Topic: Combination Play

Objective: To improve passing technique and introduce and train combination play (Wall Passes and take Overs)

Technical Warm up	Organization	Coaching Pts.
	Combination Square:	General
www.sports-graphica.com	In a grid about 25x25 yards, place 4 to 5 players in training vests. These players will roam around grid and give support to players with balls. 4 to5 players with balls dribble in grid looking to connect with support players to perform wall passes. Version 2: Build to take-overs Version 3: Wall passes and take-overs Time: 15 minutes	 Quality technique while passing and receiving Be patient & let opportunities develop Encourage finishing off of combination opportunities Positive environment to encourage creative and instinctive play Communication Wall Pass
Small Sided Game	Organization	• 1 st attacker dribbles at 1 st
www.sportin-graphics.com	4v4-1(4v3): In a grid about 30X35 yards with two 5 yard goals on each end line. Play 4v4-1, (4v3+GK). The -1 player is the Goalkeeper on defending team. When the defending team gets the ball they regain their fourth player. Encourage players to try to score after a wall pass or take over. Wall pass goal= 5 pts. Take over goal= 3 pts. Wall pass & take over = 10pts Time: 15 minutes	 defender 2nd attacker is slightly ahead of defender in good supporting angle turned sideways on 1st attacker reads defenders and supporting cues; decide to dribble or play a wall pass Disguise, deception of pass and runs Accuracy and quality of pass Look for opportunities to create numbers up situations (2v1, 3v1 etc.) Takeover 2nd attacker runs directly at the 1st
Exp. Small Sided Game	Organization	attacker from the opposite
www.sports-graphics.com	4v4 to Two Small Goals: In a grid 30x35 yards with four goals measuring 3 feet across in each corner, two teams attack two goals and defend two goals. To encourage combination play, the attacking team will receive 5 points if they combine with a wall pass or takeover before they score. Otherwise, they receive 1 point for scoring. Variation 2: Add a "plus" player who always plays for the attacking team if they cannot keep possession long enough to create a combination. Time: 20 minutes	direction 1st attacker protects the ball from the 1st defender by keeping body between ball and defender 1st attacker leaves the ball and 2nd attacker takes the ball using same foot (right to right or left to left) Simple communication: "take" or "leave"
Game	Organization	Coaching Pts.
Game	Play with Goalkeepers in a 45-60 yard long	• All of the above
6v6 Scrimmage COOL DOWN	by 35-45 yard wide field. Activities to reduce heart rate, static stretching	Time: 30 minutes
COOL DOWN	recurred to reduce heart rate, static stretch	ing & icview session — time to mill.