

# Scoil Ui Chonaill Coaching Newsletter



Issue 1: February 2024

# **Newsletter Goals**

# The aims of the Newsletter:

To highlight the Key skills in both Hurling/Camogie & Football

 To allow coaches/mentors reflect on their players progress and level, and to identify gaps in learning that need to be addressed

To share resources and ideas to support coaches

# HURLING / CAMOGIE THE MAGNIFICENT 7



- Striking
- Blocking
- Rising
- Catching
- Hand Pass
- Hooking
- First touch

# HURLING / CAMOGIE : BACK TO BASICS

# **GROUND STRIKE**

#### **POSITION**

Side on to direction of strike Ball in front of forward foot

#### **COACHING POINTS**

Ready - Lock - Swing

Lock hands – Bend elbows

Hurl high, over away shoulder (Striking to right – hurl over left shoulder ..)

ONE fluid motion / arc

Strike sliotar with flat of bas

Hurl follows through in direction of strike

Transfer weight to forward foot



**CLICK PICTURE FOR VIDEO** 

# **Ground Striking Progression**

#### **BEGINNER**

- Striking stationary ball standing dominant side
- Striking stationary ball standing second side

This can be done with stake balls / loose sliotars...

Tyres are also a great way to strengthen swing

### **COMPETE**

With tyres – who can move their tyre to touch the cone first? (inches away!)

Distance, through a target...

### **IMPROVER**

- Run onto stationary ball and strike develop to both sides (rope balls here save a lot of chasing balls)
- Strike a moving ball, keeping it moving in same direction – develop to both sides

#### **ADVANCED**

- Strike a moving ball to reverse direction develop to both sides
- Change the direction of moving ball left, right, reverse - develop both sides
- Strike accurately in any direction through a target on both sides

### **COMPETE**

Races/relays, how many in a row, through a target, distance, conditioned games etc.

To ensure accurate delivery of oncoming sliotar – sliotar could be rolled.

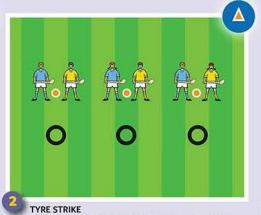
As players strike progresses, partners can strike to each other.

# **Ground Striking Exercises**

### **GROUND STRIKE PRACTISE THE TECHNIQUE**



**GROUND STRIKE DEVELOP THE SKILL** 



Players in pairs, one tyre per pair. Each player in turn strikes the tyre.

#### STRIKING IN PAIRS: ACCURACY

Players in pairs, one sliotar per pair. Players strike the sliotar through the goal to their partner.

#### **VARIATIONS**

The STEP method is a simple way to vary any exercise, drill, activity or game.



- sary the size of the playing area. Increasing the size can reduce the difficulty, decreasing the size can increase the intensity
- alter the task that players are expected to perform. Change the skill, add in additional skills or movements or alter the rules
- alter the equipment using a bigger or smaller ball, Hurley or against a wall may increase or decrease the challenge
- increase or decrease the number of players to vary the challenge, or introduce opposition, from token opposition to partial opposition to full opposition.

Mark out a course. Players to strike in turn through the goals and around the course.

FOUR GOAL GAME

Place 4 goals - 1 in each corner of the pitch. Teams attack and defend two sets of the goals.

#### DESCRIPTIVE ICONS

















# **LINKS**

Click on Links for videos

**Tyres** 

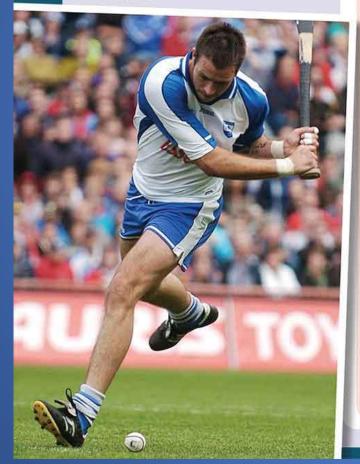
**Ground Striking Exercise** 

**Doubling on moving ball** 

# **GROUND STRIKE**



Striking the ball on the ground is one of the most important techniques in Hurling. It is important that players are encouraged to strike from the dominant and non-dominant side from an early age.



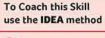
## KEY TEACHING POINTS



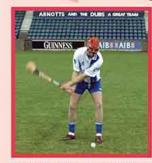
Adopt the Ready Position. Feet shoulder width apart.



