# PLAYER DEVELOPMENT FRAMEWORK

## (ZONE 3)

Further development and

mastering of the specific

a winning team and the

qualities of a player to create

## **ONE 1)**

Learning the basic understanding of attacking, defending and transition by playing together. understanding of attacking, defending and as a team (7v7).

Learning the fundamentals given his/her role, position and tasks in the team (9v9)

9<sub>V</sub>9 U11-U12

Learning the basic transition by playing

7v7 U9-U10

**U6** 

Learning the

fundamentals of

the game in game

like situations.

Understanding

the purpose &

play and basic

rules.

structure of the

game, direction of

4v4

Learning the

positions, and

the team (11v11).

alignment of the roles,

designated tasks in

11v11

U13-U14

U9-U10 "Playing as a team"

U7-U8 "Playing with my friends."

U6 "The ball is playing with me...l am playing with the ball."

Development of the specific qualities of a player in their position to maximize their contribution to the result of the game

Development of the specific qualities of a player to be the best player in their position to win the game

U17-U18

U15-U16

U19-U20+

league

U-19 & U-20+ WIN THE GAME AND THE LEAGUE

GR U13+ "Being the best player that I can be for my role and position in the team"

U11-U12 "Playing my role and position for the team"



© 2020 U.S. Soccer CONFIDENTIAL - Not to be shared without U.S. Soccer approval

#### (Framework- a basic structure underlying a system)



#### U.S. SOCCER GRASSROOTS PLAYER DEVELOPMENT PHILOSOPHY

At the grassroots level, children learn and develop to their full potential through game-like experiences in an enjoyable environment that supports individual growth.

#### U.S. SOCCER COACHING EDUCATION PHILOSOPHY

**Reality Based:** The game is what drives changes in behavior, reflection and decision making for the player/the team and the coach

**Holistic Approach:** Input and consideration for all interconnected aspects of the game, the athlete and the desired outcome

**Experiential Learning:** The evaluation, analysis and reflection of experiences to develop competencies and improve behavior

#### KEY QUALITIES OF A U.S. SOCCER PLAYER

- 1. Read and understand the game and make decisions
- 2. Take initiative, be pro-active
- 3. Demonstrate focus
- 4. Execute with optimal technical abilities
- 5. Execute with optimal physical abilities
- 6. Take responsibility and accountability for their own development and performance

The U.S. Soccer Grassroots Player Development Framework is a simplified overview of the development pathway of U6 to U13+ grassroots players related to the four game models and player ages, based on goals, needs, key qualities, and player/coach behavior.

We define player development as a series of progressive changes leading to a higher level of differentiation and functioning. Two characteristics of development are change and progress. Differentiation is the developmental process when the qualities of a player are getting more advanced and refined. The combination of growth, maturation and learning lead to a higher level of functioning. When maturing, it is about physical growth. Learning is the process by which experience results in a change in behavior. Children of different ages will process and reason information in different ways.

The stages of player development see development as a regular succession of stages, in a process of continuous progress. This development is a combination of cognitive, psychosocial and motor development.

- Cognitive development is the development of intelligence, conscious thought, and problem-solving ability.
- Motor development refers to the development of a child's bones, muscles and ability to move around and manipulate his or her environment.
- Psychosocial development is the development of the personality, including the acquisition
  of social attitudes and skills.

There will be a holistic approach when looking at these different aspects of development. This means, input and consideration for all interconnected aspects of the game, the player and the desired outcome.

