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QPR FC
DSS Elite Coaching

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DeelySportScience.com



BACKGROUND

PLAYER

COACH





MANAGER



SPORT SCIENTIST





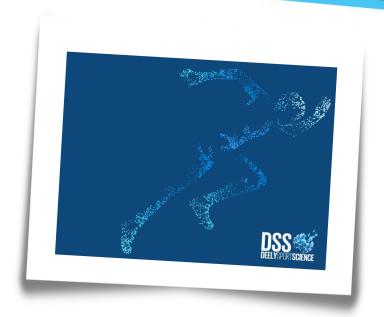




- BSc Sport Science
- MSc Strength & Conditioning
- MA International Relations
 - PhD Fatigue & Recovery in Elite Youth Soccer
- UEFA B football coaching



Preparing David to face GOLIATH – A case study



GAA Coach Webinar Series 2020







A CASE STUDY: LONDON GAA

HOW COULD WE COMPETE?



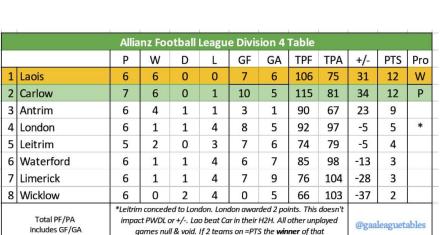




'A BETTER RESOURCED TEAM'

BEING DAVID IS PRETTY GOOD TOO!





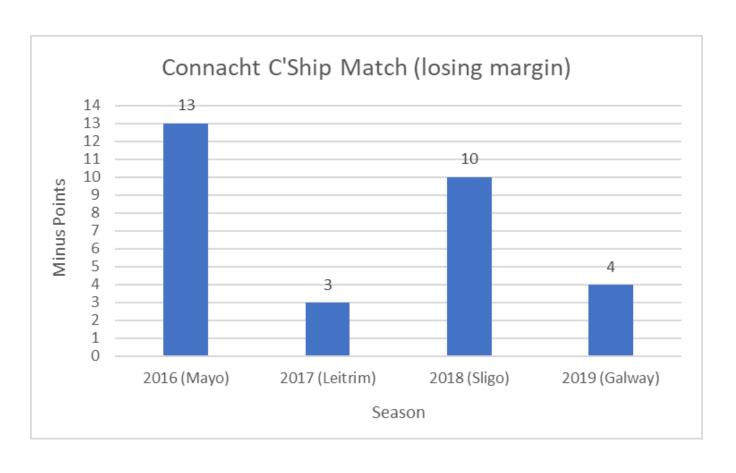
head-to-head is ranked first. For all other scenarios, we revert to +/-



11	Р	W	D	L	GF	GA	TPF	TPA	+/-	PTS	-
Derry	5	5	0	0	5	4	77	52	25	10	P
Leitrim	5	5	0	0	5	2	81	57	24	10	P
Limerick	5	2	0	3	3	2	55	59	-4	4	
Waterford	5	2	0	3	7	5	61	67	-6	4	
Wicklow	5	2	0	3	4	4	57	63	-6	4	
Wexford	5	2	0	3	3	10	56	78	-22	4	
Antrim	5	1	0	4	4	4	61	63	-2	2	
London	5	1	0	4	4	2	57	66	-9	2	
Total Points (TPF/TPA) includes Goals (GF/GA)		eams on a						@[gaaleag	guetabl	es

WHAT IS SUCCESS TO YOU?

WHY SHOULD YOU LISTEN TO ME...







'A GRAIN OF RICE' - PAIDI O SÉ









SHANE WALSH & RONALDINHO



'ALL ANIMALS ARE EQUAL...

...but some animals are more equal than others' George Orwell - *ANIMAL FARM*











HOW TO COMPETE

MONEY / GENES, FORESIGHT & EXPERTISE

Examples:

- Burnley FC (QPR FC) / London GAA
- Southampton FC / Tyrone GAA
- Man City FC / Dublin GAA







DAVID versus GOLIATH

IN ADVERSARY, THERE IS OPPORTUNITY...



