



## 08 / U10G - Combination Play / 2v1's

Category: Tactical: Combination play

Difficulty: Beginner | Start Time: 04-Oct-2017 16:30h

Am-Club: Rio Rapids Soccer Club  
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### Description

Combination Play/2v1's

Phase: Possession to Advance

Principle: Combine with Teammates

### 7v7+2 Blackjack/21 (WHOLE) (20 mins)

#### DESCRIPTION/ORGANIZATION:

Blackjack/21: 7v7+2 GK's

\*Score goals by passing or dribbling through any of the 5 cone goals (no goal if the ball hits the cone). \*If the ball remains in play the attacking team may maintain possession and continue to score.

\*GKs/neutrals may play with hands or feet, but may only score if they play with feet.

\*First team to 21 wins.

#### COACHING POINTS:

\*Aggressive attacking mentality - attack any open goal to score whenever possible

\*Ball gets to goal faster with the pass than it does on the dribble

\*Head always up and peaking to decide which goal is least defended - best to score on

\*Engage/isolate your defender by getting tight to them to start

\*Recognize places where you can outnumber your opponent and create a 2v1

\*Dribble drive at a defender to create 2v1's

\*Combining with teammates to score



### Combination Play Patterns (PART) (20 mins)

#### DESCRIPTION/ORGANIZATION:

\*Overlap: Player A - Pass and overlap. Player B - drive at defender, reverse pass to player A and move to opposite side of defender. Player A - Pass out to player C. Player C plays to player B. Player B plays out to player D. Players A & B follow out. Players C & D repeat.

\*Wall pass variation: Player A passes to B. Player B drives at defender. Player C shows for wall pass. Player B walls off Player C and receives ball behind defender. Player B passes into Player D.

#### COACHING POINTS:

\*Drive at defender on dribble with speed

\*Reading teammates movement on or off the ball

\*Timing of pass to overrapper - move defender away with dribble and let run develop

\*Use of outside of foot nearest wall (dribbler) and foot across body (wall) for wall pass

\*Explosive change of speed by A to overlap and B after playing wall pass



### 2v1 to Lines (PART) (20 mins)

#### DESCRIPTION/ORGANIZATION:

\*Players equally split between 4 corners of 10 x 12-15 yd grid

\*Coach plays ball into one player and that team attacks 2v1

\*Score by dribbling ball across opposite endline under control

\*If defender wins the ball they can counter-attack to score at opposite endline

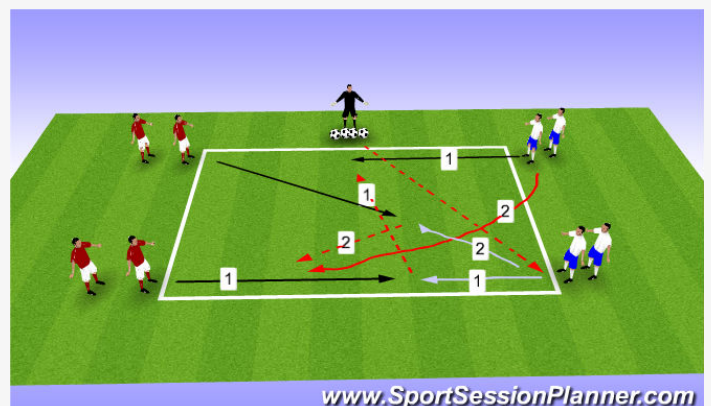
Variations: 1) defender comes from corner directly across from player receiving the ball

2) defender comes from corner diagonally across from player receiving the ball

#### COACHING POINTS:

\*Focus on positive play - attacking at speed with numbers up

\*Positive decision making on the ball - drive at defender on the dribble with speed and threaten to score - make the defender commit



\*Attack defender at an angle that doesn't allow them to isolate you

1v1

\*Does defender give you dribble or pass?

\*2nd attacker moves based on decision of player on the ball - player on ball dribbles in and they go around to overlap, player on the ball dribbles out and they fade away from them to get forward \*weight and accuracy of passes \*overall speed of play

\*Goal scoring mentality

## 2v2 + 1/2 Finishing Activity (WHOLE) (15 mins)

### DESCRIPTION/ORGANIZATION:

2v2 + 1/2 to 2 Full-Size Goals on 30 x 36 yard field

\*Coach has two teams next to him/her in pairs at the midfield line on one sideline

\*1 or 2 neutral players are in field of play

\*When coach puts ball in play, the two pairs of players in the front of the lines sprint on to play 2v2+1/2 \*if ball goes out of play - coach immediately plays in new ball and new group of 2 pairs enter to play \*if goal scored - attackers grab ball and attack opposite, D must change

### COACHING POINTS:

\*Body shape open to ball and goal - quality of 1st touch - peeking to locate defenders and numbers up

\*Create 2v1 situations by driving at a defender on the dribble

\*Movement of players off the ball to support the player with the ball and create numbers up

\*Goal scoring mentality

\*Rapid transition when ball goes out of play or goal is scored - emphasis on players staying switched on

