Coach's Guide to Learn to Compete

Ages

Girls 15-18/Boys 16-19

Key objectives

Preparation for the competitive environment and performing under a variety of playing conditions; provide strong support network for continued development.

Physical Activity Guidelines

- Annual periodization
- Refine elements learned in earlier stages
- Understand importance of pre-habilitation, rehabilitation, rest, sleep, and nutrition
- Sufficient fitness and energy to manage training and competition in a healthy manner

Psychological

- Refine previously learned mental skills
- Players thrive on competition and love ultimate
- Players value competition and give 100% effort
- Players demonstrate confidence in game skills
- Players reflect after training and competition

Lifestyle

- Players learn to organize for travel
- Players refine rest, recovery, and regeneration strategies
- Life-long skills of fair play, dedication, integrity, etc.

Emotional Development

- Teens want to explore their own ideas
- Outside pressure to fit a role can cause confusion
- Parents/coaches living vicariously through a teen risk confusing the teen

Intellectual Development

- Abstract and hypothetical thought emerges
- Use of logical thought and deductions
- Systematic planning emerges

Moral Development

- Influenced by what others think
- Seek social approval.
- Learn that playing by the rules benefits them.
- Internal clash between following rules and knowing what is right (in some)
- Decisions based on higher ethical principles (in some)

Spirit of the Game

- Players demonstrate an advanced understanding and application
- Players exhibit positive SOTG in training and competition

Ultimate Specific Technical

- Throws/catches in competition successful with a high degree of consistency
- Consolidation of advanced throws through training into competition
- Consolidation of cutting skills
- Refinement and consolidation of defensive skills

Ultimate Specific Tactical

- Players show a thorough understanding of offensive and defensive strategies/tactics
- Introduce zone offenses and defenses
- Introduce transition from zone to one-on-one defense
- New offenses

Practice/Competition

- Players play a primary position and keep familiar with others
- Full-sized discs
- High school: ≤3 games/day, max 90 min games, 1-3 tournaments/season
- College/Club: ≤3 games/day, max 100 min games, 2-4 tournaments/season
- 40% practice/60% competition
- 2-3 practices/week, 1-2 weight sessions/week, 2-3 speed/agility sessions, 2-3 throwing sessions
- Season length: 4-5 months, 2-3 seasons/year
- Adequate recovery throughout the year