OPPONENTS

LONDON

- Splits / Complacent?
- Wastage?
- Spoon-fed?
- Short-term / Pressure

Best Players

Funding / Resources

Facilities

Success / History

Core Group

Slim Line

Resilience

A Journey

Individualised Coaching

Innovative Sport Science

Excellent Support Staff

Band of Brothers!

6-STEP MODEL OF DEVELOPMENT

PLUS- PERFORMING ON THE BIG DAY (No.7)

Long Term

Planning

Support Staff

Sport Science

Coaching

Reflection





1). LONG TERM PLAN



CHALLENGES! • Belief / Patience / Courage / Values / Mission / Culture



2). PLANNING & ORGANISING

- Play to your strengths
- Collaboration / Bring people together
- Head of Operations

- Closely linked to Coaching
- Delegation
- Player ownership



3). SUPPORT STAFF

SPECIFIC PEOPLE FOR SPECIFIC ROLES



- Young & innovative
- Mentors
- Critical
- My Philosophy!
- Job Descriptions
- Change it up
- 'Great people make great players'
 Arsenal FC

THE MATRIX



Manager

Setting up a High-Performance Unit

Sport Scientists

Coaches

Players

Medical

Performance Analysts

County Committee





THERE TO SERVE THE INDIVIDUAL



COACHING & SPORT SCIENCE

'I WONDER IF WE COULD...'





COACHING & SPORT SCIENCE

CAREFUL OF TIPPING THE SCALES

Coaching

Sport Science

Position Essentials

IAPs

Performance Analysis GPS / RPE / Wellness Q

Periodised Plan

Physical Development

Nutrition / Psychology



4). SPORT SCIENCE INNOVATION

BRIDGING THE GAP - THE HEAVY LIFTING





STRESS-RESPONSE MONITORING

DAILY TRAINING LOAD & FATIGUE

- Smartabase Wellness Questionnaire
- RPEs
- STATSports GPS session Distance, HSR, Accels, Decels (Max Speed/Sprint Distance)
- Prescribed session thresholds (-10%, +10%, +20%)
- Qualitative chats with the players!

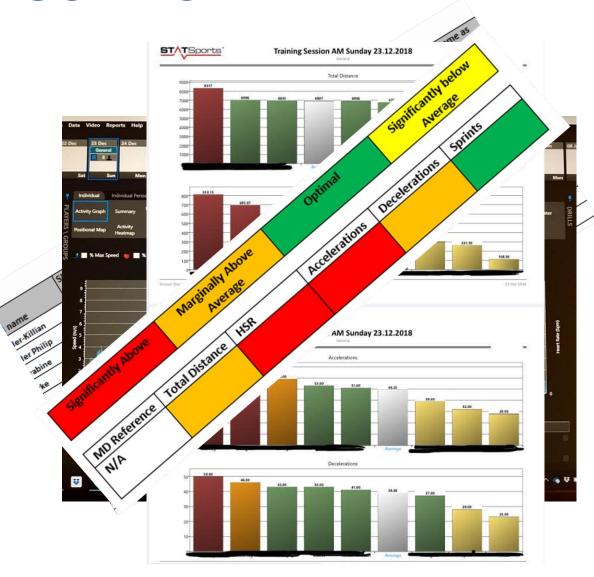




DAILY SPORT SCIENCE DATA

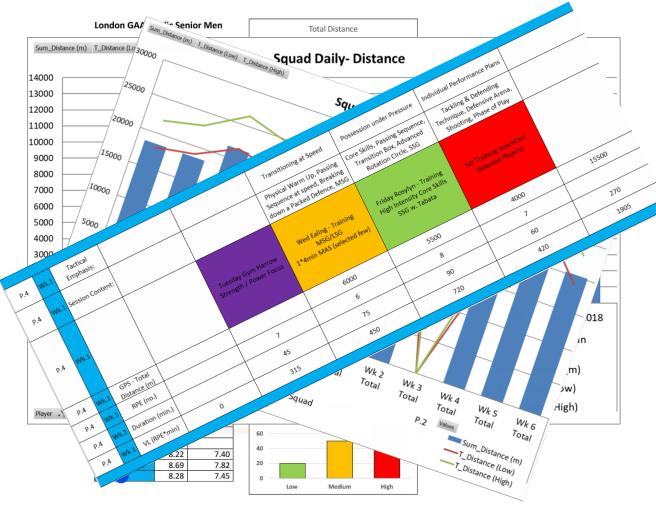
SESSION INSIGHTS

- Player Readiness to Train: mentally/physically
- Subjectively how hard was session (Duration/Intensity)
- Session Activity Trace
- Session absolutes (TD/HSR/Accel/Decel)
- Did session meet our prescribed thresholds?



