



## U8 Passing

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### Never Ending Passing Game

*The Objective of the game is to teach players the technique of passing*

*Surfaces of feet*

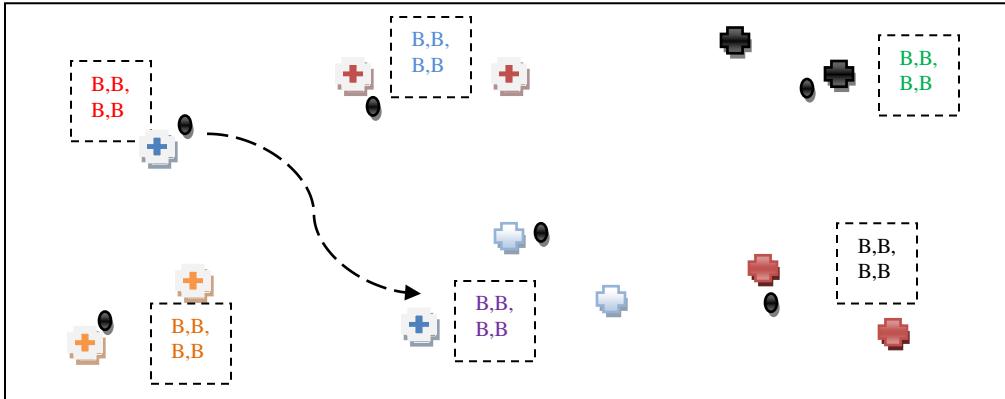
*Body Mechanics*

*Weight of the pass*

*Accuracy of the pass*

#### I. Set up(groups of two):

- Have each group make a square with four cones any were inside the playing area.
- Once the square is set up have each player take a group of bibs (pennies, balls or other items whichever one you have the most) inside their square.
- Set up as many square as you have pairs.



#### II. Game objectives:

- Each group must pass the ball to each other and take one item (B) form another square and bring it back to their square.

#### III. Teaching conditions:

- Manipulate the amount of passes allowed before retrieving the item.

- More passes will encourage short passing
- Less passes will encourage longer passes

- Players will have to decide where to move and support depending on the amount of passes

#### IV. Coaching Points and questions that could be asked in this activity:

##### a. Surfaces of the feet

- Show me a part of the foot to pass the ball with?
  - Inside, Outside, laces, soles, toes and heel

##### b. Planted Foot

- What is your non kicking foot for?
- Where does your non kicking foot need to be pointing?

##### c. Weight of Pass

- Do you have to hit the ball hard or soft if you only have two passes?
- If you have a lot of passes what type of passes would you use?
- If you have few passes what type of passes would you use?
- Once you get the bib (penny) where do you need to go to get the next pass?
- How do you need to pass the ball to get the bib back to your square quickly?

#### V. Variations

- Use ball instead of bibs

- Use a limited amount of balls to create a 2v2 and 2v2 etc.

- Better players may be going 2v4 or more in certain occasions