(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

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6 - 8

AGES:

4v4

	DEVELOPMENTAL GOALS	DEVELOPMENTAL NEEDS	KEY QUALITIES	ATTACKING Player Actions	DEFENDING Player Actions	PLAYER BEHAVIORS	COACH BEHAVIORS
9	"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.	 Reads and analyzes situations regarding the structure of soccer attacking/defending/ transition Takes initiative-creates opportunities instead of reacting 	 Shoot Pass or dribble forward 	Protect the goalSteal the ball	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.	 Wants to score Shows comfort with the ball Is involved and engaged throughout every game/ training session 			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 	 Spread out Create passing options Support the attack 	 Make it compact Keep it compact Plus all player actions above 	Short attention span	Exercises are short and to the point, reminders are necessary
AGES 7 - 8	understanding of Ball experiences in game-like attacking, defending, and transition by key qualities of a player playing together Experiences of attacking and	 Understands where and when to move themselves and the ball Confronts situations 	Plus all player actions above	Live in the moment	Talk about what happens, not what happened		
		defending together (reading & decision making)	 Demonstrates bravery Delivers on agreements and promises Evaluates and reflects on their own performance 			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

AGES: 5-10

7v7

DEVELOPMENTAL GOALS	DEVELOPMENTAL NEEDS	KEY QUALITIES	ATTACKING Player actions	DEFENDING Player actions	PLAYER BEHAVIORS	COACH BEHAVIORS
"Playing as team."	relationships with the other players, how decisions and ng, movement affect others (teammates	 KQs of a 4v4 player: Aligns own actions with the other players, positions Challenges opponents Deals with adversity Is proficient in IvI situations to create or to steal/ regain the ball 	 U6 Shoot Pass or dribble forward U7/U8 Spread out Create passing options Support the attack U9/U10 Create a 2v1 or 1v1 Change the point of attack 	 U6 Protect the goal Steal the ball U7/U8 Make it compact 	Participate enthusiastically in competitive activities	Encourage them to try to win, but always be fair
understanding of attacking, defending and transition by playing as a 7v7 team					Practice repeatedly to get better	Recognize their effort, give them things to practice on at home
				Keep it compact	Take losing hard, in practice and games	Focus on how they play and improve, not the results
				 U9/U10 Pressure, cover, balance Outnumber the opponent 	Want to know "why"	Guide them toward finding the answers themselves
					Need lots of positive reinforcement	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 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: 9v9

AGES: 11 - 12

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." Learning the fundamentals given his/ her role, position, and tasks in the 9v9 team.	Gaining fundamental 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 and defending Experiences of position specific task execution during defending and attacking	 In addition to the KQs of a 7v7 player: Remains calm and composed Is technically proficient to be effective Is coordinated in their movement Is adaptable and flexible in dealing with (unexpected) challenges and problems Articulates their own learning needs 	 U6 Shoot Pass or dribble forward U7/U8 Spread out Create passing options Support the attack U9/U10 Create a 2v1 or 1v1 Change the point of attack U11/U12 Changethepace/ rhythm Switchpositions 	 U6 Protect the goal Steal the ball U7/U8 Make it compact Keep it compact Keep it compact U9/U10 Pressure, cover, balance Outnumber the opponent U11/U12 Stay involved Mark the player/mark the area 	Ready and eager to learn Will try more complex tasks Notice indifferences and unfair treatment Players will develop at different rates (gender differences in maturation) Like to organize themselves without the coach	Come to training prepared with ideas to guide your players Encourage players to be creative and try new things Be consistent in what you say and how you treat individuals/ the team Organize groups to guarantee fun and challenge for every player Support their being independent and self- responsible
				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

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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 position in the team." Learning the alignment of the roles, positions, and designated tasks in the 11v11 team.	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	All key qualities at U13+	 All Player Actions Shoot Pass or dribble forward Spread out Create passing options Support the attack Create a 2v1 or 1v1 Change the point of attack Change the pace/ rhythm Switch positions 	 All Player Actions Protect the goal Steal the ball Make it compact Keep it compact Pressure, cover, balance Outnumber the opponent Stay involved Mark the player/ mark the area 	Engage in problem solving activitiesChallenge ideasDemonstrate mood shiftsDifferences between gendersDo not always play fairly	Use guided questions to support their thinking/decision makingListen first and consider their perspectiveBe patient and consistent in your treatmentGive each player individual attention and careEncourage 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	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).

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