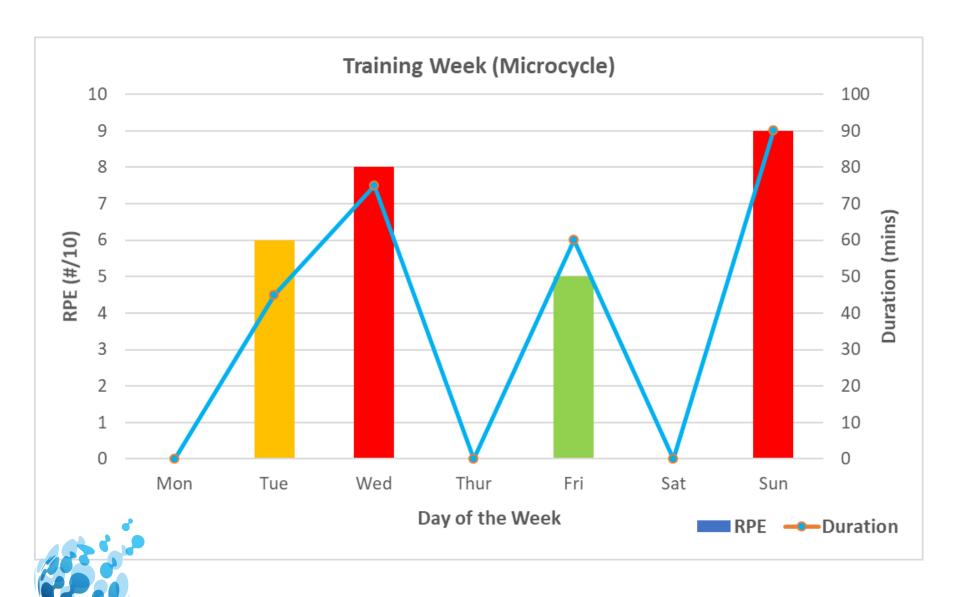
WEEKLY SPORT SCIENCE DATA

WEEKLY INSIGHTS



- Players hitting 90-100% Max Speed
- Microcycle Training Loads
 - Macrocycle Training Loads
- Periodised Plan: complete Sport Science/Coaching integration
 - ✓ Technical/Tactical/ Physical/Psycho-Social aspects

VISUALISE IT- HOW DOES IT LOOK?



DESIGN YOUR TRAINING WEEK

- 'Hybrid' Tactical Periodisation
- Isolation & Integration / with & without the ball
- Plan devised by Sport Science team & Coaching team
- What did the GAME teach you? (Performance backwards approach)

Rating of Perceived Exertion (RPE Scale)				
10	Maximal			
9	Really, Really, Hard			
8	Really Hard			
7				
6	Hard			
5	Challenging			
4	Moderate			
3	Easy			
2	Really Easy			
1	Rest			

Phase	Wk	Date	Monday	Tuesday	Wednesday	Friday	Sunday	Weekly Total
P.1	Wk.1	Session Content:	OFF	<u>Gym</u>	<u>Pitch</u>	<u>Pitch</u>	<u>Training Match</u>	
P.1	Wk.1	Tactical Emphasis:			Defensive Unit Practice	Counter Attacking at Speed	Match	
P.1	Wk.1	Session Content:		Individual Player Gym Programme	Core Skills, Tackling 1v1, Shooting for Goals, Small Sided Games	Ball carrying Warm Up, Passing Sequence, Transition Practice, Attacking Phase of Play, Medium Sided Games	Tactical Set Up, Physical Outcomes, Show Technical Quality, Mentality	
P.1	Wk.1	W/C 19.10.2019	OFF	Gym Session	PM Training- Croke Park Closed Skill Accel/Decel SSG 5 teams 5v5, 5*3.5mins 3*4min MAS Runs	PM Training- Croke Park Max Speed work Attacking Phase of Play MSG 3 teams 8v8 +8 , 3*5mins	Sun AM Training- Croke Park Chaotic Reactive Accel/Decel AvB Match LSG - 2 teams 15v135 2*30mins	
P.1	Wk.1	GPS - Total Distance (m)			7000	5000	8000	20000
P.1	Wk.1	RPE (no.)		6	8	5	9	
P.1	Wk.1	Duration (min.)		45	75	60	90	270
P.1	Wk.1	VL (RPE*min)	0	270	600	300	810	1980

