

SHOUT ABOUT IT CAN RAISING YOUR VOICE RAISE THE STANDARD?

SOCCER COACH WEEKLY

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Issue 326

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PRE-SEASON SPECIAL

✓ TRAIN LIKE BARCELONA WITH RONDO GAMES

✓ HOW TO MAKE PRE-SEASON FUN

✓ GET YOUR PLAYERS MENTALLY SHARP

✓ 4 FUN TRAINING GAMES IDEAL FOR PRE-SEASON

WHY YOU DON'T HAVE TO WIN!

NEW COACHING IDEAS FOR YOUR TEAM EVERY WEEK!

< XAVI
THE KING
OF RONDO



MORE
9v9
FORMATIONS

LETTING GO GET YOUR PLAYERS' PARENTS TO SHARE THE WORKLOAD

You Don't Have To Win



Soccer Coach Weekly
Issue 326



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Touchline Tales

You don't have to win to be a success – okay, so I bet a lot of you read that sentence and thought: “if only it were true!” You will always have coaches, parents and players at your club who believe the only way to judge a coach and his team is by his win ratio.

I know how much pressure you are put under when the team loses, but a loss is not always the whole story of the game. A couple of seasons ago I took a team of Under 10s into the top division at that age group. We started out by losing a couple of games that could have gone either way and then went on a run of four games that we drew 1-1.

The players had all done fantastically well to step up to this level and were holding their own against some tough teams but the parents of the players were not happy and wanted the team to win, so they came to me and questioned my tactics. I was quite happy with the team and sat the parents down and put their performances into context.

I am not going to understate the boost that a win can give to the players, but it is not always an accurate measure of how well a team has played. I have a list of things I like to tick off in a game and I always look at this before I think about the result. Did the players create scoring chances? If the answer is yes, then that is a good reason to praise the team. Did they make good decisions?

Good play can be better than winning



Picture: Tom Childers

“A win is not always an accurate measure of how well a team has played in a game”

Did they have a good defensive shape?

Think about these questions the next time your team loses. I tend to think it's best to write down my answers immediately after a game, so that when I read them back later I can see where our strengths lie and where our weaknesses let us down.

Doing this allows me to focus on my team's areas of weakness during the next training session. For instance, if I'd noted the team had left dangerous spaces that they didn't cover when opponents were on the counterattack, I would know that I would have to work

on the team's movement to block the counterattack and do some more work on tactics.

I enjoy re-reading my thoughts on games and use a defeat to work on the weaknesses. As a team we want to be the best we can and work on all aspects of our play, so we don't view losing as a bad thing, just a way to see what we do right and what we need to brush up on.



David Clarke

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Start pre-season training like Barcelona, using Spanish rondo games

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TIP OF THE WEEK



Check For Understanding

If there is a general misunderstanding of what you have said, you may need to explain again in a different way. This might involve a demonstration or maybe have to break the info down in simpler terms. When you have done so, check again that you have been understood.



Pre-Season Barça Style

If you want your players to start pre-season training like Barcelona, you should try using Spanish style rondo games to sharpen their general touch and all round fitness levels

Barcelona do their regular one-touch 'keep-away' workout before every match and every training session. It is a simple type of game that they call 'rondo', meaning 'round' because the attackers form a circle around the defender who must try to win the ball. In reality, it's simply an advanced and more dynamic version of piggy in the middle.

Rondo makes for a simple session that works on just about every aspect of a player's game. All the necessary parts of a good session are to be found in rondo: technique, tactics, physical and psychological. It works especially well for pre-season training because players are immediately concentrating on the game – none of them want to make an error and go in the middle, forcing them into good decision-making and meaning the focus of the session is strong.

Everything you could want from pre-season training is to be found in rondo. It reduces those in possession to only one or two touches (or half a touch), and requires them to think about the space around them quickly. When the ball is won, either the single player who lost the ball replaces the ball winner in the middle (as in piggy in the middle) or you bring in a rule that the ball is to be won

three times and then a new partnership comes into the middle.

"It's the best exercise there is," says Barcelona midfielder Xavi. "You learn responsibility and not to lose the ball. If you lose the ball, you go in the middle. Pum-pum-pum-pum, always one touch. If you go in the middle, it's humiliating because the rest applaud and laugh at you."

The techniques worked on by rondo are passing, receiving and control, which make for the perfect start to your team's pre-season workout. There is also the tactical element of where the defender is and where a player needs to pass the ball; the physical movement that fluctuates much like match pace; and the social side of the game where players are constantly talking and communicating between each other. So all in all, rondo is a winner.

Players love it and laugh and joke the whole time as they try to avoid going in the middle – but once they've made a mistake and have to take a turn, they work extra hard to get out again. But that's the beauty of the game.

Let's also not underestimate the importance of the defenders learning to intercept or press players into making mistakes. It is hard work for them, but after watching Barcelona using rondo

games, you can see how hard they try to win the ball and how that translates into the way they play on match day.

Promoting partnerships in your rondo games is also an option available to help develop the pressing aspect – and even the best can use this to their benefit. Messi once begged coach Pep Guardiola to team him up with Sergio Busquets because he was so good at pressing.

Now you know all you need to about rondo, check out the sessions on the following pages and enjoy your pre-season training, Barcelona style.

Words & Activities by:
David Clarke

"Everything that goes on in a match, except shooting, you can do in a rondo. The competitive aspect, fighting to make space, what to do when in possession and what to do when you haven't got the ball, how to play one touch soccer, how to counteract the tight marking and how to win the ball back"

– Johan Cruyff, who introduced rondo to Barcelona



Rondo Decisions

This fun rondo game has everything your team needs for a good pre-season workout. It offers plenty of movement for your players and sharpens their control and technique too

WHY USE IT

This covers all the elements of a good pre-season workout: technique through passing, movement and control, plenty of tactics to move and keep the ball from defenders, plus it also takes lots of teamwork and communication to move between the squares.

SET UP

Set up an area of 30x30 yards split into 15x15-yard quarters. We've used 14 players and you need bibs, balls and cones.

