

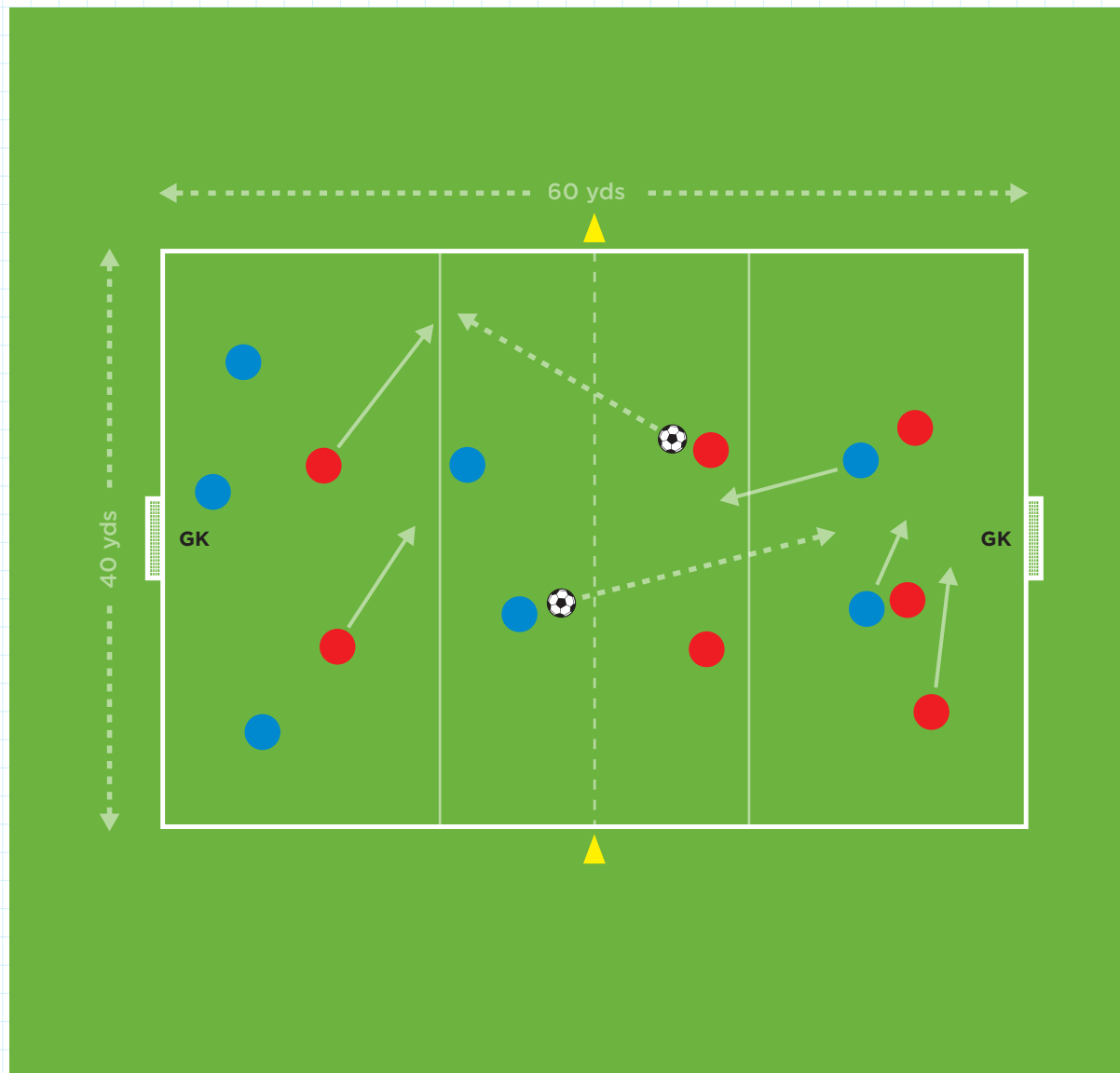
Combination play

Practice organisation

- Area 60x40yds, divided into thirds with central third divided in half & appropriate size goals at each end, as illustrated.
- 16 players (incl. 2 GK's), organised in two groups of 8, 2 balls.
- Practice starts with: 3v2 in each end third, plus 2 attacking MF players for each team in each of two central safe zones, who remain in their own half.
- MF's can only provide one touch passes into A's, through the screen of their MF opponents.
- Objective of game is to pass through central zones into A's who look to link-up play & enter into goal scoring situations

Detail

- Realistic defending in challenge areas.
- Communication between A's & MF's essential through recognising signals & body shape.
- Encourage clever & inventive individual & combination plays by A's.
- Range of passing skills (which may be disguised) to supply A's.
- Simple progression for this practice is:
 - When receivers are allowed to use 2 touches, D's may press in safe zones after opponents' first touch.



Attacking when opponents are 'in balance'

Age group
12-16 years

Key coaching points

- Challenges for players include:
 - Quick play to open-up forward passing opportunities to A's.
 - A's timing their movement.
 - Combination & support play from front & behind in attacking areas.

- Receiving, passing, turning, dribbling & shooting skills.
- Shielding, passing & turning skills.
- Changing tempo of attacks.
- Playing in between opponents.
- Recognising & exploiting space in front & to side of D's.