



09 / U9B - Combination Play / 2v1s

Category: Tactical: Combination play
Difficulty: Moderate

Am-Club: Rio Rapids Soccer Club
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Description

Phase: Possession to Advance

Principle: Outnumber the Opponent Around the Ball

3v3 Funino, diagonal goals (20 mins)

DESCRIPTION/ORGANIZATION: Must be in 6 yard end zone in order to score. Red can score in the goals with orange cones in them. Blue can score in goals with red cones in them (use pinnies if you can, it's easier). Because players are going to goals that are diagonally opposite, turning with the ball becomes a primary way to get to the opposite goal.

Variation: 5v5 Formino, same rules apply

Variation: as the game is being played, coach goes to the goals and switches the colors associated with the goals, so the players have to adjust to new locations for scoring without warning.

COACHING POINTS: Make it look like you are going to one goal, then quickly turn and attack the other. 2v1s are fairly easy to create by turning with ball and running/passing. Focus on the deception, the turn itself, getting the ball out from the feet, staying in balance, using appropriate surface. Then the explosion with the dribble or pass-and-move.



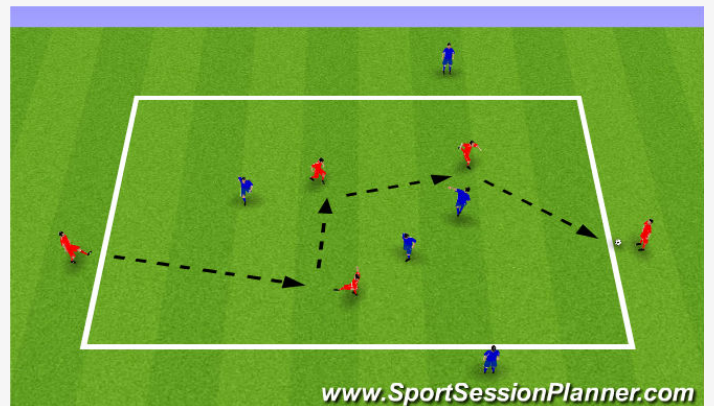
East-west/north-south target game (20 mins)

DESCRIPTION/ORGANIZATION:

20x20 grid, 3v3 inside, outside players arranged as shown. Reds play east/west, blues play north/south. Teams get a point for playing from one set of outside targets, through the middle players, to the opposite targets. Switch targets and inside players every 5 minutes. Target to target pass is OK.

COACHING POINTS:

- * A>D Transition focus: Immediate pressure on the ball when lost.
- * Remaining teammates get compact to anticipate and block passing lanes.
- * Organize quickly if no pressure on the ball. Choose moments to press. Visual cues: bad touch, slow pass, etc.
- * Chest faced forward as you receive ball
- * Sink down into first touch, head up to see target player first
- * Pass into the feet of teammate
- * Create passing angles through subtle movement
- * Make field as big as possible



5v5 Formino (20 mins)

DESCRIPTION/ORGANIZATION: 5v5, rules exact same as Funino, must cross 6-yard line before scoring. Field size can be increased for U11+

COACHING POINTS:

- Mentally prepared to finish on first touch.
- Prepare body to finish on first touch.
- Take chances aggressively when numbers up
- Create situations where the other team commits 3+ defenders to one goal, score on other one.
- Focus on deception, balance, quick turn, explosion.
- Prepared to counter attack with all 5 players

