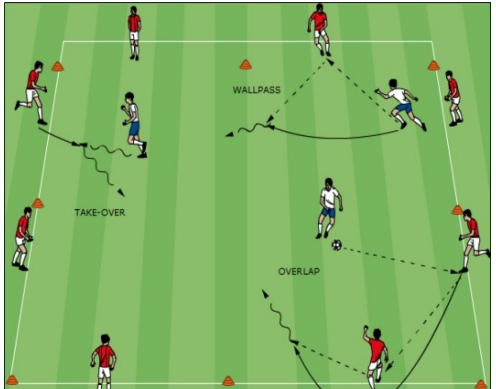
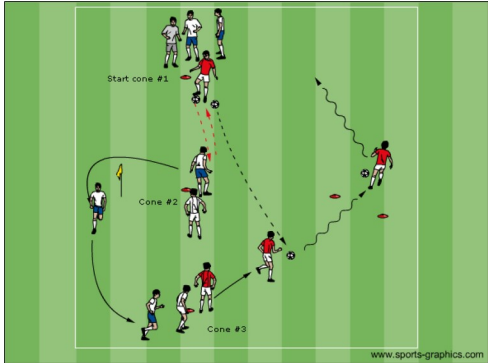
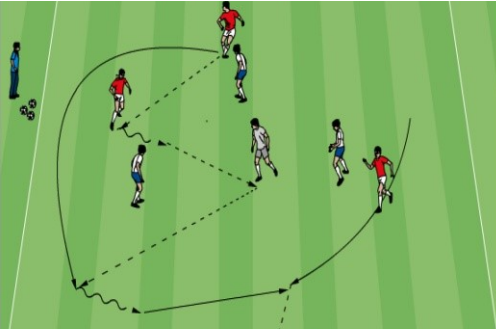



PLAY — PRACTICE — PLAY

“Combination Play”

<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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	<p>Activity Description</p>	<p>Set Up Diagram</p>	<p>Coaching Points</p>
<p>#1 15 mins</p>	<p><u>Dutch Square:</u> Half the players create a square in a defined space with a ball. Players without balls are in the middle and check to receive a pass from outside players. Once they are inside, players have the ball and they look to connect a pass with another outside player. Review technique of passing & receiving Introduce Take Overs, Introduce Wall Passes ,Introduce Overlaps</p>		<ul style="list-style-type: none"> • Quality technique while passing and receiving • Be patient & let opportunities develop • Positive environment to encourage creative and instinctive play
<p>#2 15 mins</p>	<p><u>3 Player Combination:</u> 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. After a few minutes switch the cones to the other side</p>		<ul style="list-style-type: none"> • Passes on the ground • Move quickly from cone to cone • Game like speed • Lead the player who is going through the gates • Time the run before receiving the pass
<p>#3 15 mins</p>	<p><u>3v3 or 4v4 +1:</u> In a 25x30 yd. grid, two teams of 3 or 4 players, each with a neutral player who plays for the team in possession of the soccer ball, will play to score by passing through the cones. A goal scored after a combination play is worth 5 points.</p>		<ul style="list-style-type: none"> • All of the above • Look for the combinations
<p>PLAY 25 mins</p>	<p><u>Small Sided Game</u> 9V9 scrimmage</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