving</li><li>1v1 Attacking</li><li>Passing</li></ul>	• concentration	Cooperation							

### Development Stage: BG 9,10,11,12 Learn to Train

### Golden age

	Golden age								
Physical 17% Practice Objective: prove speed, A,B,C with/without ball	Technical 70 % Practice Objective: Improve possession and transition Improve possession and transition Practice Objective: Create positive, challenging learning environment		Social 10% Practice Objective: Cooperation with teammates in collective tasks during practice	Tactical 3% Practice Objective: Introduce younger ages and develop older ages					
<ul> <li>Agility</li> <li>Basic Motor Skills</li> <li>Perception</li> <li>Awareness</li> <li>Balance</li> <li>Coordination</li> <li>Speed</li> <li>Acceleration</li> <li>Reaction</li> <li>Stamina</li> <li>Strength</li> </ul>	<ul> <li>Running with the ball</li> <li>Dribbling</li> <li>Shooting</li> <li>Ball Control</li> <li>Receiving</li> <li>1v1 Attacking</li> <li>Passing</li> <li>1v1 defending</li> <li>Shielding the ball</li> <li>Finishing</li> </ul>	<ul> <li>Motivation</li> <li>Self-confident</li> <li>Self-control</li> <li>Determination</li> <li>Concentration</li> <li>Commitment</li> <li>Competitiveness</li> </ul>	<ul> <li>Flair Play</li> <li>Communication</li> <li>Sharing</li> <li>Listening</li> <li>Respect</li> <li>Discipline</li> <li>Cooperation</li> <li>Problem Solving</li> </ul>	<ul> <li>Possession</li> <li>Transition</li> <li>Combination</li> <li>Play out of the back</li> <li>Pressing</li> </ul>					

High Priority Medium Priority



### Learn to Train:U9-10-11-12: Curriculum

## General Player Characteristic of Age Appropriate Development Learn to Train Characteristics

### U-9

- Players' understanding of team play, direction and opponent is developing.
- Great age to teach on soccer specific techniques and skills

### U10

- More feeling and understanding for team work.
- Understanding playing without the ball. develops

### U11

- Perfect mental and physical ability for developing motor skills.
- Preference for specific positions becomes clearer.
- Developing an understanding of individual roles in relation to team.

### **U12**

- Like to compete and compare.
   Socially aware, critical of own performance and that of???Others.
- Ideal mental and physical condition in this age group. Imitates idols.

### **Four Corner Development Model:**

Consists of technical, psychological, physical and social/emotional components. Each corner reflects a wide aspect of a player's development that has to be considered. The progressive development of players is fundamental to the enjoyment, technical competency and retention in the game. Places players at the center of the development process with soccer experiences that meet the four key needs

Physical Psychological/Mental	Technical/Tactical Social/Emotional					
·	paching Measures					
Learn to train U9-12						
Technical						
·	ting-Running Turning					
P	hysical					
	Skill Motor					
	/Emotional					
	/Discipline, Communication					
The state of the s	gical/Mental					
Motivation	Self Confident					



## Learn to Train U9-10-11-12: Curriculum

Development Stage: U9-10-11-12 Fundamentals Practice Objective:  Golden Age									
Physical Practice Objective: Improve speed, A,B,C with/without ball		Technical Practice Objective Improve possession transition		Tactical  Practice Objective:  Minimal introduction at the older ages of this stage using SSG  Psychological  Practice Objective:  Create a positive, challenging learning environment		Social  Practice Objective:  Cooperation with teammates in collective task during practices			
	Fundamentals Practice Content Distribution								
Physical 17%		Technical 70	%	Tactical 3%	Tactical 3% Psychological		Social 20%		
Additional Components				U10		U11	U12		
Game Format		7v7		7v7 9v9		9v9	9v9		
Roster Size	Roster Size Ideal 9 / Max 12			Ideal 9 / Max 12		deal 9 / Max 12 Ideal 12 / Max 16		Ideal 12 / Max 16	
Practice Time	Practice Time 50 Minutes Max+ free game		50	0 Minutes Max+ free 50 M game		0 Minutes Max+ free game	70 Minutes Max+ free game		
Practice-Game Ratio per week		1-1		2-1		2-1	2-1		
Length of	indoor/	outdoor Season 16/2	0 weel	cs					



