

The background of the slide is a dark, monochromatic photograph of a soccer player's legs and feet on a grass field, with a soccer ball positioned near the player's feet. A large, semi-transparent shield-shaped logo for Harbor Soccer Club is overlaid on the left side of the image. The logo features the text 'Est. 1982' at the top, 'HARBOR' in the middle, and a soccer ball with an anchor below it. The main title 'Harbor Premier Coaching Curriculum' is written in a large, white, sans-serif font across the center of the image.

Harbor Premier Coaching Curriculum

The Harbor Soccer Way

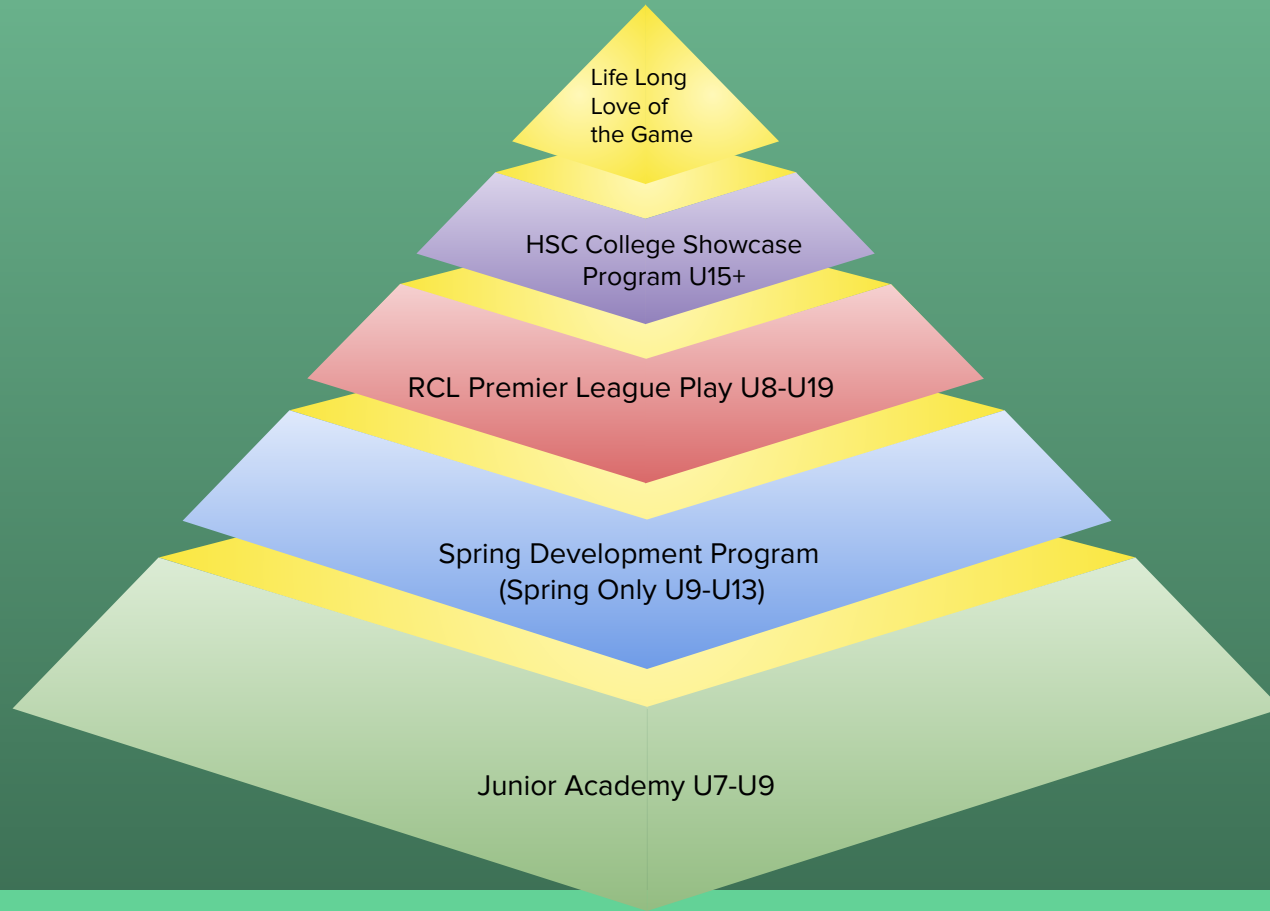
Harbor Soccer Club Philosophy

Harbor Soccer strives to create an environment in which young players are encouraged to develop their technique, skill, creativity and game understanding while not being fearful to try new things and possibly make mistakes. Learning takes place through both successes and failure and it is our belief that we should foster an environment where failure is not seen as the end result, merely a chance to learn, try again and ultimately succeed.

The Harbor Soccer Way

The goal of Harbor Soccer Club is to provide the best possible, all- round soccer experience for ALL of our players. Our development model closely follows the ideals described in the US Soccer Federation and US Youth Soccer curriculum. We endeavor to produce **Creative & Confident Players both on and off the ball** and to have players recognized for their creativity, flair and individual expression while still emphasizing the highest standards in sportsmanship, leadership, responsibility, teamwork & respect for others. We will base our successes on how well our players develop – not just on the pitch, but as young people, all while remembering that this is a competitive sport. If Harbor Soccer Club players are enjoying their soccer, advancing their skill level, being taught the beautiful game by enthusiastic, energetic coaches, then we know we will achieve great things.

The Harbor Soccer Way



Why train as a club and use a club curriculum?

- Using common themes creates unity and consistency of experience
- When players move from team to team and to different coaches expectation levels and knowledge is similar, taking less time to settle in
- Cuts down on planning time for current coaching staff
- New coaching staff can understand club themes and philosophy quicker
- Coaches can share knowledge quicker and easier with each other.

Joystick Coaching

- Joystick coaching is telling players when to pass, who to pass to, when to dribble, when to shoot, when to tackle.
- There is a misnomer about coaching that if you are talking to players that you are “Joysticking” players.
- If you are only ever silent on the sideline then you ARE NOT coaching.
- As a result, we need to find a blend between ‘silent’ coaching and ‘joystick’ coaching. Players need organizational help in games, because it’s difficult to replicate all the game’s nuances completely in practices.

In Game Coaching

- **Rarely coach the person on the ball** – Small information I.E telling a player to get their head up or to look at how to do something (Switch the field or find a route forward) is acceptable but direct information - What to do - takes away decision making processes
- **Focus on the players “off” the ball** - Reminding your players of movements, spaces and organization is important in the flow, because it’s difficult to “review” these decisions after the game with players.
- **Talk about decisions on the ball afterwards** - Say something to them after they have committed an action to help them make a better decision next time they’re in that situation.

In Game Coaching

- **Catch them being good** – Highlight positives loudly and with action – after a goal, ask for an air 5 from a player so they can see you are happy with them.
- **Use Visual Aids** - This helps players before and during the game - Cones set out in team formation, Tactical board to draw up scenarios etc,
- **Use Guided discovery** - Ask questions and let players solve the problem

Harbor Numbering Systems

- Each formation you are expected to use should be listed, however if you have another formation that you may want to use on a game day, please try to number appropriately
- Diagrams on each formation will be provided further in Presentation



"Formations do not win games, but they can lose them!"