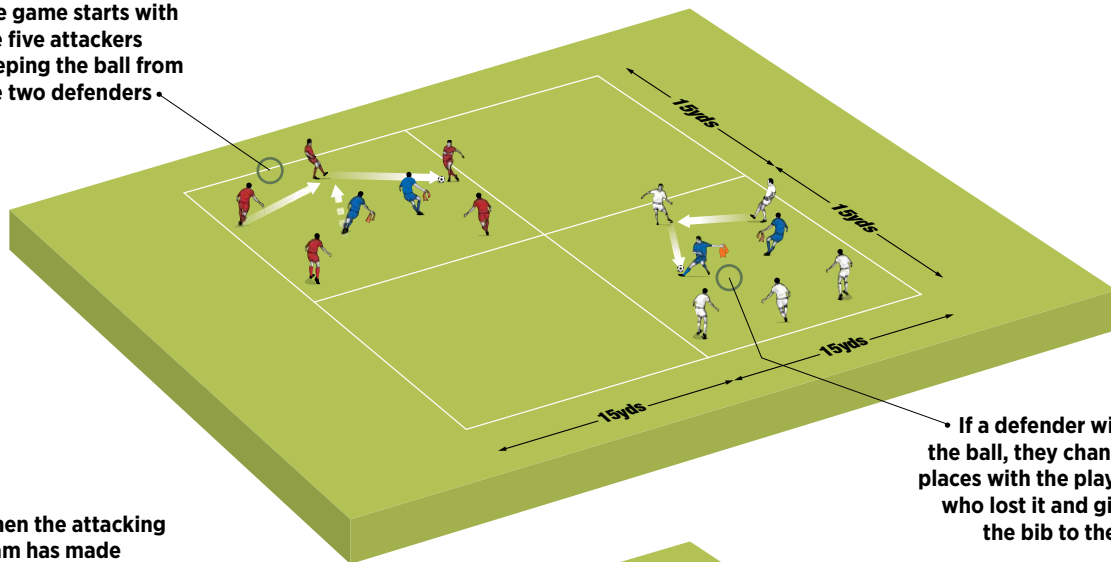
HOW TO PLAY

You need to split your squad into two groups of seven and start playing two basic 5v2 games in opposite boxes. The two defenders in each group have to carry bibs and after winning the ball they swap places with the player who lost it, giving the bib to that player. After three successful passes, the team has to move into a box not occupied by another set of players. That means each team is moving into different sectors as they try to keep the ball from defenders. Start with two touches but try to get them to use one touch as much as possible. If they are having trouble, make it 6v1 so they get more success.

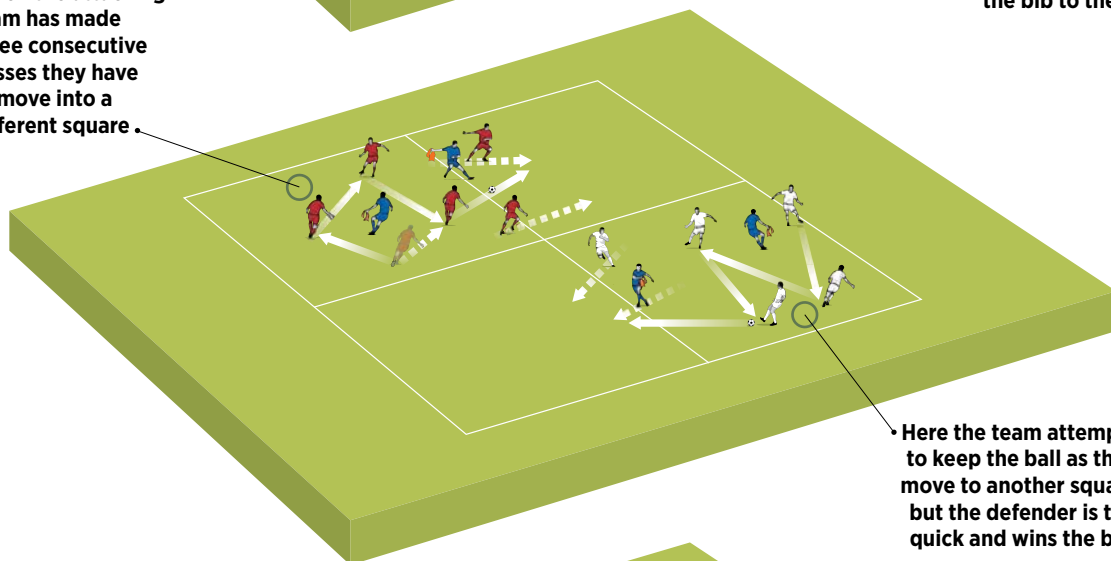
TECHNIQUE

This game has all the elements of rondo, but adds another decision into the equation, making it a good test of tactics as well as technique

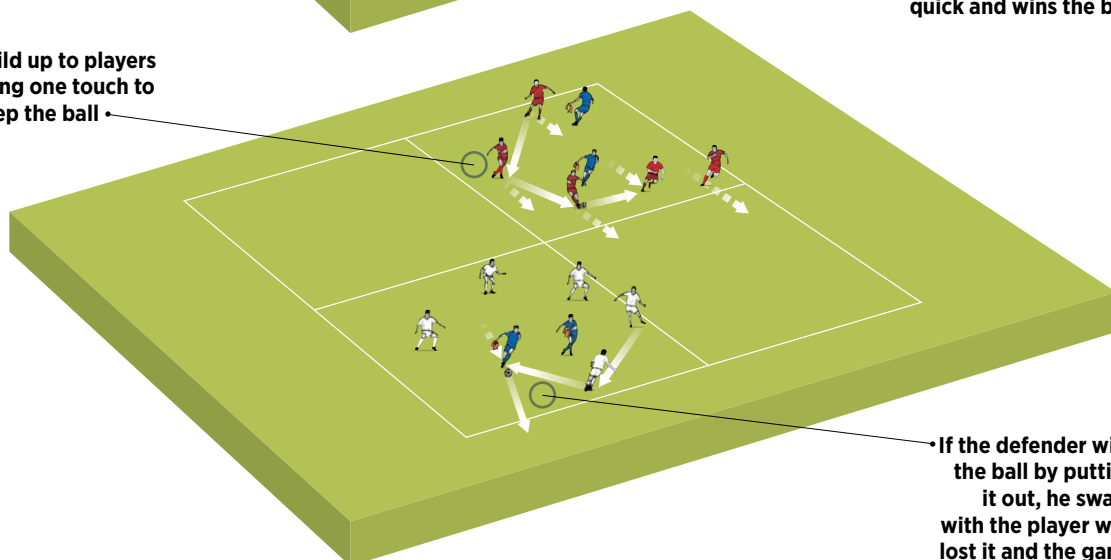
The game starts with the five attackers keeping the ball from the two defenders



When the attacking team has made three consecutive passes they have to move into a different square



Build up to players using one touch to keep the ball



Player movement ■■■→

Ball movement →

Run with ball ■■■→

Shot →

Rondo Win The Ball

This is a rondo game set in a more match-like situation and it will help to get your players sharp and fit for the start of the new season

WHY USE IT

This uses all the elements of pre-season training: passing, communication, movement, control, and with the progression comes a tactical challenge. Players need to concentrate and react quickly, so it helps with general fitness too.

SET UP

Set up a 30x30-yard area split into two 15x30-yard zones. We've used 10 players plus the coach as a server.

