



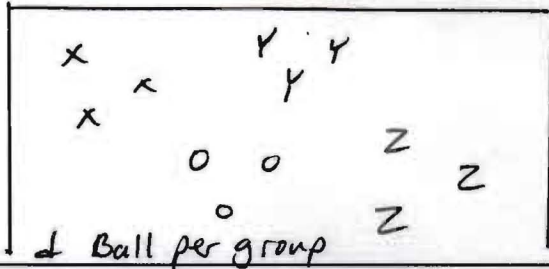
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 Area: CRRP # 4

Topic: Combination Play
 Objectives: Improve recognition/execution of combination

Organization and Equipment

Outfield Players [14] Goalkeepers [1] Balls [16]
 Other Equipment Pennies, 4x6 goals [4], 1 Full sized Goal

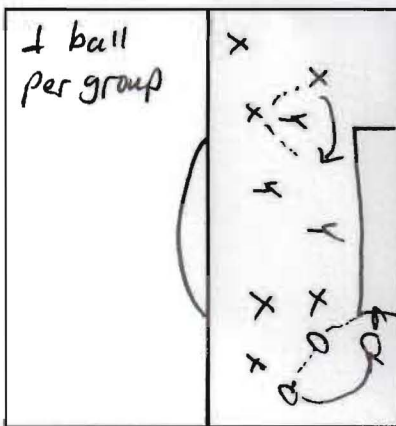
Warm Up 1/2 Field, Groups of 3



Coaching Points

Using 1/2 of a field (unrestricted space), organize players into groups of 3. If numbers don't allow groups of 3 with all players, add a 4th player to some groups of 3 as needed so all players are included. Have players warm up by passing the ball in their groups and moving off of the ball. Incorporate stretching. Introduce the 4 combinations to the players (wall pass, takeover, overlap and double pass). As you introduce each combination, stop play and provide a demonstration on each to "paint a picture" of the combination. Allow each group unrestricted and unopposed space to work on them. Continue to stretch as you work through the warm up.

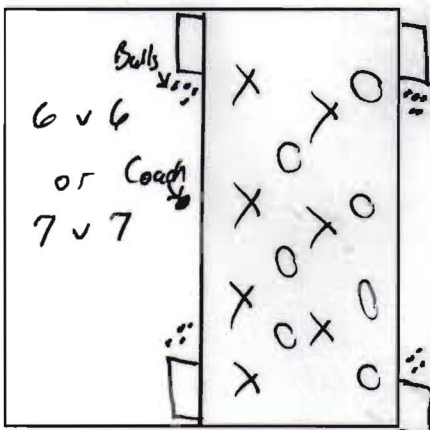
Exercise 1



Organization and Coaching Points

Move the players/groups into the penalty area (44 yards x 18 yards). The size of the penalty area and other players/groups will now serve as some light (unopposed) pressure. The players will pass within their groups and intermingle with the other groups of players. As they pass the ball around within their groups, they will use the players from the other groups to create combinations (you should see all 4). Encourage the players to recognize (have the vision) when a combination is "on" and execute the combination properly. Encourage the players to flow from one side of the penalty area to the other as they would move up and down a soccer field in a match so that they are reading the space and players as they would in a match making finding the combinations more realistic. Observe each group and see if they are finding the combinations. If they aren't finding them or you see they are missing them, freeze play momentarily, get in and show what combination was on and why and restart play. Stop play only when necessary. Allow the players to sort out the problem unless they cannot solve it. Give positive encouragement when players connect on a combination (do this in the flow of play so they continue playing), your recognition of their doing it right will spark them on to create more combinations. After you see they have the idea give them a water break and move on to exercise 2 with opposed pressure.

Exercise 2



Organization and Coaching Points

4 small goal game with game like opposition. Organize players into 2 teams. Field will be wider than it is in length to promote changing field direction. Each team will have 2 goals to defend and 2 goals to attack. Teams can only score goals that are created off of one of the 4 combination plays.
 Allow the players to sort out the problem for themselves. Allow unrestricted play without stoppages and make note of combinations that were on that teams did not take advantage of.
 Depending on how much time is available, allow players to play for 10 minutes and then stop play to discuss what combination decisions their making and provide some ideas of how they could have completed some that they did not take advantage of in the previous 10 minutes of play.
 Play for an additional 10 minutes without stoppages and see if they can recognize and execute more combinations.