Physical Development

MULTI-FACTORIAL

Periodised Plan

> Aerobic Development



Gym Programmes

PERFORMANCE

Locomotive Skills



Fitness Testing



PHYSICAL CONTINUUMS

INDIVIDUALISED PROGRAMMES

Aerobic Development Continuum

Session 1

Mode: Running (field, track or treadmill)

Sets: 1

Work: 24min (2 x 12 min runs)

Rest: 2min Intensity: 7/10

Approx Speed - 13km/h

Distance Covered on Pitch: 9 laps

Why: Improve aerobic capacity

Session 2

Mode: Running (field, track or treadmill) Sets: 5 x 4 min (fast as you can for 4 mins)

> Work: 4 mins Rest: 1min

Intensity: 7-8/10

Approx Speed – 15km/k

Distance Covered on Pitch: 3 laps minimum

Why: Improve aerobic power.

Session 3

Mode: Running (field, track or treadmill)

Sets: 8 x 2 min runs (fast as you can for 2 mins)

Work: 2 mins

Rest: 1 min rest in-between sets

Intensity: 8/10

Approx Speed - 17km/h

Distance Covered on Pitch: 1 1/2 laps

Why: Improve aerobic power

Session 4

Mode: Running (field, track or treadmill)

Sets: 6 x 1 min, 6 x 30 secs

Work: 1 min and 30 secs

Rest: 1 min rest in-between 1 min runs, 30 secs in-between 30 secs runs

Intensity: 8-9/10

Approx Speed - 21km/h

Distance Covered on Pitch: 1 lap (60 secs), 1/2 lap (30 secs)

Why: Improve anaerobic/aerobic capacity

- Locomotive continuum
- Individualised Gym Programme
- Criteria-based Fitness Testing
- Aerobic Development continuum
- Rehab Continuum
- SSG / MSG / LSG (Games)

Continuum	Aerobic Development	Locomotive Skills	Maximum Speed	Technical Skills
Level 8				Training in team session – full integration
Level 7	Position Specific Work	Modified training in team session – unopposed	Max with opposition player technical work ->50m being chased – chaotic state	Modified training in team session – opposed
Level 6	Lactate Stacking – 5*60 sec max runs w. 90 secs recovery	Team warm up unopposed	Max Speed Technical work with ball >40m with reactive decal and COD	Modified training with team part opposed
Level 5	3 x 4 mins Tabata Runs (20 sec: 10 Sec): 2 mins rest	Team warm up unopposed	Max speed runway 10m:40m:10m 100% - 2 x 6 reps	Modified training unopposed
Level 4	MAS - 4 x 4 mins (15 sec:15 sec): 1 min rest	Prescribed & Reactive COD	Straight line sprint 100% (50m) 1 x 6 reps: Max Rest	Long distance ball striking with explosive jumping.
Level 3	6 x 2 min runs with 1 min rest	Multi-directional Low-High level plyometric Jump & Stick – Bilateral/Unilateral	Sprint Runway 20m:40m:20m 90% - 2 x 6 reps	Short-Medium distance ball striking
Level 2	4 x 4 mins runs: 1 min rest (steady state 60-70%)	S Runs/C Runs/Y Runs 50% - 2 x 5 reps Acceleration / Deceleration	HSR runway 20m:40m:20m (Accel:Maintain:Decel) 75% - 2 x 6 reps : 30 sec rest	Dynamic ball skills/drills
Level 1	2 x 8 mins runs: 2 mins rest (steady state 50%)	Straight line running 50% 2 x 5 reps	Straight line running 50% speed – 2 x 5 reps	Static ball skills/work

