

#### CONDITIONING

Group Warmup (10-15' Activation/Run/Mobility)

+

# QUICKNESS

COD 1 - Off-line Running	x4 w walk recovery
<u>COD 4 - Multidirectional</u>	x2e/s w walk recovery
<u>K Drill</u>	x5 sets
Zig Zag 1 Drill	x4 sets

<u>18's</u>

# SKILLS

(10 minutes per drill)

## Stay Or Go Drill

## **Timing To The Line**

**Boundary Umpire Communication** 

Dribble and Tight Angle Kicks

Bread & Butters - On The Run

Bread & Butters - Static

Skills coaches to collaborate with state HPM to arrange sessions based off this template