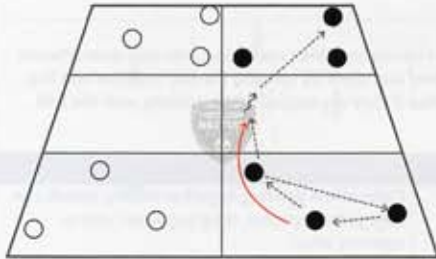


Topic: Combination Play

Objective: Increase awareness and speed of play in attacking combinations

Session Part: Technical Warm-up



Powered by academyssoccercoach.co.uk

© Challenger Sports 2016

Organization

Time: 15

Area: 50x30
 Numbers: 12

2 groups of 3 play together in opposite end zones. One group of 3 must combine 3 passes before the coach calls out a combination that they must perform before passing to the other group of 3. The combinations may be an overlap (as the image demonstrates), through balls, 1-2's, take overs etc.

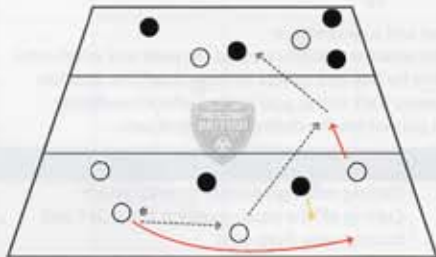
Progressions

The combination must take them into the center zone, so the final pass or touch in the combination sends the ball to the middle channel before the switch.

Coaching Points

Timing and release of passes.
 Weight of passes.
 Communication between the two players involved in the combination

Session Part: Small Sided Game



Powered by academyssoccercoach.co.uk

© Challenger Sports 2016

Organization

Time: 20

Area: 50x30
 Numbers: 12

In the end zones of the warm up grid, players now go 4v2 to combine to switch. If the 4 players successfully combine into the central zone they look to play into the opposite 4 (this player then recovers to their zone). Should the defenders win the ball they pass across the grid to a defender in the opposite end zone. Defenders win 1 point for this as attackers win 1 point for combining and switching.

Progressions

Add an additional defender into the central zone

Coaching Points

Pass quality into the opposite end zone.
 Recognition of 2 player passing opportunities.
 Decisions on which type of combination to play.

Session Part: Expanded Small Sided Game



Powered by academyssoccercoach.co.uk

© Challenger Sports 2016

Organization

Time: 25

Area: 50x30
 Numbers: 11

4v4+3

Two teams of 4 score in opposite goals with the ability to use the 2 wide and 1 central neutral players. All combinations are possible so players should look to use as many as possible.

Progressions

Only goals scored with 1 of 2 certain combinations count

Coaching Points

Speed of play should be fast.
 Player acceleration following the combination to run with the ball or dribble away.

Session Part: Game



Powered by academyssoccercoach.co.uk

© Challenger Sports 2016

Organization

Time: 30

Area: Full Field
 Numbers: 11v11

4-2-3-1 vs 3-5-2

Congested midfield to force play wide or use combinations to get through central areas.

Progressions

Goals directly following combination play are worth double.
 Give specific combinations a set amount of points e. g. a 3rd man overlap=3 goals

Coaching Points

Co-ordination between players and communication during combinations