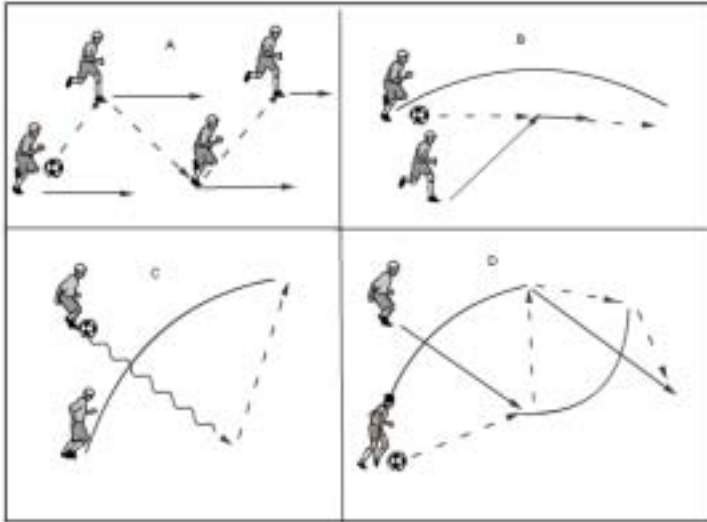


COMBINATION PLAY 2

Combination play is use of passes by two or more player to beat opponents. Combination play can take place on any part of the field by any combination of players and can be any number of passes.

The following series of drill will enable coaches to train and coach their players in the basics of using combined play to beat opponents.

Pairs Passing



Set-Up

Using various parts of the field, players participate in drills A, B, C and D. Space will vary with age.

Sequence

Players use a variety of passes to practice combination play. Players may either rotate between stations A., B, C and D after a set period of time (5-10 minutes) or all players can do the same drill and everyone changes to the next drill at the same time.

Station A

- Players use diagonal passes into the path of their partner.

Station B

- Players make forward passes into a forward run and then overlap.

Station C

- Player dribbles and then makes a diagonal pass to player running off the ball.

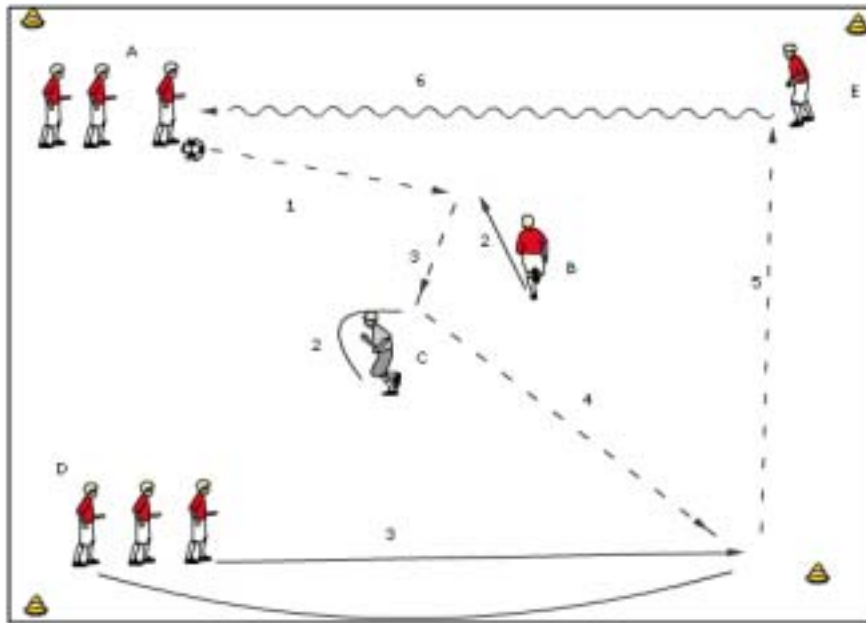
Station D

- Player passes forward or square to a player making a diagonal run. Continue with a series of diagonal and square passes.

Coaching Focus

1. Accurate passing.
2. Eye contact with partner.
3. Pass into the path of the running player.
4. Pace of the pass.
5. Communication, communication, communication. This is essential between the player wanting the pass and the passer.

Center Combo



Set-Up

Use 9-16 players (numbers can vary with ability and age of the players) in a 30 x30 yard grid marked by cones and a supply of balls.

