



Play - Practice - Play Training Model

Thank you for working with our Community players. This document outlines the Salvo Soccer Club Play-Practice-Play model along with helpful tips for success.

Play 1 (10-15 minutes)

During the first Play 1 phase use the key words that you see in the activities.

We want the kids to have free play with you there to keep it organized and introduce the concepts from the activities.

Take this time to get to know the players' names and individual needs.

Transition from Play 1 to activities – Weekly plan from Salvo.

Allow players to get a quick drink, have water bottles, soccer balls and equipment organized to maximize efficiency during transitions.

Practice (30 minutes) Refer to the Activities vs. Drills document.

Use the Salvo weekly session plan provided.

Know the activities, field size requirements and details prior to session.

Use the key words and guided questions.

Transition from the practice phase activities to Play 2

Allow players to get a quick drink, have water bottles, soccer balls and equipment organized to maximize efficiency during transitions.

Play 2 (10-15 minutes)

During the first Play 2 phase use the key words that you used in the activities during practice phase.

We want the kids to have free play with you there to keep it organized and reiterate the concepts from the activities.

Take this time to get to continue to use the players' names. It makes a difference to all involved.

Key details for success

- Introduce yourself to players and parents.
- Introduce yourselves to other coaches in your area. Be able to call other coaches by name, they are a great support system.
- Get to know and use individual players names during sessions. It affects the players in a positive way.
- Take a knee when talking with the players.
- Know the session prior to arriving at field.
- Implement the "New ball" when scrimmaging. This allows you to control where and when the play restarts and limits down time.
- End each session with a "1, 2, 3 WARRIORS!!!"