

**Topic:** Combination Play

Technical Warm up	Organization	Coaching Pts.
recrimear warm up	Combination Square:	General
www.sports-graphics.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	<ul> <li>Quality technique while passing and receiving</li> <li>Be patient &amp; let opportunities develop</li> <li>Encourage finishing off of combination opportunities</li> <li>Positive environment to encourage creative and instinctive play</li> <li>Communication</li> <li>Wall Pass</li> </ul>
Small Sided Game	Organization	• 1st attacker dribbles at 1st
www.sports-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	<ul> <li>defender</li> <li>2<sup>nd</sup> attacker is slightly ahead of defender in good supporting angle turned sideways on</li> <li>1<sup>st</sup> attacker reads defenders and supporting cues; decide to dribble or play a wall pass</li> <li>Disguise, deception of pass and runs</li> <li>Accuracy and quality of pass</li> <li>Look for opportunities to create numbers up situations (2v1, 3v1 etc.)</li> <li>Takeover</li> <li>2<sup>nd</sup> attacker runs directly at the 1<sup>st</sup></li> </ul>
Exp. Small Sided Game	Organization	attacker from the opposite
www.sports-graphics.com	Av4 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	<ul> <li>direction</li> <li>1<sup>st</sup> attacker protects the ball from the 1<sup>st</sup> defender by keeping body between ball and defender</li> <li>1<sup>st</sup> attacker leaves the ball and 2<sup>nd</sup> attacker takes the ball using same foot (right to right or left to left)</li> <li>Simple communication: "take" or "leave"</li> </ul>
Game	Organization	Coaching Pts.
7v7 Scrimmage	Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field.	• All of the above  Time: 30 minutes
COOL DOWN	Activities to reduce heart rate, static stretch	