PSYCHOLOGY / NUTRITION SUPPORT

FINDING THE LAST FEW INCHES

Psychology:

- Individual approach
- Group sessions
- Coach integrated
- Injured/Rehab player
- GPA support*



Both linked to individual player plan

Nutrition:

- Skinfolds
- Supplements advice
- Group sessions
- Click & Share meals
- Injured/Rehab player
- Lifestyle choices



5). INDIVIDUALISED COACHING

4 CORNER APPROACH – AGREED OUTCOMES



Example Inter-County Session Plan

Parc Ui Rinn	County Team 2019						Date:	06.07.2019
	Periodised Training Plan							
Periodisatio	Phase	Week	No. Players	GPS	Session	Volume	Intensity	Day
n Cycle	P.6	Wk.4	28	7,000m	3	90mins	8	Sat

1. Warm Up

GAA 15 Dynamic Warm Up

2. Technical Proficiency

Core Kicking Skills Practice

3. Locomotive Skills

Agility Mechanics & Reactive Agility

4. Principles of Play

5v2 Possession Boxes

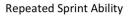
5. Tactical Awareness

Phase of Play - Counter Attacking at Speed

6. Games

3 Team Tournament Medium Sided Games

7. Fitness Development



DESIGN YOUR SESSION PLAN

- Periodised Plan
- What do you need to work on from your last game?
- Trade-off between THE PLAN and settling up the team!
- Sent to Players & Staff





