

U13 SEASONAL TRAINING PLAN

space for transition practices.

✓ Games: 9v9 (3-4-1 formation).



25%

20%

3

4

5

20%

OBJECTIVES	ORGANIZATION					CONTENT DISTRIBUTION			
TECHNICAL: Focus on quality of passing and receiving	Sessions per week	2	Session Time	60-75'					
technique as well as ball control in game situations.	Players per team	14	Game Time	70′					
TACTICAL: Improve attacking coordinated movements and zonal defending. PHYSICAL: Basic development of speed, endurance and strength. MENTAL: Increase collective self-confidence. GAME: Coordinate possession, transition & finishing.	STRUCTURE		CONSIDERATIONS						
	Warm-up	5'	- Time of the pract						
	Physical	10-15'	- Size of the praction						
	Technique	10-15'	- Intensity of the p						
	Tactical	15-20'	- Rules						
	Scrimmage/Game	15'	- # of players						
	Cool Down/Debrief	5′	- Teammates - Opp support players	INTERMEDIATE STAGE					
End of Season Targets:	Comments:								
1. Passing the ball at speed in reduced spaces/time.	✓ Use the contrast of small spaces for possession and larger				TECH	TAC	DHVC	MEN	GAME

CONTENT											
TECHNICAL		TACTICAL PHYSICAL			MENTAL						
1. Passing & Receiving	5		Attacking Principles	5	I	Strength Endurance	1		1. Motivation	5	
2. Running with the Ball	2		2. Possession	5	rength	Explosive Strength	3	BASIC	2. Self-Confidence	4	
3. Dribbling	2	ŋ	3. Transition	5	TRE	Maximal Strength	1	BA	3. Cooperation	4	
4. Turning	4	CKING	4. Combination Play	5	is				4. Decision/Determination	3	
5. Shooting	5	TAC T	5. Switch of Play	3	삥	Aerobic Capacity	3	۵	5. Competitiveness	4	
6. Ball Control	5	AT	6. Counter Attack	2	SANC	Aerobic Power	3	ADVANCED	6. Concentration	1	
7. Heading	4		7. Playing out from back	5	DUF	Anaerobic Lactic	1	DVA	7. Commitment	5	
8. 1v1 Attacking	4		8. Finishing in Final Third	5	N N	Anaerobic Alactic	3	∢	8. Self-Control	3	
9. Shielding the Ball	3		1. Defending Principles	5		Reaction	5	ب	9. Communication	3	
10. Receiving to Turn	4	9 V	2. Zonal Defending	4		Acceleration	5	SOCIAL	10. Respect & Discipline	5	
11. Crossing & Finishing	5	NDING	3. Pressing	3	SPEED	Maximal Speed	2	S			
12. 1v1 Defending	4	DEFEI	4. Retreat & Recover	4	SP	Speed Endurance	3		-		
			5. Compactness	2		Acyclic Speed	5				

4. Flexibility & Mobility

7. Basic Motor Skills8. Perception & Awareness

6. Agility

5. Coordination & Balance

Work Load	1.	2.	3.	4.	5.
Key	Very Low	Low	Mid	High	Very High

2. Combination play and communication with teammates.

3. Combine endurance and speed during the game.