HOW TO PLAY

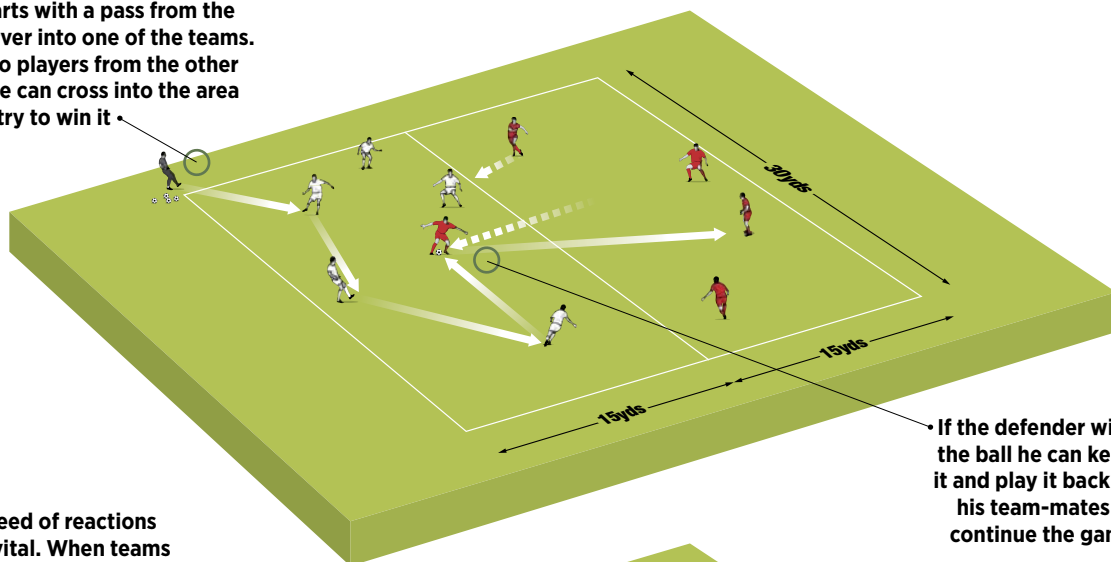
Split your squad into two teams of five. Give a ball to one team and allow the other team to send two players into the opposition half to get it back. If they win it they can play it back to team-mates, but with two players in the wrong half they must react quickly or the team that lost it could chase it quicker. The game is one touch and continuous.

Progress the game by giving both teams a ball. The winner is the team that can capture the other team's ball while keeping their own. In the progression, teams can send up to three players into the other half to win the ball, but that only leaves two players to look after their own ball. If it goes out of play a new ball is played into the opposite team.

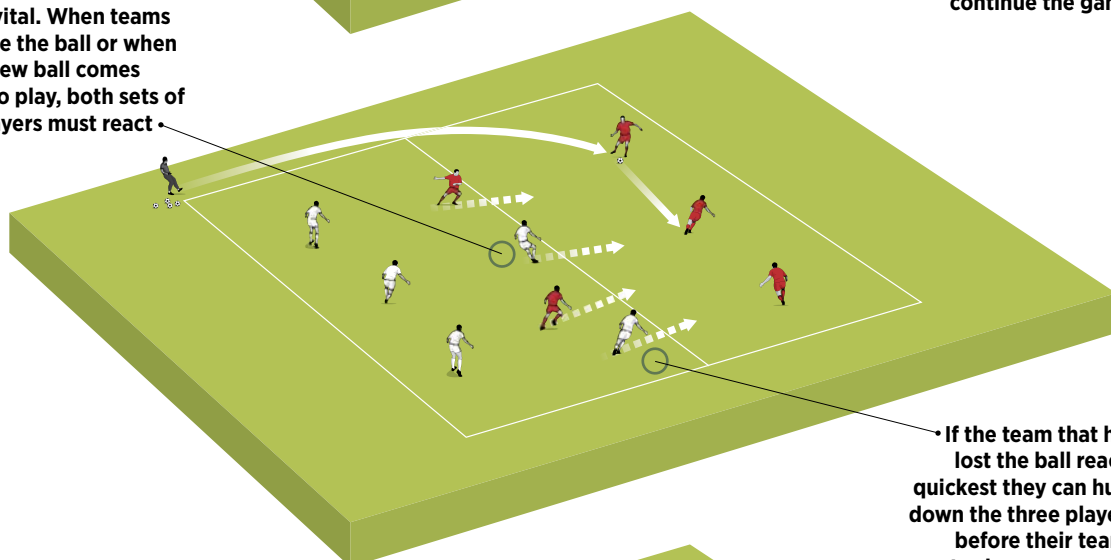
TECHNIQUE

In the progression the emphasis is on fun, which is achieved using technique, tactics and communication.

Starts with a pass from the server into one of the teams. Two players from the other side can cross into the area to try to win it

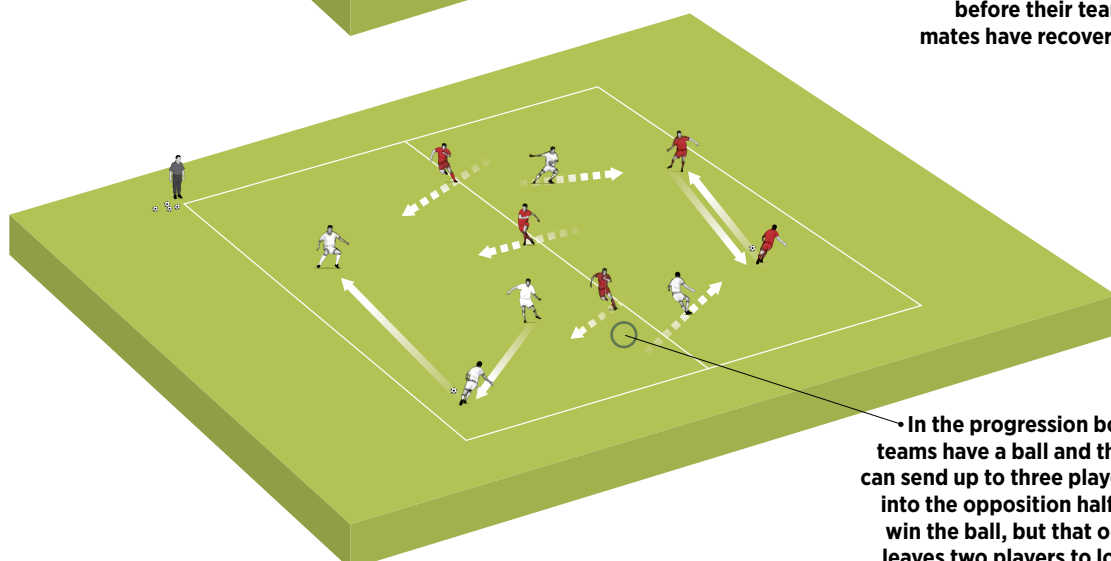


Speed of reactions is vital. When teams lose the ball or when a new ball comes into play, both sets of players must react



If the defender wins the ball he can keep it and play it back to his team-mates to continue the game

If the team that has lost the ball reacts quickest they can hunt down the three players before their team-mates have recovered



In the progression both teams have a ball and they can send up to three players into the opposition half to win the ball, but that only leaves two players to look after their own ball

Player movement ■■■→

Ball movement →

Run with ball ■■■→

Shot →

5 Ways To Get Players Mentally Sharp

Pre-season training isn't just about physical sharpness. Sport psychologist Dan Abrahams offers five tips to help you sharpen up your players mentally too

01 USE SEASON HIGHLIGHTS

What could be better than the first day of pre-season training to refresh your players' memories of what they did well during the previous season? Rather than launching into fitness workouts or passing drills, why not spend five minutes at the beginning of your session helping players to open up a catalogue of mental pictures related to their best moments and best performances from last season.

