

13 Qualities of Advanced Coaches



- **Enthusiasm** can keep players coming back even with a losing season
- **Integrity**
- **Common Sense**
- **Persistence**
- **Patience**
- **Insist on high standards and assists players in achieving them**
- **Open and inquiring mind**
- **Logical and analytical mind**
- **Knowledge of tactics, formations, systems of play, conditioning, coaching methodology, psychology, hydration, nutrition**
- **Ability to inspire players and take them where they could not go by themselves**
- **Act and Dress in a professional manner, take pride in HSC and your players**
- **Clear concise and effective COMMUNICATION**
- **Excellent observation and prioritization skills**





Recent information shared by some of the top U.S. and Foreign coaches and trainers to USSF ODP Directors regarding our top ODP players reveals:

- 1. The U.S. kids have all of the physical abilities. They can recover when beat.**
- 2. What they lack is the mental mindset of defending, to not get beat, and defending as a unit 1st, 2nd, 3rd defender roles respectively.**
- 3. They lack the possession and patience it sometimes takes to build an effective attack by breaking down their opponent, and the creativity to take players away to create space or runs without the ball and exploit opponents.**
- 4. They do not regularly watch the worlds top players, and when they do it is probably the wrong ones. Are they watching positioning and anticipation of players without the ball? Ask them who won the world cup and why ? Have them name some players from that team ?**



The USSF National Staff established the “Recommended Game Format for Youth Dev.”

And the “Youth Position Statements and Best Practices for Player Development” in 2005

U-6 3v3 U-7 4v4 U-8 5v5 U-9 6v6 U-10 7v7 U-11 8v8 U-12 9v9 U-13 11v11

Proven world wide to be the best player development system structure !

The rest of the soccer world is playing Small Sided Games when will we?

The HSC Academy will be structured small sided for player development