Slide the non-dominant hand into the lock position. Bend the elbows to raise the Hurley.



- NTRODUCE the skill
- EMONSTRATE the technique
- (3) XECUTE the activity
- TTEND and provide feedback



Swing the Hurley down. Strike the sliotar flat on with the bas.



Keep the head down. Follow through in the direction of the strike.

#### **LOOK OUT FOR THESE COMMON ERRORS**

- Feet too close together
- Not standing close enough to the sliotar
- Lifting the head to follow the sliotar

# **GRIP & SWING GROUND STRIKE**







- Adopt ready position.
- Ball in front of non-dominant (weak) foot.
- Slide non-dominant (weak) hand into Lock Position.
- Elbows bent.
- Knees bent.
- Swing and strike ball flat on with bas with "wristy" action.
- Follow through to shoulder height.
- Transfer weight to nondominant leg.







Eyes on ball 'til strike completed.



Slide from Ready Position to Lock Position – follow through.



Ball in front of nondominant (weak) leg – feet shoulder width apart – transfer weight to nondominant leg.



Feet not too close together – stand close to ball – place bas behind ball before swinging – keep eyes on ball until swing completed. Nondominant hand slides from Ready to Lock Position for each strike.

# FOOTBALL: KEY SKILLS

- Catching
- Kicking
- Handpassing
- Soloing
- Blocking
- Rising Ball



# FOOTBALL: BACK TO BASICS



# **PUNT KICK**

#### **POSITION**

Head down

Eyes on ball

#### **COACHING POINTS**

- Hold ball firmly
- Eyes on the ball
- Step forward non kicking foot
- Release ball
- Kick with instep laces
- Toes pointed
- Opposite arm extends for balance
- Leg follows through in direction of target

CLICK ON PICTURE FOR VIDEO

# **Punt Kick Progression**

### **BEGINNER**

- Kicking from stationary position dominant side
- Kicking from stationary position second side
- Kicking on the move develop to both sides

### **COMPETE**

Distance, through a target...

### **IMPROVER**

- Kicking in accurate direction develop to both sides
- Kicking over the bar develop to both sides
- Kicking for Goal develop to both sides

### **ADVANCED**

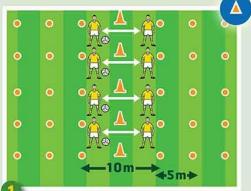
- Increasing distance
- Increasing accuracy / aim
- Judging height and distance required
- Selecting correct kick for situation
   All developed on both sides

### COMPETE

Races/relays, through a target, distance, conditioned games etc.

# **Punt Kick Exercises**

### **PUNT KICK PRACTISE THE TECHNIQUE**



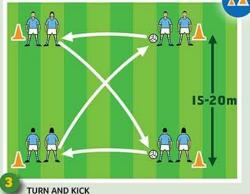
#### PARTNER KICK

Players in pairs. Mark out various distances. Players to punt kick to partner over each distance.



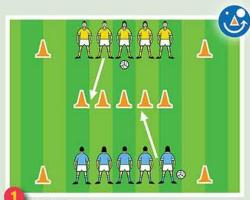
#### DOWN THE LINE

Punt kick to partner at other end of the channel.



Ball is punt kicked along the side and across the diagonal.

### **PUNT KICK DEVELOP THE SKILL**



#### HIT THE CONES

Players attempt to knock over the cones using the punt kick.



#### FOUR GOAL GAME

Place 4 goals - 1 in each corner of the pitch. Teams attack and defend two sets of the goals.

#### **VARIATIONS**

The STEP method is a simple way to vary any activity, game

- S pace ask equipment Players
- vary the size of the playing area. Increasing the size can reduce the difficulty, decreasing the size can increase the intensity
- alter the task that players are expected to perform. Change the skill, add in additional skills or movements or alter the rules
- alter the equipment use a bigger or smaller football, or playing against a wall may increase or decrease the challenge
- increase or decrease the number of players to vary the challenge, or introduce opposition, from token opposition to partial opposition to full opposition.

