League Training Structures

Setting Up Training Programs to Achieve Your League & Team Goals



About Me & this Session:

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- Began playing roller derby in 2003 in Arizona when I was 35
- SoCal Derby Captain / Skater / Trainer
- Trainer / Skater / Rules rep for banked track derby
- Former WFTDA Rules Rep / WFTDA HotBOD founding Board member
- Current WFTDA Training Chair
- RollerCon Training Manager

AND NOW: An overview league training ideas from new skater training to charter teams and as much between as we can fit in an hour. We'll talk about basic goal-setting and benchmark measurement at several skill levels and take a look at ways to structure practices and season-length training plans, all with an eye towards achieving specific types of training goals.



BASICS

- 1. Figure out STAKEHOLDERS
- 2. Determine GOALS
- 3. Figure out TACTICS for MEETING THEM
- 4. Measure PROGRESS
- 5. Review & revise often

KEEP EYES on the PRIZE

Great training plans aren't something you create and implement.

They're always evolving, because your team(s) and league are, too.



Identifying Stakeholders & Goals

- Stakeholders
 - Usually Team Captains & Coaches
 - Start with a SMALL GROUP, CASUAL CONVO... work towards more formal "meetings"
 - Simplify initial conversations by starting with a VERY SMALL
 GROUP of committed stakeholders (not every reluctant co-captain, substitute boot camp coaches, etc.)
 - Consider an after-scrimmage or otherwise casual setting for initial convos, figuring out who the best stakeholders are
 - "Hey, got a minute to talk about training?"
 - if they never do, they're not good candidates for serious convos.





Initial Goal-Setting

FIRST TIME:

- Casual, low-stress setting <SoCal "meetings">
- If you're doing this right, there's lots of overlap
- Brainstorm big picture
- List everything big, small & otherwise sort it later
- Don't discount any ideas no matter how unlikely (ie: #1 RANK!)
- This is when to share dreams and inspire each other to think bigger
- Ask Stakeholders to ponder, then reconnect
 - Ask them to turn the brainstorming into a big-picture list of goals.
 - Move to email?
 - Another meeting?





League Wide Standards

ALL COACHES / CAPTAINS ON BOARD WITH STANDARD POLICIES

- Attendance overall
 - Team Captain ability to require additional attendance
- Late arrivals / early departures
- Minor injuries during practice
- Expectations for injured players (probably depends on team status)
- Return to play from larger injuries
- Appropriate behavior for skaters that can't hang
- WHAT ELSE?





Specific Single Practice Goals

- Structuring x-hour practices
- o Coaches on the same page with general structure?
 - All Coaches agree that league practices will include (just an example!):
 - Warmup
 - Active stretch
 - Skills x minutes
 - Scenarios x minutes
 - Contests / progress measurement (does not need to be tracked)
 - Fitness / cardio / laps x minutes
 - Cool down / Stretch



Short Term Goals

Make sure coaches agree on things like:

- Weekly themes, ex:
 - This week: all DEFENSE
 - Week two: Jamming skills
 - Week three: whatever!
 - Rules sections to determine each week topics
 - Game results?
- Tactics
 - Everyone working on particular types of strategy, no scabs



Skill Goals: Using CONTESTS & GAMES

- Coaches / Captains can make practices FUN but also use contests to encourage competition and measure skills in their team goal set, examples:
 - Faster skaters
 - RACES!
 - In Groups / Pairs, narrowing it down to "winner heats"
 - More tools in the box, like apex jumping, spinning
 - Catch the spinner contest
 - Incorporating skills into other races, like panty pass game
 - Using time counts to measure progress
 - 4 on 1, count how long it takes jammer to get out or push to pivot line
 - Compare that count to the next jammer
 - Using Cones to measure progress
 - Races that include stopping between cones, obstacle courses
 - WHAT ELSE?



Long Term Goals New Skater Training

New Skater Training / Bootcamp / Fresh Meat Programs

- Attracting / retaining skaters
- Safety!
- Skills
- Entertainment, friendship, etc
- Path to league citizenship
- Connection to the rest of the league / teams
- Boot camp coaching... testing & administration... coach training...
- What else?





Long Term Goals B / Home Team Training

- B Teams & Home Teams Training
 - Fun!
 - A path to more competitive teams
 - Intro to A team tactics / strategies
 - LOTS OF opportunities to play
 - Matinees / formal scrimmages (call them games!)
 - During-practice games with nearby rivals?
 - What else?





Long Term Goals A Team / Interleague / Charter Team Goals

- Including Season Goals & (to a lesser degree) Next-Game Goals
- Expectations Setting, Communicating & Measuring
- ASK team players for goals
- Competition / Ranking
 - Involving players in the PATH to ranking higher
 - What is current rank?
 - Who else is in that vicinity?
 - What games could help?
- Beating Specific Rivals WHICH ONES?
 - Studying rivals to inspire players to work harder
- Intra-team competition
 - Inspiring players to compete against each other
 - Measuring achievements; races & contests
- WHAT ELSE?



Measuring Achievements

Goals are WORTHLESS without regularly measuring achievements.

- Measure team progress with game performance, ranks, etc
 - o Explain predictions (FTS, etc) before, break down results after
 - o Celebrate victories!! Keep it positive, esp in group settings.
 - Discuss stats with the team and individuals. Tie playtime to concrete performance measures.
- Get players interested in their own progress
 - o at practice with games & contests
 - After games with stats (stats contests? Penalty contest)
 - Ask for their goals, review their progress with stats
- Training Team progress
 - Check in with coaches individually / as a group regularly.
 - LET THEM DISAGREE WITH YOU. Listen to them!
 - Revise training plans to keep them relevant.
 - Keep coaches talking to each other about training; inspiring each other
- HOW ELSE?



Most Important: **EYES ON THE PRIZE**.

Questions?

Comments?

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