## **Additional Considerations**

### At the L2T Level NMSC follows the LTPD Coaching Strategies:

- Coaches are encouraged to create a welcoming environment for players at this age.
- Coaches must be using positive behaviors to manage players. Praising, motivational communication and Positive feedback are applied.
- Coaches must allow players to be creative and empower them to make their own decisions.
   Sessions must include a realistic game situations.
- Equal Playing Time must be apply for players at all times as per NMSC policy.
- Player Ratio 1 Coach/Parent for Team.
- Parent/Coaches are encourage to obtain the OS L2T Course. The club is running this course. Please visit the NMSC website for more information: <a href="https://nmsc.net/coach-courses/">https://nmsc.net/coach-courses/</a>
- NMSC are running in-house coaching clinics. All coaches at this level are encourage to attend.
- Club Implements a max 20 competition days per season.
- At the U9-12 age group the club implements the retreat line at the correct location.
- Players are placed on correct sized fields with correct sized goals for this stage of development as per OS-LTPD requirements.

Note: Club runs an inclusive program at the U9-U12 development stage. Players and Parents are welcomed to participate in this program at all times no skills and ability required. Everyone is welcomed!

To more information Please visit our NMSC website.



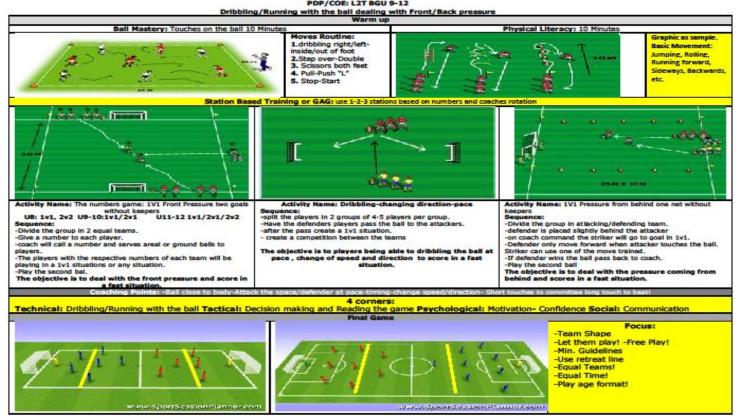
## **L2T Session Sample**

PDP/COE Sample Session: L2T BGU 9-12 Activity Name: Warm up Passing Receiving Technique Rotation Physical Literacy Warm Up promption of the cold continue when Fraphic as sample. Basic Movement: Jumping, Rolling, Running forward, Sideways, Backward: Focus on good solid passes and a good controlled first touch. Station Based Training or GAG: use 1-2-3 stations based on numbers and coaches rotation -Focus-Small Sided Game: 3v2 Attacking Possession Increasing Pressure Game: 6v1, 6v2, 6v3, 6v4 Focus-Small Sided Game: 3v3 Attacking Organization: Set Up: Organization: 2 Teams at each sided. Gk. 2 nets. Divide team equally in two groups Divide the group in teams of 3 players. One team in a grid 15m by 15m. Instructions: 1 team defending the big net. Defensive team placed between two cone 10m apart from grid. 1. The center player starts with the ball and 1 player from 2 teams at the opposite end. Gk only in big net. 2 Small each group attacks the defenders (playing 3v2). The attackers should string together quick accurate Coach serves the ball Instructions: passes to off balance the defender and keeper and Team in possession of the ball try to keep it dealing with attempt to score. The center player starts with the ball and 3 players from pressure, 6v1, 6v2 etc. each group playing 3v3. -The attackers should string If defender gains possession of the ball will attempt to Coach will be timing how long the team in Possession is able to together quick accurate passes to off balance the defenders score in the opposite net. keep the 6 balls. Repeat sequence for 2 or 3 balls and rotate players. and keeper and attempt to score. When defender kick the ball out, he/she will run to the next If defenders gain possession of the ball will attempt to score Progressions: 4v2 introduce diamond shape defender player to exchange roles. in 1 of the 2 small nets or by passing to coach. Restrictions on passes. Repeat sequence for 2 or 3 balls then rotate players. Coaching Points: Passing/Receiving the ball: Part of Foot- Soft first touch to the option and look and pass to the player foot, deal with the pressure 4 corners: Technical: Passing, Receiving, Shooting/Finishing Tactical: Decision making and Reading the game Psychological: Motivation- Confidence Social: Communication Team Shape Let them play! Free Play! Min. Guidelines Use retreat line Equal Teams! Equal Time! www.sportSosslanPlannescom LANGE Specificantemploment com-