#### DESCRIPTIVE ICONS













# **LINKS**

Click on Links for videos

**How many?** 

**Punt kick passing** 

**Kick for Scores** 



# Technique

The technique involves kicking with the instep (laced part) of the foot in the direction of the target

# Key Points

Hold the ball firmly with both hands

Keep head down and eyes on the ball

Step forward with non-kicking foot and release ball into the hand at the kicking side

Extend opposite arm away from body to keep balance

Kick with the instep with toes pointed

Follow through in direction of target

# Hands -

Ball released into hand at the kicking side

It is important to keep your head down and kick with laced part of the boot in direction of the target



Eyes on the ball at all times

# Feet '

Step forward with non-kicking foot

Kick ball with instep and follow through in direction of target





# Common Errors

Not kicking the ball with the instep causes the ball to travel in the wrong direction

It is important to keep your head down and kick with the laced part of your boot in the direction of the

#### Error 2

Another common mistake is dropping the ball from the hand on the opposite side to the kicking foot

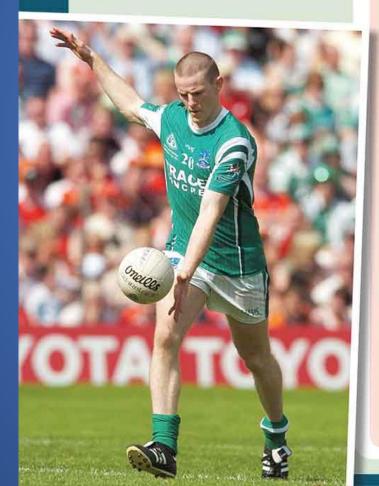
The ball should be released into the hand on the kicking side and the other hand is used to help maintain your balance



# **PUNT KICK**



The Punt Kick is one of the most common foot passing techniques in Gaelic football. It may also be used to kick for a score when approaching the goal straight on.



### **KEY TEACHING POINTS**



Hold the ball firmly in both hands. Release the ball into the hand at the kicking side. Head down, eyes on the ball.



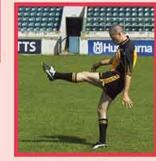
Step forward with the non-kicking foot. Drop the ball onto the foot.



Kick the ball with the instep of the foot.

- To Coach this Skill use the IDEA method
- **MTRODUCE** the skill
- EMONSTRATE the technique
- (3) XECUTE the activity
- A TTEND and provide feedback





Keep toes pointed. Follow through in the direction of the target.

### LOOK OUT FOR THESE COMMON ERRORS

- Lifting the head too early
- O Dropping the ball from the opposite hand
- Not keeping the toes pointed



**PARTICIPATION** 

& ACTIVE LIFESTYLE



F1 Nursery Coach 4-6 year olds

F2 Go Games Coach 7-12 year olds

F3 Youth Coach 13-17 year olds Adult Coach 18 Years+

T1, T2 & T3 Youth Coach (2nd Level School/County) 13-19 year olds

T4 3rd Level Coach Adult

E1 Intercounty Coach Adult







# **Mentors Info**

### Gear

- Mind & respect equipment / gear
- Need to teach players respect and responsibility for team gear
- At the end of 2024 season we will collect 70% of footballs from teams
- Club Gear must be bought from the shop/Niamh ensures consistent branding ONE CLUB ONE IMAGE

### **Club Grounds**

- Return shared equipment to container after sessions & keep the container tidy
- Return portable goals to area behind the main goals at club house end
- Stop children swinging on goals and climbing nets
- Start & Finish training sessions and matches on time
- Turn off lights (pitch and car park) & lock gate if last team there

# Mentors Info cont'd...

### **Child Protection**

- All Coaches , FLO & Helpers need: Garda Vetting & Completed the child safeguarding course & Club membership
- Female Liaison Offices (FLO): Needed on sideline for all training sessions/matches where girls are playing –
  cannot go ahead without a FLO
- Any issues or concerns contact Ciaran

# **Playing up younger players**

- Mentors of older teams should contact mentors of younger teams only (not parents)
- Mentors of younger teams should decide who plays up (rota system)
- Priority should be given to kids of the 'right age' ahead of younger kids

# Mentors Info cont'd...

# Respect

- Respect Referees
  - All mentors should be aware of regulations for the specific age group
  - Report any issues to Brendan (Boys CCC1) / Sean (Girls CCC1)
  - Scoil coaches asked to support and ensure Scoil Referees are protected from negative behaviour
  - Ensuring all mentors & parents are familiar with the rules that apply to the age group (especially at Go Games level) ensures everyone is on the same page
- Respect Team Mates
- Respect Coaches
- Respect Other Teams
- Respect Equipment
- Respect Club Grounds





# That's a Wrap

If you have any suggestions for the Coaches Newsletter or would like to get involved in creating content / sharing content, please contact Sinéad

at

secretary.scoiluichonaill.dublin@camogie.ie