Ask them what they felt their best games were – both as individuals and as a team. Also ask them what they felt stood out and what they have to do to replicate that level of performance again.

02 CREATE AMBITIONS

I don't really like the term 'goal setting'. Instead I tend to use the word 'ambition' with the teams I work with. I want them to have an ambition – an outcome so exciting that it supercharges their bodies and minds. I want this to be specific and measurable, hard to reach but attainable. I want the team to come up with it and I want them to take ownership of the outcome they desire.

Once an ambition is selected, write it down and circulate it amongst your players. Ask them to put it in a prominent position – on their fridge, by their beds or in their kit bags. When they think of soccer, they should be thinking of the ambition their team has.

03 EMPOWER YOUR PLAYERS

Pre-season training is a great time to reinforce the attitudes and actions you want your players to display. I heard that during the first week of last season, a League Two manager left his players in a room with marker pens and a clean board. He asked them to write down how they were going to approach the season, how they would react if things went wrong, and what they'd maintain if things were going great.

In this way he placed the onus on his players to find their own solutions – and



he had, written in black and white, the attitudes that the players had promised to display during the course of the season. This is a really powerful process that empowers the players.

04 TAKE STOCK OF WEAKNESSES

Pre-season is the perfect opportunity for players to work on their weaknesses. It's a time for them to take stock and be honest about their game. It's also a time when there are fewer competitive games, so it's a great to be able to work on areas of their game that need improving or that need a complete overhaul.

Challenge your players to do this – you lead training, but ask them to come with a few individual goals in mind. These goals might be related to any aspect of the game: mental, physical, technical or tactical. For example, a defender might work on the ability to keep a body shape that allows sight of both the striker and the ball. The list is endless.

05 INSIST ON MENTAL TOUGHNESS

There is little point having ultra fit players if they have little resilience or mental toughness. Pre-season is the perfect opportunity for you to shape the mindsets of your players. The coach's primary weapons are words, so make sure your sentences are littered with references related to psychology.

Vocalise your insistence that players train with confidence and tell them you want to see confidence – insist on it from the sidelines. If you're not seeing confident movement, with players on their toes, alert and lively, then stop play immediately. Insist on focus and constantly remind players of the importance of staying switched on.

When players haven't competed for a few weeks they won't be as attuned to the challenges the game throws at them. Warm up their brain muscles by demanding confidence, focus and intensity at all times.

Above: Franck Ribéry gets a pre-season pep talk from new Bayern coach Guardiola

Sport psychologist **Dan Abrahams** has worked with many leading footballers. The author of *Soccer Tough: Simple Football Psychology Techniques To Improve Your Game*, his new book **Soccer Brain** is available now



Picture: WoodleyWonderWorks

Why Pre-Season Should Be Fun

Pre-season training may be important, but there is no reason why it can't be enjoyable too. In fact, using fun games can play a vital part in both sharpening and bonding your squad

Pre-season is an important time for many teams. It is often the first time a coach has met some of the players and more importantly it is a time when the players get their first session with a coach who is new to them. Obviously, making an instant impact and setting the right tone is vital.

For players returning to the same coach, there is also a desire for something a little bit different before the season starts to get serious. There can be nothing worse than getting a lecture about what the coach expects before players have even had the chance to kick a ball.

The first thing a young footballer looks for in pre-season training is enjoyment, while the first thing a coach looks for is player involvement and an enthusiasm to come back the following week. But one thing follows on from the other. If you start your pre-season with laps of the pitch and filling in forms, you could scare players off – but if you use a fun session, your players will be clamouring to return.

Repetition is vital in pre-season training. If something is worth focusing on, it's worth doing a lot of it so the coaching point of the session becomes embedded in the minds of your players.

Be warned though, the very mention of the word 'repetition' sounds boring to young players, so it's best not to use it. It's better to think about which technique you want to focus on and come up with a fun game based around it – one that can be repeated over and over again.

The most effective sessions to use in pre-season have lots of repetition, but fun should always be the priority – it's the fun that keeps players coming back for more and it's the repetition of the games that reinforces the learning.

Of course, there are other reasons why a good coach might want to use fun games in pre-season training. Players may not have seen each other for a few weeks and will have a great deal to tell each other about their holidays, so these games manage to distract them from their outside interests and get them to focus on what they are actually playing. However, it's always worth remembering to put a little time aside for some socialising too.

The level of focus is always high when players find they will be playing a fun game, especially if the game has a name that gets their imagination going. But games are also worth using because they are very realistic to what players

do in matches. There are winners and losers, leaders and followers, decisions, teamwork and physical tests.

It's the sign of great session when you see that your players are exhausted at the end, having given their all to be the ones that win. Going that extra yard is one of the best ways to get players through pre-season and out the other side, 100 per cent ready for the season ahead.

Remember, players of all ages are big kids at heart, so the games on the following pages can be used with all age groups by adapting the size of the playing area, making the game harder by using a smaller area, or making it easier by using a larger area.

Words by:
David Clarke

Activities by:
Keith Boanas &
David Clarke

PRE-SEASON TRAINING CHECKLIST

If you want to sharpen up your players, try running our fun games and then ask yourself the following questions to check your pre-season training session has succeeded...

- > Did players have fun?
- > Was there a lot of repetition?
- > Did the game hide the repetition?
- > Did you see a lot of different techniques?
- > Was there good physical movement?
- > Did players communicate?

The Swamp

Get past the alligators in the swamps to score a goal in this fun role play game that is perfect for pre-season training and great for developing technique

WHY USE IT

Perfect for pre-season, this session helps players brush up on their passing, their runs off the ball, dribbling and close range finishing.

SET UP

Set up an area of 50x30 yards with five-yard end zones filled with cones. Goals are a further five yards outside the area. We've used 10 players plus keepers and a coach as server. If you have odd numbers, use a floater inside the main area. You need cones, balls, bibs and two goals.

