Heading Guidance

EADLINES

U15 U16

U18

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NO HEADING IN TRAINING IN THE FOUNDATION PHASE U6-U11

GRADUATED APPROACH TO HEADING FOR CHILDREN IN THE DEVELOPMENT **PHASE U12-U16**



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	Age	Ball size	Format	Frequency of heading in any one training session		Game context	
· · · · ·	U6	3	N/A				
	U7	3	Up to 5v5			s to provide an enjoyable and memorable experience for young children. ement and the mastery of both the body and the ball.	
	U8	3	Up to 5v5		n today's modern game, childre o encourage players to play thr	en will play on smaller pitches, with less players and with the retreat line rule rough the thirds.	
	U9	3	Up to 7v7	sessions at this age T	There is an emphasis at all levels to retain and love the ball. Coaches should use the time they have with players to maximise enjoyment and development of other skills,		
	U10	3	Up to 7v7	р	particularly the fundamentals of working with the ball in their hands and feet. Focus should be on learning to master the ball and the body through fun activities.	f working with the ball in their hands and feet.	
с	U11	4	Up to 9v9				
м	Age	ball size	Format	Frequency of heading in any	one training session	Game context	
х си си х	U12 U13	4	Up to 9v9 Up to 11v11	 Heading remains a very low priority, but limited heading may be introduced in training at this stage. Coaches may wish to introduce the technique of heading, due to heading being a part of matches at this age group. We strongly advise a maximum of one session per week with light balls, limited repetition of a maximum of five headers, using self-serve or short distances. These limited sessions should introduce the technique of heading and should always be unopposed. Heading remains a very low priority, but limited heading may be introduced in training at this stage. Coaches may wish to introduce the technique of heading, due to heading being a part of matches at this age group. We strongly advise a maximum of one session per week with light balls, limited repetition of a maximum of five headers, using self-serve or short distances. These limited sessions should introduce the technique of heading due to heading being a part of matches at this age group. We strongly advise a maximum of one session per week with light balls, limited repetition of a maximum of should introduce the technique of heading and should always be unopposed. 		The Youth Development Phase DNA continues to provide an enjoyable and memorable experience for young players. The priority as players get older is s fun, engagement and mastery of both the body and the ball. Players at this age are ready to cope with more decision making, which is reflected in the challenges provided in both training and games. This will still be done within an environment that is both supportive and positiv While there may be a small increase in the number of headers seen in the gan at this age group, it will remain a low priority when compared to other technic aspects of the game. Coaches should continue to use the time they have with players to maximise development of other key skills seen more regularly in the game at this age.	
	Age	ball size	Format	Frequency of heading in any one tro session	aining	Game context	
	U14	4		Players can be introduced to the basic conc in training with limited repetition. Coaches not focus on heading practice more than or session per week and limit the number of h per player to 10 per session . Coaches shou use a variety of distances relative to the ga	young players. should Priority is still fun, en ne Players at this age ar provided in both train supportive and positi	ent Phase DNA continues to provide an enjoyable and memorable experience f gagement and the mastery of both the body and the ball. e ready to cope with more decision making, which is reflected in the challenges ing and games. This will still be done within an environment that is both ve.	

Development Phase DNA continues to provide an enjoyable and e experience for young players. The priority as players get older is still gement and mastery of both the body and the ball. this age are ready to cope with more decision making, which is

hould continue to use the time they have with players to maximise the ent of other key skills seen more regularly in the game at this age.

ball size	Format	Frequency of heading in any one training session	Game context		
4		Players can be introduced to the basic concepts in training with limited repetition. Coaches should not focus on heading practice more than one session per week and limit the number of headers per player to 10 per session . Coaches should	The Youth Development Phase DNA continues to provide an enjoyable and memorable experience for young players. Priority is still fun, engagement and the mastery of both the body and the ball. Players at this age are ready to cope with more decision making, which is reflected in the challenges provided in both training and games. This will still be done within an environment that is both supportive and positive.		
5		use a variety of distances relative to the game at this age.	As players' knowledge of the game and physical strength develops, there will be more visible tactical use of restarts, resulting in an increased number of headers.		
5			There are key factors to consider when introducing the technique of heading		
5	Up to 11v11	As the game begins to replicate the adult game coaches should use a variety of heading situations players will experience during a game. This includes the introduction of contested headers. While you may now use match balls in the session light balls can still be used in training when practising the technique of heading.	 as part of a balanced programme, which include: Judge and adjust to the flight of the ball Attack the ball at optimum point Head contact and ball contact to control direction and distance of the ball Different types of headers will start to be used, so coaches can introduce position-specific moveme patterns. RECOMMENDATION: LIMITING HEADING IN TRAINING These recommendations have been developed to protect players welfare. As further research is undertaken this guidance will be reviewed and updated to reflect increased understanding.		

It is recommended that heading practice is limited to 10 headers per session and only one session a week where heading practice is included. Players should be responsible for monitoring their own heading activity.