GAME MODEL: 4v4

- AGES: 6 - 8

#### **4V4**



	DEVELOPMENTAL GOALS	DEVELOPMENTAL NEEDS	KEY QUALITIES	ATTACKING Player actions	DEFENDING PLAYER ACTIONS	PLAYER BEHAVIORS	COACH BEHAVIORS
E 6	"The ball is playing with me I am playing with the ball."  Learning the fundamentals of	Activity based games that emphasize exploration and experimentation.  Ball experiences in game-like situations.	<ul> <li>Reads and analyzes situations regarding the structure of soccer attacking/defending/ transition</li> <li>Takes initiative-creates opportunities instead of reacting</li> </ul>	<ul><li>Shoot</li><li>Pass or dribble forward</li></ul>	<ul><li>Protect the goal</li><li>Steal the ball</li></ul>	Small, incidental things are important	Appreciate the things they take seriously, even if you don't
AGE	the game in game- like situations. Understanding the purpose and structure of the game, direction of play, and basic rules.	Exploring physical abilities.	<ul> <li>Wants to score</li> <li>Shows comfort with the ball</li> <li>Is involved and engaged throughout every game/ training session</li> </ul>			Always in motion	Use routines to manage them during practice and games
	"Playing with my friends." Learning the basic	Activities focused on the goals of attacking and defending and how to accomplish them	In addition to the KQs listed above:  • Applies (basic) knowledge of the cues	<ul><li>Spread out</li><li>Create passing options</li><li>Support the attack</li></ul>	<ul><li>Make it compact</li><li>Keep it compact</li><li>Plus all player actions above</li></ul>	Short attention span	Exercises are short and to the point, reminders are necessary
AGES 7 - 8	attacking, defending, and transition by playing together situations with attention for key qualities of a player	Ball experiences in game-like situations with attention for the key qualities of a player  Experiences of attacking and	<ul> <li>Understands where and when to move themselves and the ball</li> <li>Confronts situations</li> </ul>	Plus all player actions above	0000000	Live in the moment	Talk about what happens, not what happened
	defending together (reading & decision making)		<ul> <li>Demonstrates bravery</li> <li>Delivers on agreements and promises</li> <li>Evaluates and reflects on their own performance</li> </ul>			Focus is on self	Accept their behavior and praise when they share

A>D Defend as quickly as possible (transition is always a part of attacking and defending but is not a focus for the Grassroots Coach).

D>A Attack as quickly as possible (transition is always a part of attacking and defending but is not a focus for the Grassroots Coach).

GAME MODEL: 7v7

AGES: 9 - 10

#### **7**v7



DEVELOPMENTAL GOALS	DEVELOPMENTAL NEEDS	KEY QUALITIES	ATTACKING Player actions	DEFENDING PLAYER ACTIONS	PLAYER BEHAVIORS	COACH BEHAVIORS
"Playing as team."  Learning the basic understanding of attacking, defending, and transition by playing as a 7v7 team.	Developing relationships with the other players, how decisions and movement affect others (teammates and opponents)  Experiences in game- like situations for key qualities related to attacking and defending  Experiences of attacking and defending as a team	In addition to the KQs of a 4v4 player:  • Aligns own actions with the other players, positions  • Challenges opponents  • Deals with adversity  • Is proficient in Iv1 situations to create or to steal/regain the ball	<ul> <li>V6</li> <li>Shoot</li> <li>Pass or dribble forward</li> <li>V7/U8</li> <li>Spread out</li> <li>Create passing options</li> <li>Support the attack</li> <li>U9/U10</li> <li>Create a 2v1 or 1v1</li> <li>Change the point of attack</li> </ul>	<ul> <li>U6</li> <li>Protect the goal</li> <li>Steal the ball</li> <li>U7/U8</li> <li>Make it compact</li> <li>Keep it compact</li> <li>Weep it compact</li> <li>Pressure, cover, balance</li> <li>Outnumber the opponent</li> </ul>	Participate enthusiastically in competitive activities  Practice repeatedly to get better  Take losing hard, in practice and games  Want to know "why"  Need lots of positive reinforcement	Encourage them to try to win, but always be fair  Recognize their effort, give them things to practice on at home  Focus on how they play and improve, not the results  Guide them toward finding the answers themselves  Give plenty of praise
				A>D Defend as quickly as possible (transition is always a part of attacking and defending but is not a focus for the	D>A Attack as quickly as possible (transition is always a part of attacking and defending but is not a focus for the	

Grassroots Coach).