HOW TO PLAY

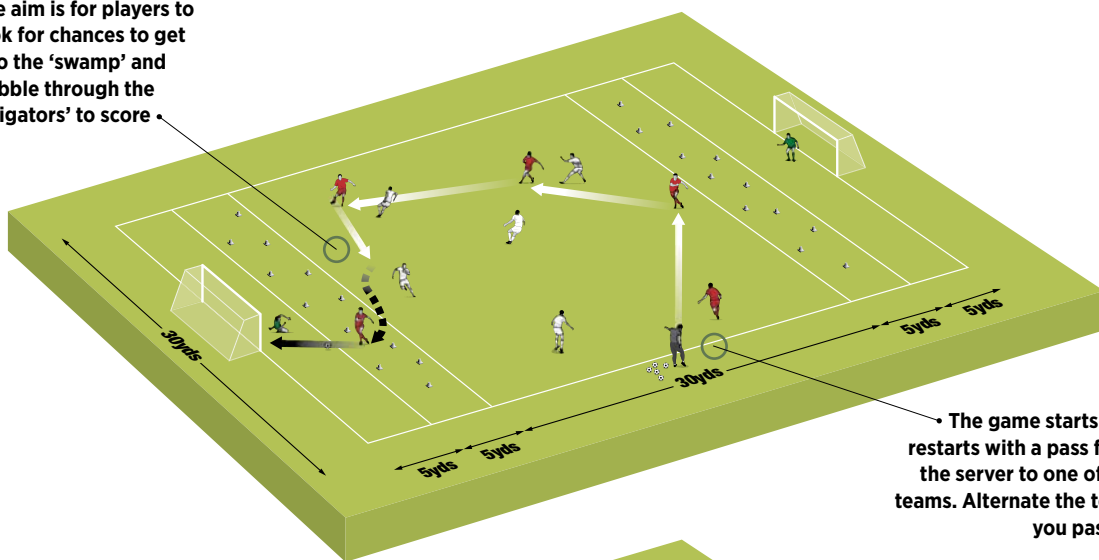
Inside the main area teams try to keep possession until they see the opportunity to dribble through the swamp at either end. If they get through the swamp without hitting a cone (alligator) they can score in the goal by passing the ball in with accuracy but not power. If they hit an alligator the attack stops and possession is given to the other team. If they score they keep possession and must attack the opposite end. Once an attacker has entered the swamp, no one else can go in until he has shot.

TECHNIQUE

Good technique should be praised as there are a lot of decisions to make when taking a run through the cones. Finishing is important here, after the hard work of getting through the cones.

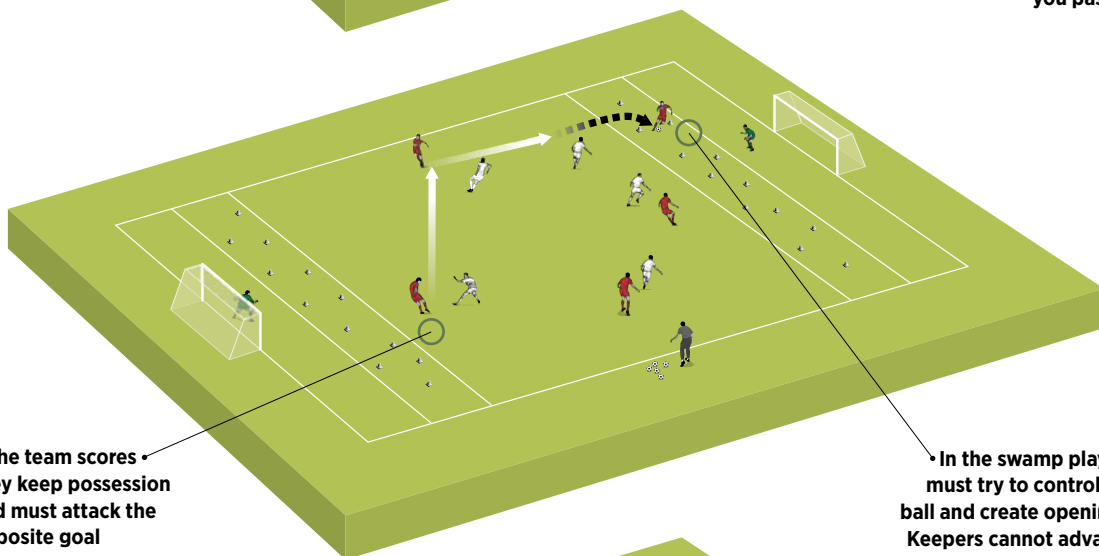
Activity by: Keith Boanas

The aim is for players to look for chances to get into the 'swamp' and dribble through the 'alligators' to score

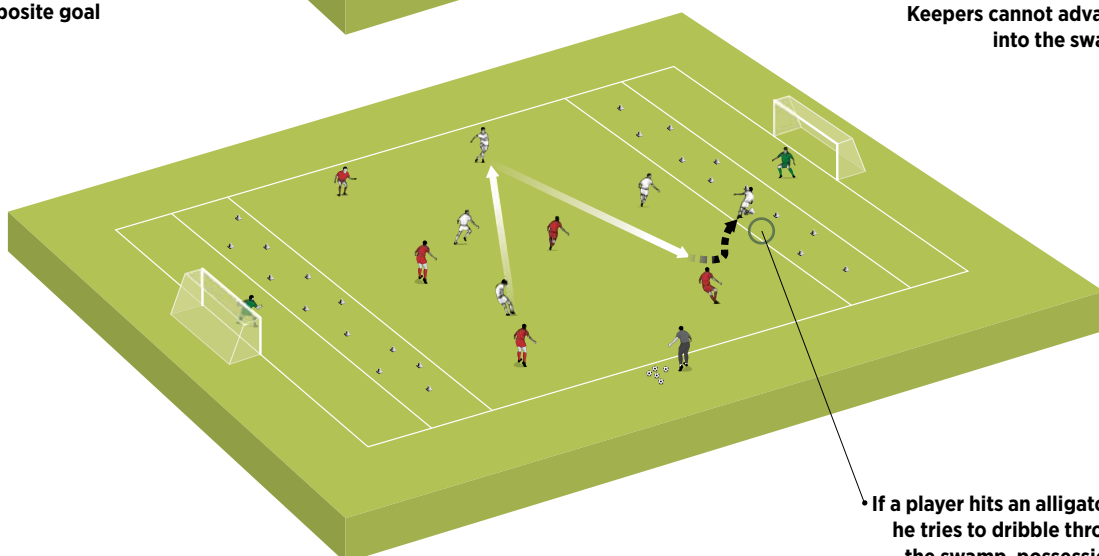


The game starts and restarts with a pass from the server to one of the teams. Alternate the team you pass to

If the team scores they keep possession and must attack the opposite goal



In the swamp players must try to control the ball and create openings. Keepers cannot advance into the swamp



If a player hits an alligator as he tries to dribble through the swamp, possession is given to the opposition

Player movement ■■■■➔

Ball movement ➔

Run with ball ■■■➔

Shot ➔

Bank The Points

In this fun game of options, teams score in three different goals but also defend three goals too. Should they bank points quickly or try to beat the keeper for the big prize?

