

PROFILE OF A D LICENSE COACH



The profile describes the tasks, processes and competences of a D License Coach. The competencies are broken down in actions and outcomes. The profile of a D License Coach is an extension and culmination of the profile of the Grassroots Coach.

GENERAL INFO REGARDING THE ROLE OF A D LICENSE COACH CONTEXT OF THE GRASSROOTS ENVIRONMENT

The D License Coach:

- Helps players of any age develop, but the majority are between 6-13 years old
- Coaches players that are typically associated with a wide range of ability levels and experiences
- Creates an environment where motivation for playing is about participation and a love for soccer

PURPOSE OF THE ROLE

The D License Coach:

- Works towards developing to full potential through life-long learning
- Facilitates self-improvement in all 6 Tasks of a Coach: Coaching Games, Coaching Training Sessions, Managing the Performance Environment, Leading the Team, Leading the Player, Leadership
- Promotes Grassroots soccer, which provides continuous opportunities for players along their unique pathway/journey

RESPONSIBILITIES AND ROLES

The D License Coach:

- Creates game-like training sessions that encourage players' ownership (decision-making)
- Creates a game day environment that encourages players' ownership (decision-making)
- Uses the U.S. Soccer Grassroots Player Development Framework to support players in having fun and developing in a child-friendly environment through the sport of soccer
- Plans, executes, and evaluates coaching games and play-practice-play training sessions based on the stages of youth development for all four game models
- Builds and manages relationships with those who can influence the performance environment (parents)

TASKS AND PROCESSES OF A D LICENSE COACH COACHING GAMES

- Organizing and providing playing time for each player according to U.S. Soccer's Player Development Initiatives
- Reading the game based on the U.S. Soccer Grassroots Roadmap
- Setting developmentally appropriate goals for the game with your team based on the U.S. Soccer Grassroots Player Development Framework in all four game models (4v4, 7v7, 9v9, 11v11)
- Coaching team and players on game day
- Evaluates

COACHING TRAINING SESSIONS

- Planning and executing a Play-Practice-Play training session for all four game models in a pedagogically responsible way with a high-level of fun
- Demonstrating coaching points based on key words, guided questions, and answers
- Developing a one-week plan
- Evaluating

LEADING THE TEAM

- Demonstrating an understanding of age-appropriate team values for all four game formats (responsibility and accountability)
- Evaluating

LEADING THE PLAYER

- Understanding the development stage of all four game models and recognizing the relative ability levels, development characteristics, and individual needs of each player
- Support the player in a child-friendly environment to achieve learning goals
- Evaluating

MANAGING A PERFORMANCE ENVIRONMENT

- Building and managing relationships with those who can influence the performance environment
- Preparing and hosting a parent meeting
- Evaluating

LEADERSHIP

- Leading oneself by continuous learning
- Leading others by understanding the characteristics and importance of being a role model
- Self reflecting and self developing