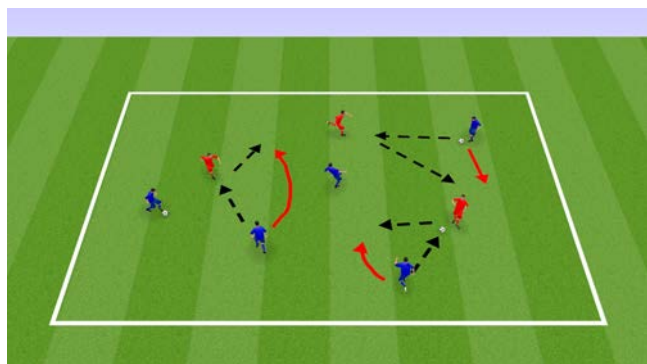


Skills Center - Combination Play Final

Category: Technical: Movement off the ball | **Difficulty:** Academy Sessions



Reseller-Club: Premier Users' Club
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Skills Center - Combination Play 1

[Skills Center - Combination Play]

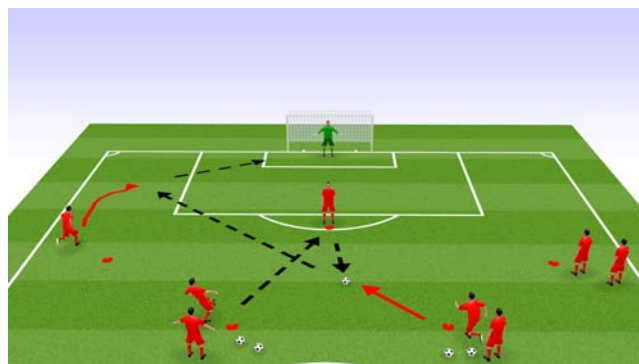
Part 1 - Grid Support Play

[Setup]

1. Setup a grid large enough to utilize space based from your player number
2. Put the players into 2 teams, with the [RED] team with less numbers, acting as the support / wall players [ie. 5 v 3 / 6 v 3]
3. [BLUE] players all have a ball and dribble around the grid working on exploring open space with touches in stride (laces)
4. [BLUE] players pass a ball into an open [RED] player who then provide a support / wall pass back into space

[Technical]

1. Focus should be on:
 - [BLUE] players moving into open space with a change of pace and not always in straight lines
 - Body shape of both players involved with the combination play
 - Communication to keep the technical focus clean
 - All balls played on the floor with good weight based on the timing and speed of the runs
2. Touch restrictions can also come in to play with the Support players [RED]
 - If playing with 2 - Touch for example, the [BLUE] player can be coached to move to a diff angle all together
3. Progression can also be made as such:
 - Take 2 balls out of the grid which leaves the [BLUE] team with a few players without a ball
 - [BLUE] now plays a pass into [RED] who then plays that supporting pass to a [BLUE] player that does not have a ball
 - Touch restrictions can come in if the group is picking it up quickly



Skills Center - Combination Play 2

[Skills Center - Combination Play 2]

[Setup]

1. Place 5 cones according to utilize the space in the diagram for their field size [This drill can also use 4 cones if numbers are smaller]
2. Players at the top start with a pass into the Central Midfielder who lays it off for the opposite top player
3. That player moves onto the pass and plays it through to the weak-side player who goes to goal
4. The next ball can come in from the other starting side
5. Rotation can be: player who plays a through ball becomes the first target player | player who plays the first supporting pass as the target player becomes a wide player

[Technical]

1. Movement off the ball in this rotation is crucial
2. Before receiving a pass all players must be checking away from the ball to create space
3. Passes should always be made in front of the target forcing them to continue coming to the ball
4. Wide player should focus on timing the run and ensuring it is in line with the back post, which creates the necessary run BEHIND the defender and not straight to the baseline of the field

[Additional Progression for Elite Groups upon Success]

This drill can also add additional passing.

1. Wide player plays a pass back into the first target player who has timed and arched their run, to finish on goal
2. First pass gets played to the target player and back to them again, who plays it to the weak side for a finish
3. Height of the through ball can be raised for a chip or a header

Contact us for additional patterns if interested.



Skills Center - Combination Play 3 (Mini 2v1 game)

[Skills Center - Combination Play 3 - Mini 2v1 game]

[Setup]

1. Set up an approx. 20 x 20 grid with 2 mini goals on the baselines of the field with spare balls in the goals
2. Make groups of 4 and combine them into teams of 2 v 2
3. Teams play against one another - the team without the ball has a player dropping back to play GK [2 v 1 going to goal]
4. Once the defending team gains possession of the ball, the roles switch (now defending team sends a player back to GK)
5. Ensure the team in possession has a restriction before scoring (ie. 1 - Touch finish, 2 passes before finishing)
6. With odd-number teams, one team could potentially rest while other teams are playing if games are kept in small timelines

[Technical]

1. With a smaller field, players need to think quickly and play fast to utilize open space in pressured situations
2. Balls should be mainly played on the floor | mini-goals keep the shots lower
3. Push players to try different technical footwork also to manipulate space

