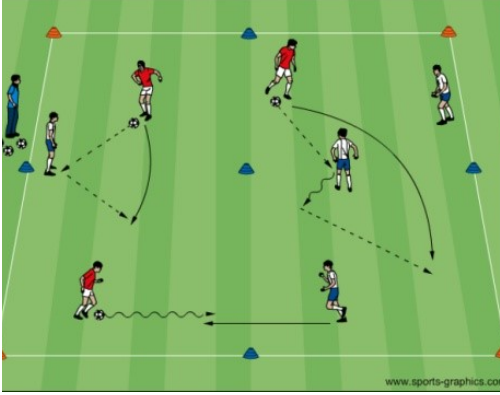
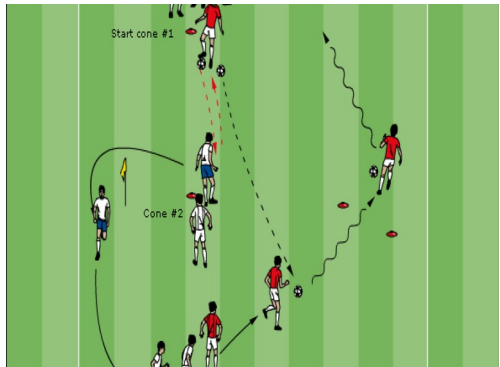
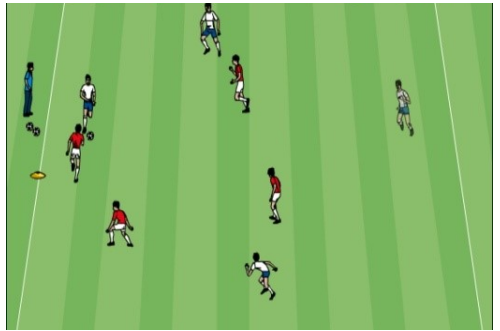



PLAY — PRACTICE — PLAY

“Combination Play”

**Dribbling move
Maradona**

<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>
<p>Activity Description</p>		<p>Set Up Diagram</p>	<p>Coaching Points</p>
<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.</p>		<p>Communicate to teammates Good body position to receive the ball Proper weight of the pass to the teammate</p>
<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>		<p>Take a “peek” and know what your options are -Execute a feint to unbalance the defender and dribble past them with a burst of speed -Encourage player to be creative with the ball at their feet</p>
<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.</p>		<p>Work together to score Verbal & visual communication Use support players to make attacking decisions</p>
<p>PLAY 25 mins</p>	<p>Small Sided Games 7V7 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