Description

Combination Play and 2v1's
Phase: Open Up the Opponent to Penetrate
Principle: Outnumber the Opponent Around the Ball and Combine with Teammates

## 2v1/2v2 To Goal (WHOLE) (20 mins)

DESCRIPTION/ORGANIZATION:

2v1/2v2 to Full Size Goals with Goalkeepers
Burgundy team passes ball from sideline to teammate at endline with both entering field to attack goal on opposite end - single defender enters as pass is played to create 2v1 to goal. If defender wins ball, they can counter attack goal by themself or play back to supporting player to create 2v2 to Goal.
Play timed games (3-5 mins) to encourage competitve nature of players

COACHING POINTS:

*Move to receive ball at an angle and with your body facing so that you can see both the ball and the goal that you score on
*Dribble drive at goal to draw defender: if they come to you see if you can pass to your teammate to beat them - if they don't come keep dribbling to goal and score
*Possible movement/combinations with teammate when defender commits to dribbler: places to move off ball - wall pass, overlap
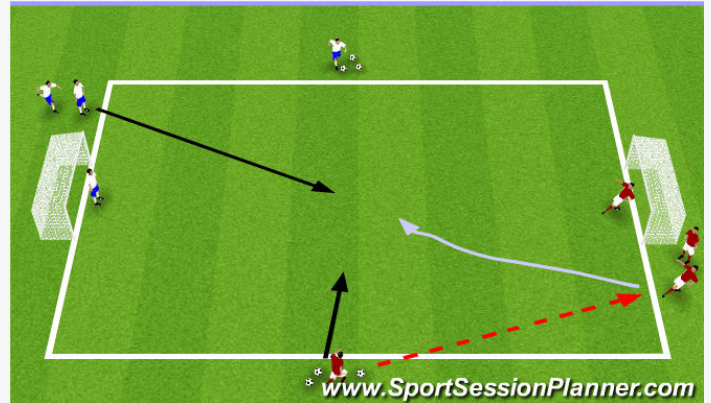
Simple Combinations to Goal (PART) (20 mins)
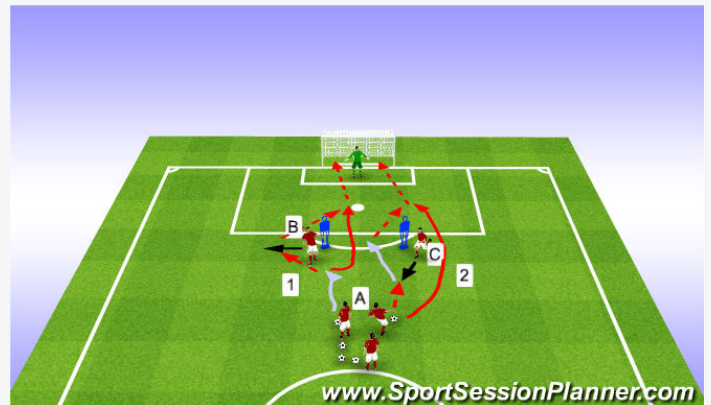
DESCRIPTION/ORGANIZATION:

Combination play options to goal
1) *Wall pass/give and go/1-2:* A dribble drives at mannequin/defender covering B. B backpedals/fades off defender to outside. A walls off B and receives 1-touch return pass for finish in 2-touches.
2) Overlap: C shows for ball from A and A passes to C. C dribbles to goal centrally with A overlapping. C passes to A for 1-touch finish.

COACHING POINTS:

*Move like soccer players - angles, change directions, etc.
*Fast passes that travel smoothly on the ground and to the proper foot of your teammate based on location of defender/next option
*Wall pass/give-and-go: drive at defender, teammate shows to the side of that defender to present side-on passing option to play out defender, pass with outside of foot nearest wall and explode past defender, wall plays 1-touch with foot across body into path of run
*Overlap: drive at defender, teammate yells hold and runs behind and around player with ball to get it behind the defender on opposite side, dribble drives defender away from that space and times pass to get teammate behind the defender

2v1 to Goal (PART) (15 mins)

DESCRIPTION/ORGANIZATION:

*Two equal sized teams. One team starts as attackers and opposing team as defender.
*Sideline attacker passes to endline attacker and enters field of play along with one defender to create *2v1 to goal. Defender counters to small cone goals if they win the ball.
*Each attacking player plays endline and sideline roles and then the two teams switch.
*Team with most goals wins.

COACHING POINTS:

*Move to receive ball at an angle and with your body facing so that you can see both the ball and the goal that you score on
*Dribble drive at goal to draw defender - make them decide between stopping your dribble or blocking the pass to your teammate
*If they come to you see if you can pass to your teammate to beat
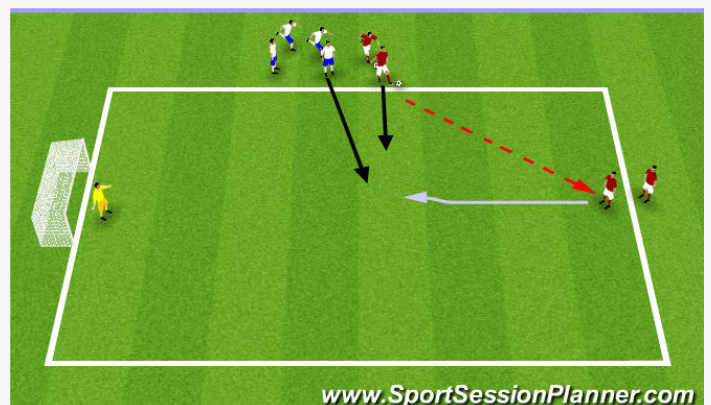
them - if they don't come keep dribbling to goal and score
*Recognizing opportunities for combinations to beat defender

3v3+2 to Fulll Size Goals (WHOLE) (20 mins)

DESCRIPTION/ORGANIZATION:
3v3+2 to Full Size Goals with Goalkeepers
Scoring System
1 point for goal involving 1 player (players scores after dribbling by themselves to goal)
2 points if goal scored directly off a combination with another team mate
COACHING POINTS:
All of above plus:
*Focus on finding appropriate times and spaces to combine with a teammate to advance the ball or score a goal.
*When to attack on the dribble and when to pass
*When to pass to feet and when to the space
*When to make a forward run and when to create an angle to receive to feet (Pressure on the ball carrier - no pressure on the ball carrier)

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