



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

**Category:** Tactical: Combination play  
**Difficulty:** Beginner | **Start Time:** 28-Mar-2018 16:45h

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

Phase: Open Up the Opponent to Attack

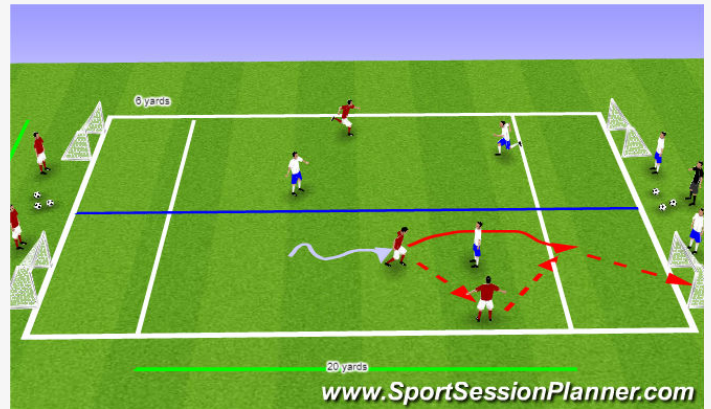
Principle: Outnumber the Opponent Around the Ball and Combine with Teammates

### 3v3 FUNino--center line (WHOLE) (20 mins)

**DESCRIPTION/ORGANIZATION:** Ball must enter endzone before you can score. There must be at least one player on either side of the blue line at all times. Sub after 3 minutes.

**COACHING POINTS:**

- \* Quality of technique once you see the 2v1
- \* Recognize 2v1, dribble straight at defender, get him in two minds, make dribble/pass decision.
- \* 2v1 should end up as a 1v0
- \* Central player's intelligence to create 2v1 from a 2v2.



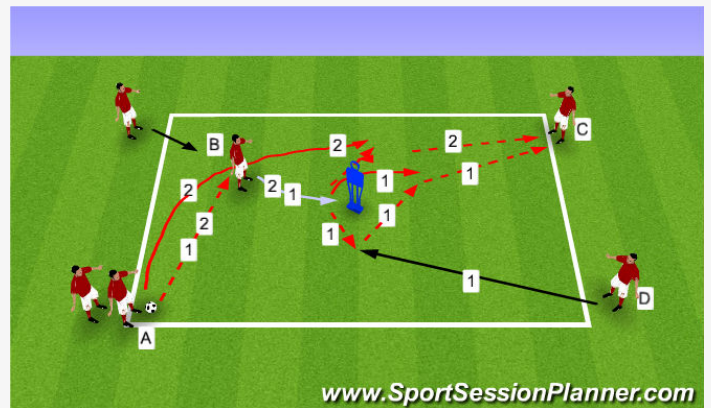
### Combination Play Patterns (PART) (20 mins)

**DESCRIPTION/ORGANIZATION:**

- \* Wall pass: 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.
- \* 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.

**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)

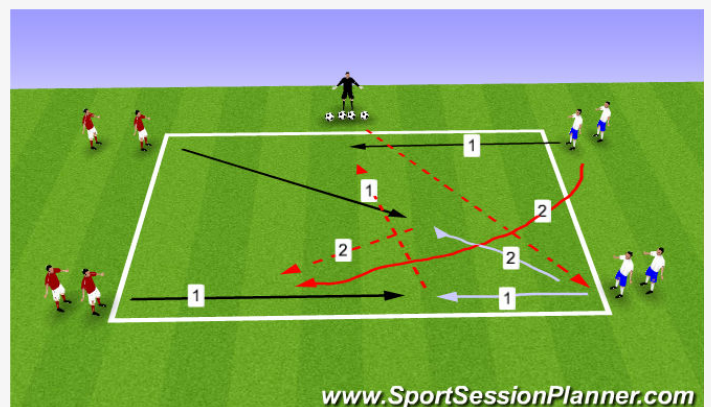
**DESCRIPTION/ORGANIZATION:**

- \* 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

### 3v3 FUNino (WHOLE) (15 mins)

#### DESCRIPTION/ORGANIZATION:

- \*attacking player must be in the attacking zone before shooting
- \*dribble in to counter when ball scores or crosses endline
- \*sub every couple of minutes

#### COACHING POINTS:

- \*Open/surfer body shape and peeking to see the player with the ball, defenders and the goals you score to
- \*Receive across body and face forward with first touch whenever defender isn't tight
- \*when faced forward, play forward whenever possible to attack the least defended goal - where can you create a 2v1?
- \*dribble drive at defender to create 2v1 if you are not pressured - teammate comes to you to create 2v1 if you are defended tight
- \*be patient and keep ball when you can't go to goal
- \*Quality passing technique: zipping passes in with pace, smooth on ground and to proper foot

