

Combination Play

Coaching Points: Techniques of wall pass, takeover, overlap, Recognition of when to support and when to run into space, creating good support angles, acceleration after combination, eye contact, verbal and non-verbal communication.

Coaching Topics: Combination play out of the back, Combination play in the middle third, Combination play in the attacking third.

Warm-up

Partner Passing

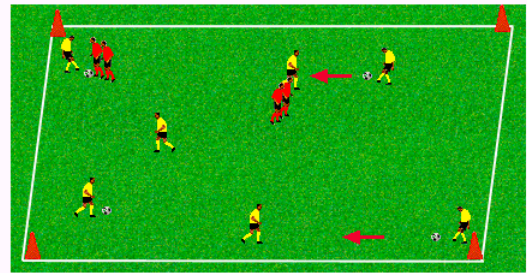
Players are in pairs with one ball. At first instruct the pairs to dribble, pass, and move with each other. 2) Whoever passes the ball runs around an outside cone. The receiver then dribbles away, lifts head up (eye contact) and passes to the player who is returning from their trip around the cones. Then the person who passed the ball runs around the cone and it is repeated. 3) Same as two except now the two players perform a wall pass.



Match Related

Partner Pass Tag

Players get with their partners and a ball. One or two pairs don't have a ball and hold a penny between them. They are "it" and must stay together holding the penny. The rest of the pairs have one ball and are trying to stay away from the players that are "it". The players that are "it" are instructed to try and tag anyone who does not have a ball. If a player gets tagged then they are now "it" along with their partner. The "it" players take their ball and the activity continues.



Match Related

Wall Pass Game

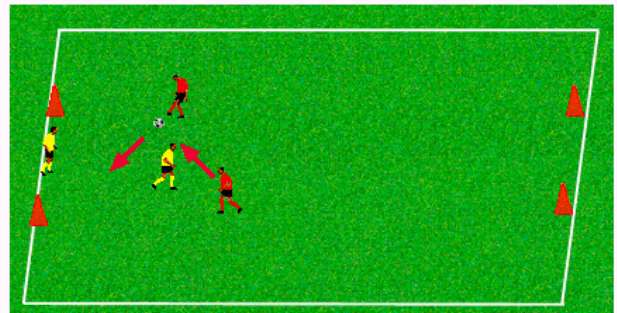
Divide the team into half. Give each half around 3 balls. When the activity starts they try and wall pass around someone from the other team. When that happens, they get a point. The person who was wall passed around, goes out, does a fun-little forfeit and goes back in.



Match Related

2v1, but in 2's

Players are in two's and play to small (6 steps) goals against another pair in an area of about 25 long by 15 wide. Whoever is on attack must always have two players, whoever is defending can only defend with one, while the other player has to go back in goal and may not use their hands to keep the ball out.



Match Condition

4v4

Look for combination possibilities and reward combinations with an extra point. Then after a bit, play normally.