SESSION PLANS

MDT TEAM - No Wastage

Team - Unit - Individual

Coach led

- Technical / Tactical outcomes
- Does every player achieve their outcomes





Parc Ui Rinn	County Team 2019 Date: 06.07.201									
				Periodised	Training Pla	n				
Periodisation	Phase	Week	No. Players	GPS	Session	Volume	Intensity	Day		
Cycle	P.6	Wk.4	28	7,000m	3	90mins	8	Sat		
				Warm-	Up (RAMP)					
Coach: Sport	Raise Bo	dy Temp.	Activate/	Mobilise	P	reparing for	Performan	nce		
Scientist &						Core Kick	ing Skills-			
Coach		lap jog;	GAA 15 Warm Up- Primal movements & dynamic stretches			1). Che	st Pass;			
Time: 20mins		haotic ng in centre				2). Curv	ed Pass;			
		pitch					Boot Pass;			
		. p				, .	Kick Pass;			
			AP)							
Coach: Sport		Agility I	Mechanics			Reactiv	e Agility			
Scientist										
Time: Smins	Mecha		ge of Direction		Races reacti	ng to differer	nt colour co	nes number		
		-	g Cues of COD		naces reacti		calls	nes, number:		
	2). 25m Races with cutting at 90° angles									
	Principles of Play									
Coach: Assistant				5v2 Possi	ession Boxes					
Assistant Coach										
Time: 10mins	4 Boxes 10m x 10m									
	5 Attackers v 2 Defenders - 60sec Reps Theme: Intensity in the Tackle (Defenders) & Possession in Tight Areas (Attackers)									
	meme, memory in the rouse (wereinvers) or cossession in right creas (attachers)									
	Phase of Play									
Coach:	Counter Attacking at Speed									
Manager										
Time: 20mins	Attack v Defence Set Up (4v7)									
	2 Additional Attackers coming from deep with the ball v 2 Defenders Defenders start high up pitch out of position									
	Theme: Attack fast before Defence has time to re-organise									
	Games / Match									
			Defende	ers start high fast before E	om deep with up pitch out o defence has tir	the ball v 2 D of position				
Coach: Head			Defende	ers start high fast before C Game	om deep with up pitch out o defence has tir s / Match	the ball v 2 D of position ne to re-orga				
			Defende	ers start high fast before E Game Medium	om deep with up pitch out o defence has tir s / Match Sided Games	the ball v 2 D of position ne to re-orga				
& Assistant Coach			Defende Theme: Attack	ers start high fast before t Game Medium : 3 Team	om deep with up pitch out o defence has tir s / Match Sided Games Tourament	the ball v 2 D of position ne to re-orga				
Coach: Head & Assistant Coach Time: 20mins			Defende Theme: Attack	Game Game Medium 3 Team	om deep with up pitch out of defence has tir s / Match Sided Games Tourament I Pitch - 9v9 pl	the ball v 2 D of position ne to re-orga				
& Assistant Coach			Defende Theme: Attack	Game Game Medium: 3 Team Medium Sized 6 x 3m	om deep with up pitch out of defence has tir s / Match Sided Games Tourament I Pitch - 9v9 pl ins Games	the ball v 2 D of position ne to re-orga ayers				
& Assistant Coach			Defende Theme: Attack	Game Game Medium 3 Team Medium Sized 6 x 3m eme: Counter	om deep with up pitch out of befence has tin s / Match Sided Games Tourament I Pitch - 9v9 pl ins Games Attacking at S	the ball v 2 D of position ne to re-orga ayers				
& Assistant Coach Time: 20mins			Defende Theme: Attack	Game Game Medium 3 Team Medium Sized 6 x 3m eme: Counter	om deep with up pitch out of befence has tin s / Match Sided Games Tourament I Pitch - 9v9 pl ins Games Attacking at S evelopment	the ball v 2 D of position ne to re-orga ayers speed				
& Assistant Coach Time: 20mins			Defende Theme: Attack	Game Game Medium 3 Team Medium Sized 6 x 3m eme: Counter	om deep with up pitch out of befence has tin s / Match Sided Games Tourament I Pitch - 9v9 pl ins Games Attacking at S	the ball v 2 D of position ne to re-orga ayers speed				
& Assistant Coach Time: 20mins Coach: Sport Scientist			Defende Theme: Attack	Game Medium: 3 Team Medium Sized 6 x 3m eme: Counter	om deep with up pitch out of befence has tin s / Match Sided Games Tourament I Pitch - 9v9 pl ins Games Attacking at S evelopment	the ball v 2 D of position ne to re-orga ayers speed				
& Assistant Coach Time: 20mins			Defende Theme: Attack	Game Medium Stand Ge 3 Team Medium Stand Ge 4 40	om deep with up pitch out of befence has tir s / Match Sided Games Tourament I Pitch - 9v9 pl ins Games Attacking at S evelopment Sprint Ability	the ball v 2 D of position ne to re-orga ayers speed				
& Assistant Coach Time: 20mins Coach: Sport Scientist			Defende Theme: Attack	ers start high fast before E Game Medium : 3 Team Medium Sized 6 x 3m eme: Counter Fitness D Repeated 6 x 40 @ 90% Sprint Du	om deep with up pitch out o befence has tir s / Match Sided Games Tourament I Pitch - 9v9 pl ins Games Attacking at S evelopment Sprint Ability m Sprints Max Speed aration: 6 sec	the ball v 2 D of position ne to re-orga ayers speed				
& Assistant Coach Time: 20mins Coach: Sport Scientist			Defende Theme: Attack	ers start high fast before E Game Medium : 3 Team Medium Sized 6 x 3m eme: Counter Fitness D Repeated 6 x 40 @ 90% Sprint Du	om deep with up pitch out o befence has tir s / Match Sided Games Tourament I Pitch - 9v9 pl ins Games ' Attacking at S cevelopment Sprint Ability im Sprints Max Speed	the ball v 2 D of position ne to re-orga ayers speed				

- Integrated Locomotive Skills / Aerobic Development
- Movement Clinic
- Rehab work



'GENERALIST' v 'SPECIALIST'