Grassroots Coach).

**GAME MODEL: 9v9** 

AGES: 11 - 17

#### **9v9**



DEVELOPMENTAL GOALS	DEVELOPMENTAL NEEDS	KEY QUALITIES	ATTACKING Player actions	DEFENDING PLAYER ACTIONS	PLAYER BEHAVIORS	COACH BEHAVIORS
"Playing my role and position for the team."	understanding of the meaning of role, position and task in a team  Experiences in game- like situations for the task specific Key Qualities of attacking	<ul> <li>Is coordinated in their movement</li> <li>Is adaptable and flexible in dealing with (unexpected) challenges and problems</li> </ul>	<ul> <li>Pass or dribble forward</li> <li>U7/U8</li> <li>Spread out</li> <li>Create passing options</li> <li>Support the attack</li> <li>U9/U10</li> <li>Create a 2v1 or 1v1</li> <li>Change the point of attack</li> </ul>	<ul> <li>U6</li> <li>Protect the goal</li> <li>Steal the ball</li> <li>U7/U8</li> <li>Make it compact</li> <li>Keep it compact</li> <li>Weep it compact</li> <li>Outnumber the opponent</li> </ul>	Ready and eager to learn	Come to training prepared with ideas to guide your players
Learning the fundamentals given his/her role, position,					Will try more complex tasks	Encourage players to be creative and try new things
and tasks in the 9v9 team.					Notice indifferences and unfair treatment	Be consistent in what you say and how you treat individuals/ the team
					Players will develop at different rates (gender differences in maturation)	Organize groups to guarantee fun and challenge for every player
					Like to organize themselves without the coach	Support their being independent and self-responsible
			U11/U12	U11/U12		
			<ul><li>Changethepace/ rhythm</li><li>Switchpositions</li></ul>	<ul> <li>Stay involved</li> <li>Mark the player/ mark the area</li> </ul>		

A>D Defend as quickly as possible (transition is always a part of attacking and defending but is not a focus for the Grassroots Coach). D>A Attack as quickly as possible (transition is always a part of attacking and defending but is not a focus for the Grassroots Coach).

GAME MODEL: 11v11

AGES: 13+

#### **11v11**



DEVELOPMENTAL GOALS	DEVELOPMENTAL NEEDS	KEY QUALITIES	ATTACKING Player actions	DEFENDING PLAYER ACTIONS	PLAYER BEHAVIORS	COACH BEHAVIORS
"Being the best player that I can be for my role and	Gaining understanding of the meaning of role, position and designated task in a team  Experiences of the alignment of position specific task execution during defending and attacking	ng of on and I task in a es of ent of necific tion	All Player Actions • Shoot • Pass or dribble	<ul><li>All Player Actions</li><li>Protect the goal</li><li>Steal the ball</li></ul>	Engage in problem solving activities	Use guided questions to support their thinking/decision making
position in the team."			forward • Spread out	<ul><li>Make it compact</li><li>dout</li><li>Keep it compact</li></ul>	Challenge ideas	Listen first and consider their perspective
Learning the alignment of the roles, positions, and			<ul><li>Create passing options</li><li>Support the attack</li></ul>	<ul><li>Pressure, cover, balance</li><li>Outnumber the</li></ul>	Demonstrate mood shifts	Be patient and consistent in your treatment
designated tasks in the 11v11 team.			<ul> <li>Create a 2vl or lvl</li> <li>Change the point of attack</li> <li>Change the pace/rhythm</li> <li>Switch positions</li> </ul>	Change the point of attack  Change the pace/ Change the pace/ rhythm  Stay involved  Mark the player/ mark the area	Differences between genders	Give each player individual attention and care
					Do not always play fairly	Encourage self-regulation, e.g. refereeing own games at training

A>D Defend as quickly as possible (transition is always a part of attacking and defending but is not a focus for the Grassroots Coach). D>A Attack as quickly as possible (transition is always a part of attacking and defending but is not a focus for the Grassroots Coach).