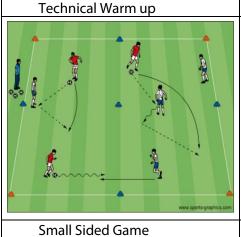


# 2011 - U10 - Lesson Plan - Week 8

Topic: Combination Play

Objective: To improve passing technique and introduce and train combination play

(Wall Passes and take Overs)

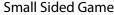


## Combination Square:

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.

Organization

**Version 2:** Build to take-overs



# 4v4-<u>1(4v3):</u>

In a grid about 30X35 yards with two 5 yard goals on each end line. Play 4v4-1, (4v3 + GK). The -1 player is the Goalkeeper on defending team. When the defending team gets the ball they regain their fourth player. Encourage players to try to score after a wall pass or take over.

Wall pass goal = 5 pts. Take over goal= 3 pts.

Wall pass & take over = 10pts

Time: 15 minutes Organization



### 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.

Variation 2: Add a "plus" player who always plays for the attacking team if they cannot keep possession long enough

**Version 3:** Wall passes and take-overs

Organization

Time: 15 minutes

to create a combination. Time: 20 minutes

## Game

#### Organization

#### All of the above

Coaching Pts.

6v6 Scrimmage

Play with Goalkeepers in a 45-60 yard long by 35-45 yard wide field.

Time: 30 minutes

COOL DOWN

Activities to reduce heart rate, static stretching & review session - Time 10 min.

etc.) Takeover

2<sup>nd</sup> attacker runs directly at the 1<sup>st</sup> attacker from the opposite direction

Coaching

combination opportunities

Quality technique while passing

Be patient & let opportunities

encourage creative and instinctive

1<sup>st</sup> attacker dribbles at

2<sup>nd</sup> attacker is slightly ahead of

defender in good supporting angle

1st attacker reads defenders and

supporting cues; decide to dribble

Disguise, deception of pass and

Look for opportunities to create

numbers up situations (2v1, 3v1

Accuracy and quality of pass

finishing

environment

General

develop

Positive

play

Wall Pass

defender

Encourage

Communication

turned sideways on

or play a wall pass

and receiving

Pts.

of

1<sup>st</sup> attacker protects the ball from the 1<sup>st</sup> defender by keeping body between ball and defender

1<sup>st</sup> attacker leaves the ball and 2<sup>nd</sup> attacker takes the ball using same foot (right to right or left to left) Simple communication: "take" or "leave"