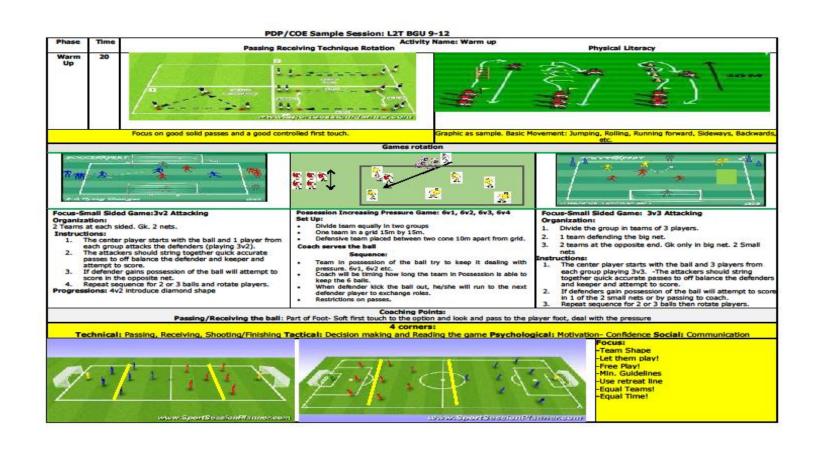
## **L2T Session Sample**

### PDP/COE: L2T BGU 9-12



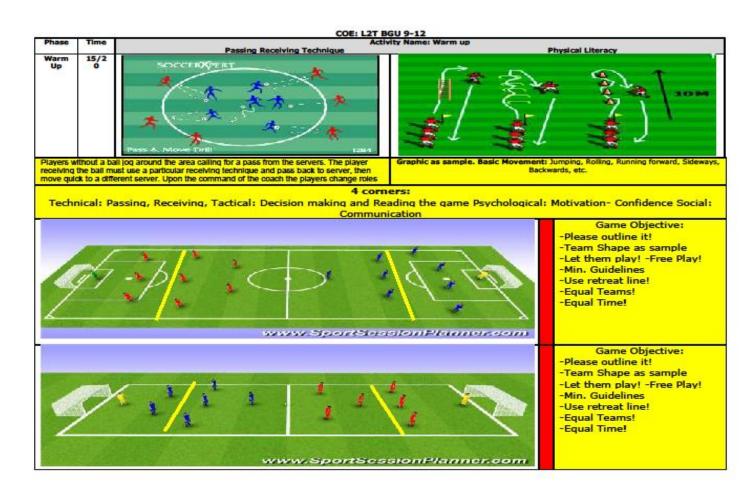


## Sample Sessions





## **L2T Game Day Session Sample**





## **Disclaimer:**

 All this and more information regarding the Grassroots in Ontario can be found on the below links from the Ontario Soccer:

http://www.ontariosoccer.net/player-grassroots

 Please refer to this link for further Player, Coaching and Parents Education. Also, for the Recreational Matrix, and additional Friendly Sessions.