PERFORMANCE ANALYSIS



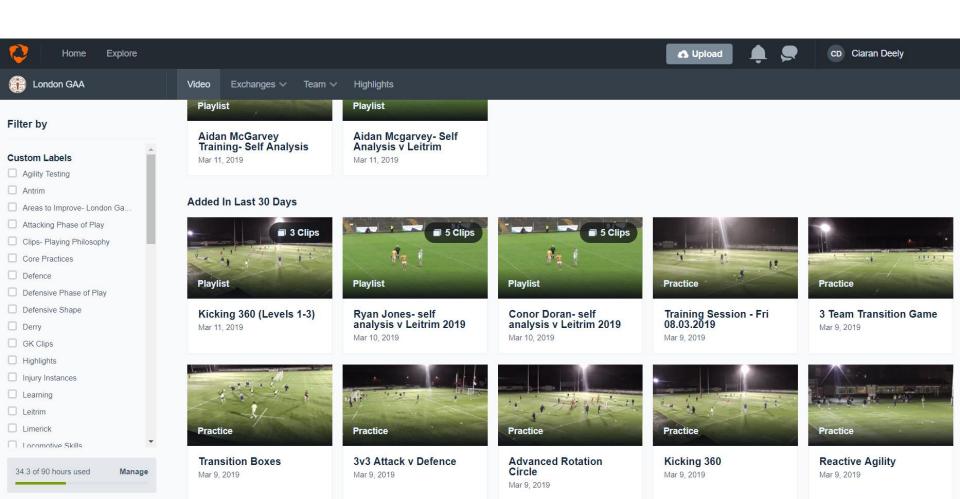




PERFORAMNCE ANALYSIS

PLAYER OWNERSHIP

- Interactive discussions with players
- Online video sharing platform (Hudl)
- Players do Opposition Team clips



BRINGING IT ALL TOGETHER

THE UNIT & THE INDIVIDUAL









FOCUSING ON THE INDIVIDUAL

John Wooden

 'Little details are vital, little details make big things happen'

Paudie Butler

 'Coaching in its deepest level is developing human potential'



Jim Gavin

'Maslow places self-actualisation at the very apex of the pyramid. His whole theory is about becoming the best you can be...my job is to get those players to perform at their very best'

London GAA Player

"I improve myself to improve the team"

POSITION ESSENTIALS



Position Essentials
Centre Backs

Who are we?
The Generals



What we do?					
Organise Defensive Structure	Mind The House (No shit talk!)				
Read The Game	Hold the Centre				
What do we need to be?					
Comfortable in Possession	Authoritative				
Communicate	Receptive				
Tactically Aware	Disciplined				
Strong Tacklers	Controlled				

Performance Fitness Testing- Player Profiling

Psychological Strength-based competencies Questionnaire

Principles & Sub-Principles being hit in trainin

PLAYMAKERS – 'THE PIVOTS'

POSITION ESSENTIALS



THE IAP PROCESS

Player 'INDIVIDUAL ACTION PLAN'

- <u>Tactical/Technical</u>— Coaches/Hudl/Position Essentials
- <u>Physical</u> Medical/Sports Science/Nutrition Departments
- <u>Psychological/Social</u> Psychology Department/Coaches
- Player-led / Coach-facilitated
- Initial meeting at Jan Training Camp
- 3 meetings throughout the season
- Improve yourself
 — Improve the team
- Corner-stone of all our work!



PLAYER IAP

My Mission Statement: To be the most intelligent player on the pitch & make the No.10 position mine!

My Super Strength: I understand the tempo of the game better than anyone else!





Technical:

- 1. Kick passing with both feet, 20-30m, using the 'skip pass'. When to stretch play and when to maintain position
 - 2. Breaking ball from KOs
- 3. Contact tackles, further up pitch

Tactical:

- 1. Getting into position to score from distance, out of the pocket
- 2. Supporting the ball at all times, being the pivot and linking play
- 3. Defence/Counter Attack: Pitch Geography! Controlled Possession- support play/to the ball!

IAP

Physical:

- 1. Body Fat <15%, aim <11%
- 2. Improve Aerobic fitness test result. Aim: <4.10
- 3. Decrease Upper body volume, increase intensity

Psych-Social:

- 1. Dictating play to the forwards
 - 2. Being more vocal on opposition kick outs

Relevant

Measurable

Specific

Excellent Example- lots of detail



6). REFLECTION

SO...YOU THINK IT'S HARD AT THE TOP?





- BRUTAL!!
- Myself 1st, 2nd & last!
- Nothing off the table
- Ferocious learners
- Next season...