WHY USE IT

Pre-season sharpness is the key, but it is also about decisions in front of goal.

SET UP

Set up an area of 20x20 yards with one-yard wide goals placed next to the corners on each side: one pair red and one pair yellow. You also need a main goal with a keeper.

HOW TO PLAY

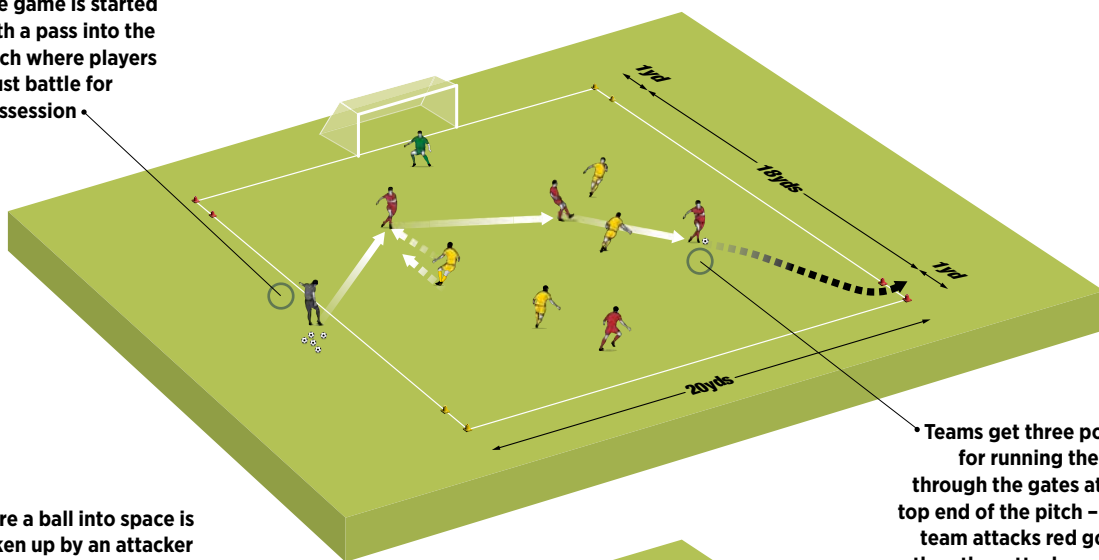
Split players into two teams of four, plus a keeper. Both can score in the main goal but the reds can also score by running the ball through the red mini goals and the yellows can also score by running it through the yellow mini goals. The mini goals farthest from the main goal count as three points, the two nearest are worth one point, and scoring past the keeper in the main goal is worth five points. If the keeper saves, he kicks the ball high into the centre of the goal. Restarts after goals are from the server. Play in three-minute games so there is a time pressure.

TECHNIQUE

Develop an awareness of options around the goal with this game because banking points can win. Finishing, communication and vision are all factors. The attackers make decisions on banking points, while the defenders cover three goals and move swiftly when they attack.

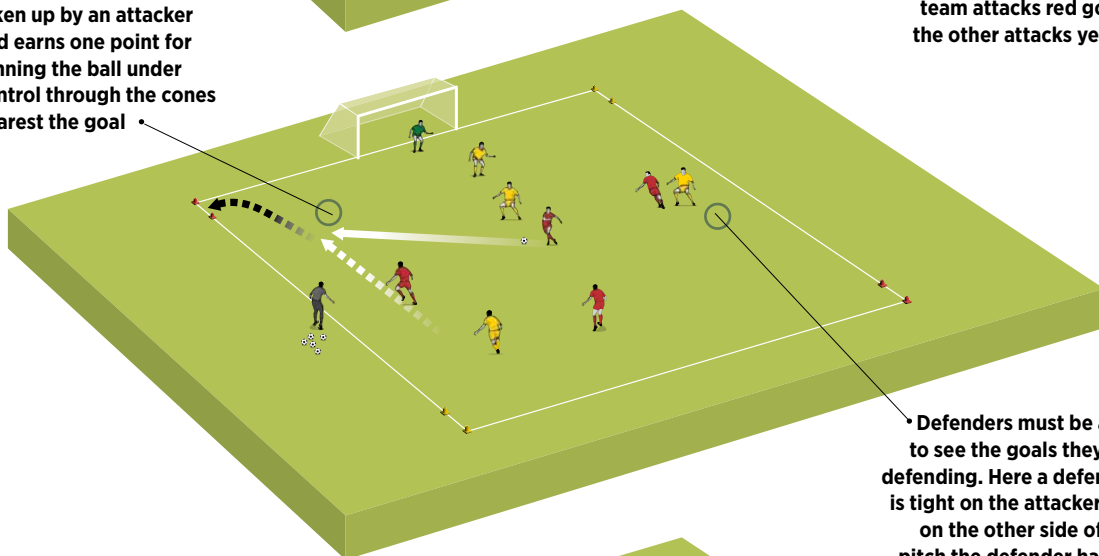
Activity by: David Clarke

The game is started with a pass into the pitch where players must battle for possession.

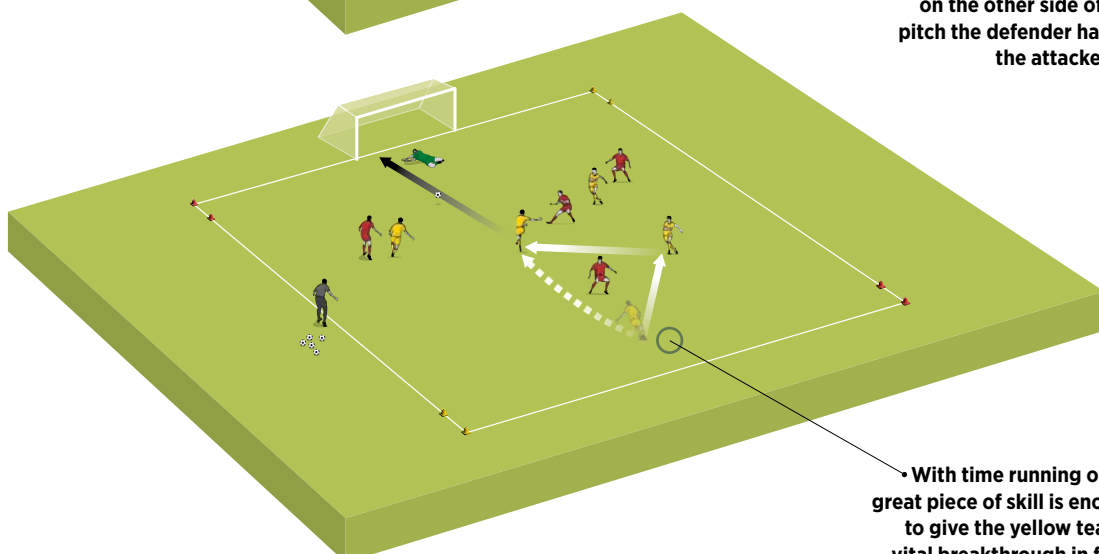


Teams get three points for running the ball through the gates at the top end of the pitch – one team attacks red goals, the other attacks yellow

Here a ball into space is taken up by an attacker and earns one point for running the ball under control through the cones nearest the goal.



