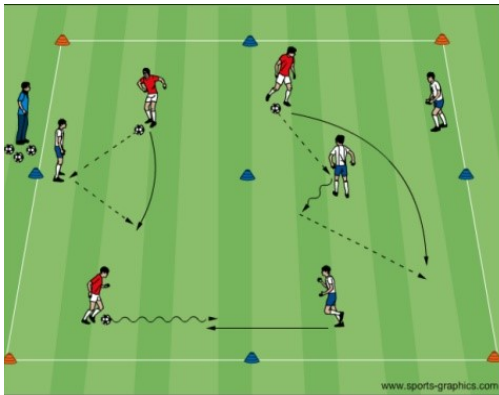
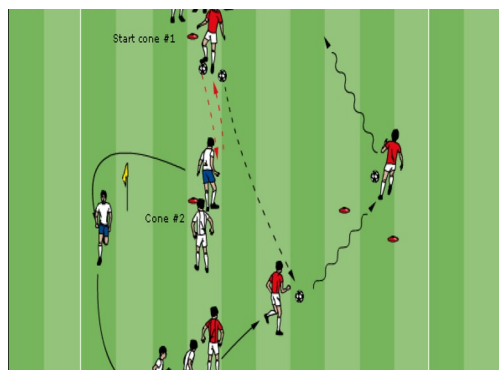
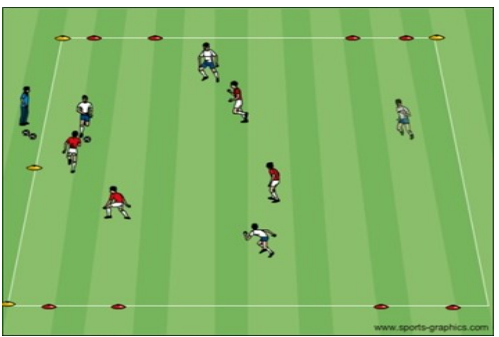



PLAY — PRACTICE — PLAY

“Combination Play”

**Dribbling move
Step Over**

<p>PLAY 10 mins.</p>	<p>Play- as players arrive have them join in a small sided game.</p>	<p>Set Up- 3V3 or 4V4 small games. -20yds X 20yds fields -Set up multiple fields if needed</p>	<p>Let them play</p>
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	<u>Activity Description</u>	<u>Set Up Diagram</u>	<u>Coaching Points</u>
<p>#1 15 mins</p>	<p>Combination Square 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 to 5 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</p>		<ul style="list-style-type: none"> • Communicate • Pace of the pass • Eye contact with the player • Keep the ball close to you
<p>#2 15 mins</p>	<p>3 Player Combination The first player at cone #1 passes the ball to the first player at cone #2 who passes it back. This player then passes to the first player at cone #3 who is making a short run into space to receive the ball and dribble through the cones and return to line #1. Everyone moves up one cone</p>		<ul style="list-style-type: none"> • Game speed • Keep the passes on the ground • First touch in the direction you want to go
<p>#3 15 mins</p>	<p>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.</p>		<ul style="list-style-type: none"> • Work together to score • Verbal & visual communication • Use support players to make attacking decisions • Encourage players to be creative and take risks near the end zone.
<p>PLAY 25 mins</p>	<p>Small Sided Games 7v7 small sided game.</p>		<p>Let them play</p>

5 Elements

- Organized**-set up and ready to go
- Game like**-activity must be game like
- Repetitions**-repetition on what you are trying to achieve

- Challenging**-players need to be challenged
- Coaching**-the right coaching based on the age/level of the players