Play for 15-20 minutes

Sequence

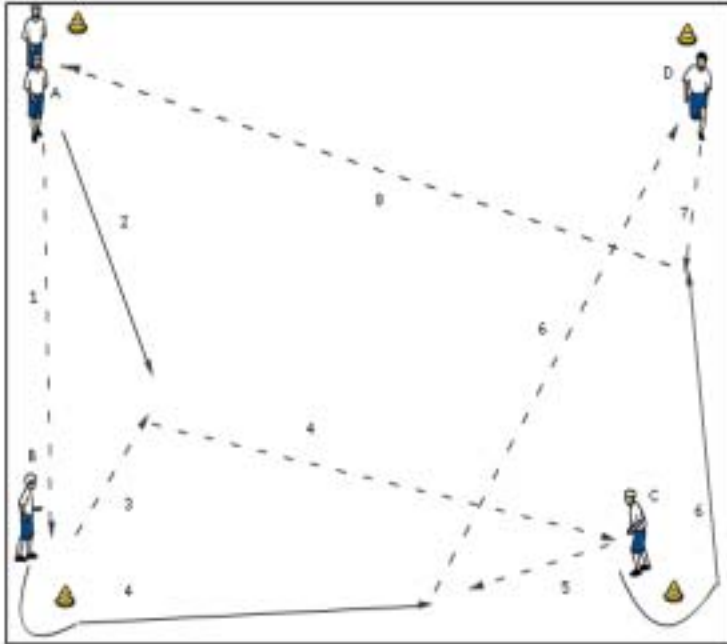
- Players follow their pass and replace the player to whom they pass.
- Player A passes to player B in the center of the grid.
- Player B checks back to the pass and then passes to Player C who has made a hook run to come to the pass from B.
- Player C passes to Player D who starts his run as soon as player B receives the pass from Player B.
- Player D passes to Player E who dribbles to the end of the line with Player A.

Progression

1. Start with three touches for younger players and progress up to one touch for elite or more skilled players.
2. Larger grid for longer passes.

Coaching Focus

- Accuracy of passes.
- Pace of passes.
- Communication – “call for the ball”.
- Timing of the pass – pass at the right time either into the feet of the player or into the path of the player that is running.
- Pass to the correct foot. Pass to the right foot of a right footed player and to the left foot of a left footed player.



Set-Up

Use 6-12 players (numbers can vary with ability and age of the players) in a 20 x 25 yard grid marked by cones and a supply of balls.

Play for 15-20 minutes

Sequence

- Players follow their pass and replace the player to whom they pass.
- Player A makes a long pass to player B and follows his/her pass.
- Player B plays short lay-off combo to Player A.
- Player B then runs around a cone towards player C.
- Player A plays long ball to Player C who lays off a short combo to Player B.
- Player C runs around a cone towards Player D.
- Player D makes a short lay-off combo to Player C
- Player D makes a long pass to Player A.

Progression

1. Start with two or three touches for younger players and progress to one touch for elite or more skilled players.
2. Larger grid for longer passes

Coaching Focus

- Pass and Move Quickly – Speed of Play
- Accuracy of passes.
- Pace of passes.
- Communication – “call for the ball”.
- Timing of the pass – pass at the right time either into the feet of the player or into the path of the player that is running.

- Pass to the correct foot. Pass to the right foot of a right footed player and to the left foot of a left footed player.

Combo with Finish



Set-Up

Use 12-16 players in a half field.
Play for 15-20 minutes

Sequence A, B, C, and D.

- Player B passes to Player C.
- Player C passes to Player A who has come forward.
- Player A passes to Player B who has overlapped Player C.
- Player B takes the ball to the end line and inside to pass to Player D making a run to goal.
- Player D shoots on goal.

Sequence E, F, G, and H. (E starts as Player B starts his/her overlap)

- Player E makes a diagonal pass to advancing Player F.
- Player F passes to Player G who returns the pass back to the still advancing Player F.
- Player F passes to Player E who has made a diagonal run to the corner.
- Player E dribbles to the end line and passes to an advancing Player H.

Progression

1. Players A, B and C can use various passing combinations before passing to Player B overlapping.

Coaching Focus

- Pass and Move Quickly – Speed of Play
- Accuracy of passes.
- Pace of passes.
- Communication – “call for the ball”.
- Timing of the pass by Players B and E to advancing shooters D and H.
- One time shooting (one touch).