Defenders must be able to see the goals they are defending. Here a defender is tight on the attacker but on the other side of the pitch the defender has let the attacker go



With time running out, a great piece of skill is enough to give the yellow team a vital breakthrough in front of goal to score five points

Player movement ■■■■➔

Ball movement ➔

Run with ball ■■■➔

Shot ➔

The forward midfielder in the diamond is a key player in attack, linking the defensive midfielders with the two attackers

The fullbacks must be prepared to run wide and attack from the wings

Note the diamond shape the formation creates, giving strong coverage in the heart of the pitch

The two attackers must work hard to get into scoring positions from balls played from wide and from the attacking midfielder

The defensive midfielders can play wide balls to push the wing backs high into attack

Run with ball ■■■➔ Player movement ■■■➔ Ball movement ➔

A ROUGH GUIDE TO

9v9 Formations

With more teams playing 9v9 at Under 11 and Under 12, we take a look at the formations your side could play for this team size. This week we look at 3-2-1-2

FORMATION: 3-2-1-2

PROS: This is a very well balanced formation with players spread out across the field. It is built around a diamond in the centre of midfield.

CONS: Players must hold their shape or they will leave gaps, making this formation vulnerable to the dangers of dribbling players who could break through. It also has to be aware of the threat of players who are able to outrun the midfield onto long balls.

DEFENCE

The centre of the defence is very solid and it is well protected by the midfield triangle. The fullbacks should tuck in but defensive cover on the wings is vital if the fullbacks get dragged out of position by the opposition. The central defender must be aware of danger from all angles in front and behind and must cover the movement of the fullbacks.

MIDFIELD

The midfield triangle forms a strong diamond with the central defender. It is very strong defensively but in attack it needs support from fullbacks and relies on one of the attackers dropping deep to collect the ball. Defensive midfielders must push up to support the attack.

ATTACK

Great for counterattacking, if the team wins the ball and everyone moves quickly to support the two attackers, they can get behind the opposition defence and catch them out with good quality passing and movement.

PLAYER DEVELOPMENT

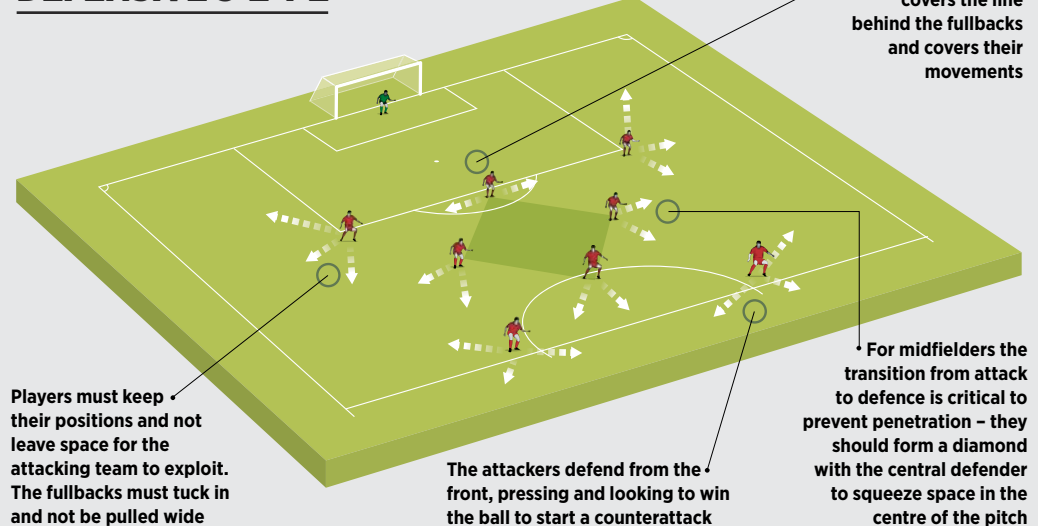
This is a good formation for learning about covering all areas of the pitch, and

because the positions work in threes, the players will gain an understanding of how support play can give them overload situations in attack and defence. The central triangle/diamond gives good reference points for where players have to recover to when they have to defend.

Switch players through the positions so they have a clear idea of what other players have to do in those positions.

Words by:
David Clarke

DEFENSIVE 3-2-1-2



Answering Your Questions

THIS WEEK: Advice for a coach planning to take on a younger age group for the new season and tips for a coach who wants to delegate some responsibility

Q “I’m coaching an Under 5s team for the new season but I haven’t coached kids that young for years. Do you have any quick tips?”

A For young kids soccer is all about fun. Nothing they can do is wrong, and it’s all about them expressing themselves and getting comfortable with the ball.

I think you’ll have a lot of fun, but the trick to engaging them is to bring soccer round to things they have in everyday life. For instance, perform warm-ups as if you’re a train or a space rocket going at different speeds; use different pictures of fruit to signify the different corners of the playing area that the ball has to travel to; and set up games that involve knocking over skittles and cones as well a kicking footballs.

You want players to express themselves without too many restrictions because they’re learning the basics of controlling both the ball and their own balance too.

Be warned though, a child of five will have an attention span that lasts no more than six minutes before he or she gets bored. You’ll also find children transfer over rules from previous games into a new one, so be prepared for that challenge. But take things one step at a time and inject plenty of smiles and laughter into the games that you play.

Make sure every child scores lots of goals and has plenty of time with the ball and then they’ll be sure to return for the next session!

Answered by Jason Davis, a youth soccer coordinator from Hove



Kids like fun

Every good soccer coach needs a helper



Picture: Nick Webster

Q “I know I should be more open to the idea of parents helping out, but I’m worried about relinquishing control. What do you suggest?”

A It’s not uncommon for youth coaches to find the idea of involving parents terrifying, but you have to remember you will always be in control of team affairs, and the additional helpers are only ever there to supplement what you do – they’re not there to take over.