CHAMPIONSHIP DAY

PERFORMING ON THE BIG DAY (No.7)

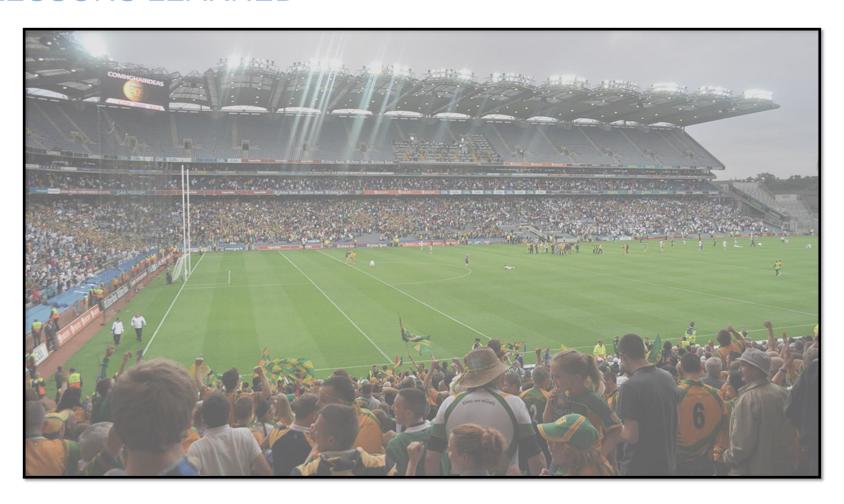
- Everyone know their job / role (Terry Phelan - Kerala Blasters FC)
- Embrace/enjoy the occasion
- Your HOME!



- You can do things you never knew were possible!
- Grasp the opportunity
- Be controlled, then reckless!
- Coaches job- get them to the finishing line, then players' job...

WHAT I GOT WRONG

LESSONS LEARNED



YOU WIN OR YOU LEARN

- Relationship with the person is the key
- Manage up also!
- Go with your gut



- Invest in the future from the beginning
- Compromise your values / rules for the Mavericks!

- Less Coaching, more Managing
- Even more R&R (can't afford injuries)
- More focus on Player lifestyle choices



- Less frustration when you lose
- Next game...always!

TAKE HOME MESSAGE



People

Start with Good People

All Sport Sciences

Testing/Nutrition/ Psychology

Values

Start with Why & Why Not

Culture

Player Ownership

Sport Coaching

Utilise Expertise





THANKS TO:











20% OFF DSS MEMBERSHIP

THREE MONTHS €45 €36
SIX MONTHS €80 €64
TWELVE MONTHS €160 €128

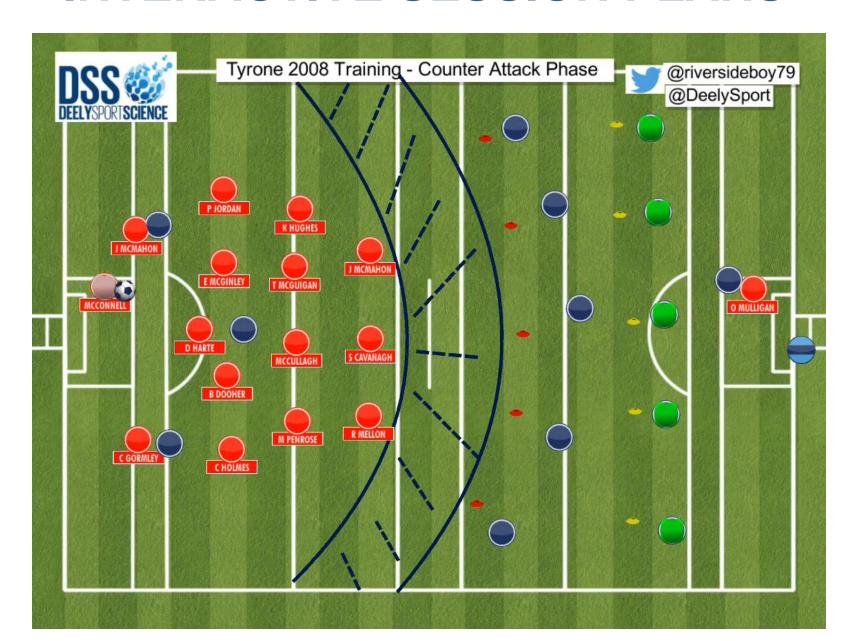
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INTERACTIVE SESSION PLANS



VIDEOS OF PRACTICES



Thank you for Listening!

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