The simple fact is that many coaches are overrun with the duties of coaching and organising a team. It is an unrelenting job that requires knowledge and management in equal measure, and often has to run alongside the duties of a full-time job and other family commitments. Coaches who fail to ask for help when they need it are not only penalising themselves, they’re also penalising their players, because more hands on deck equals more ideas, more individual time and attention, and better development for the children in the team.

The key thing to remember is that any parent

who comes along to help will be under your instruction. No-one will be taking over (unless you want them to) and you might only need to take on one or two helpers for training – it doesn’t need to be a queue of people suddenly knocking on your door.

The other thing about players’ parents follows the old adage of “keeping your friends close and your enemies closer”. The coaches who alienate parents are usually the ones who end up coming in for the most criticism, or find themselves the subject of rumours or whispered conversations taking place just out of earshot.

My advice would be to engage parents. The majority are fantastic and care as much as you do – after all, you all have one shared interest!

Answered by Darren Roe, an FA-qualified coach and parent from Aylesbury

GET YOUR SOCCER PROBLEMS SOLVED

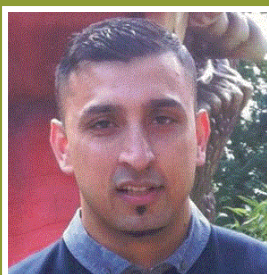
If you have a coaching problem or a training dilemma that you want the experts at Soccer Surgery to cure, send your queries to Soccer Coach Weekly...

editor@soccercoachweekly.net

Should You Raise Your Voice To Raise The Standard?

THIS WEEK'S DEBATE: Good coaching relies on ensuring instructions are thought out and well delivered, but does that mean we should raise our voices? Is shouting at players a necessary part of youth soccer, just as it is in the professional game?

YES, IT'S OKAY TO SHOUT



Tariq Khan

Liverpool Dynamos

"Kids are used to being shouted at. It's not because they're misbehaving, but because young minds wander. They're less offended about the idea of being shouted at than adults are"

" I love the notion of a serene training situation where laughter and birdsong fill the air, but I'm afraid the reality for coaches such as myself is very different. We share training pitches with three other sides and have a busy railway line on one side of the pitch. If I only ever speak instructions to players, then to be heard they'd need to be within 20 yards of me.

I've explained this to other coaches and no-one has yet come back to me with a solution for getting instructions and ideas across to players other than by shouting!

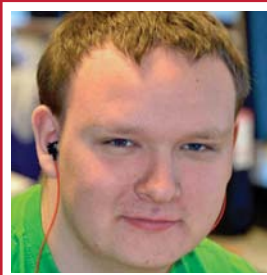
The whole issue really depends on what is being shouted. There's a clear difference between hollering coaching instructions and chastising a player for not having his boot laces done up

properly. Now I'm fully aware that some coaches cross the line in the way they push their players, but I do need to distinguish between the two.

I do wonder too why teaching players soccer should be any different to teaching kids in school. Why is it okay for kids to be shouted at in school, if that's the best proven method of getting their attention, yet it isn't in a larger outdoor space such as the soccer field?

Like it or not, kids are used to being shouted at. It's not because they're misbehaving, but simply because young minds wander and you need to grab their attention quickly. They're used to having voices raised towards them and are much less offended about the idea of being shouted at than adults are. **"**

NO, IT'S NOT OKAY TO SHOUT



Arnbjørn Mørch

Haderslev City Soccer, Denmark

"I've always been of the mind that clever coaching is not in the volume of the delivery, but the frequency of the delivery... and of course, the quality of the instructions"

" Shouting shows a lack of self control, in any situation, be that on the soccer pitch, in the classroom or at home. I don't think it's a coincidence that the best coaches in my league are all 'silent assassins' – you hardly know they are there, especially during matches, because they go about their work with quiet efficiency.

Players take as much notice of a coach who shouts as they do a coach who speaks instructions. I've always been of the mind that clever coaching is not in the volume of the delivery, but the frequency of the delivery... and of course, the quality of the instructions.

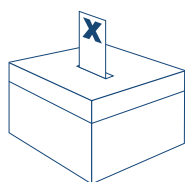
Kids replicate actions – if you shout at them, they will begin, after a while, to shout back!

Is there anything a child can do on a soccer pitch that should result in them being shouted at? If someone is being shouted at for misbehaviour then the coach should instead exercise a measured and calm removal of that player from the situation. There should be no commotion.

If shouting is to pass on instructions, then the coach needs to refine how he teaches children. A good coach should always be on top of the situation and not so far away that shouting is deemed necessary.

Players should be allowed to make their own decisions (and mistakes) in any playing situation without additional instructions being shouted. Coaching should only ever be done when the action has stopped, not during it. **"**

HAVE YOUR SAY



SHOULD YOU RAISE YOUR VOICE TO RAISE THE STANDARD?

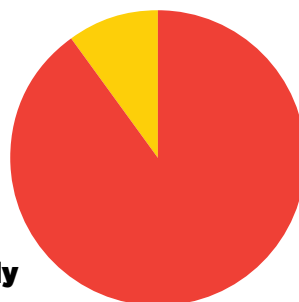
Vote at www.facebook.com/SoccerCoachWeekly or Tweet your opinion to [@SoccerCoachWeek](https://twitter.com/SoccerCoachWeek) or email your thoughts to editor@soccercoachweekly.net

HOW YOU VOTED

Here are the results of a poll we ran in a previous issue of Soccer Coach Weekly, when we asked the question:

Win playing badly or lose playing well?

10% said win playing badly
90% said lose playing well



You can make all your players **20% FASTER**

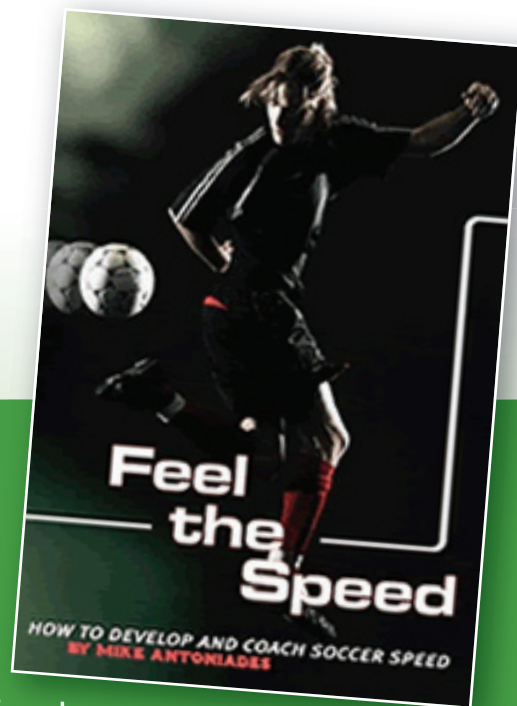
and that **will**
win you more
matches!



Mike Antoniadis

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