



08 / U10G - Combination Play / 2v1's

Category: Tactical: Combination play
Difficulty: Beginner | Start Time: 02-Apr-2018 16:45h

Am-Club: Rio Rapids Soccer Club
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Description

Phase: Open Up the Opponent to Penetrate

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

2v1 Flying Changes to Goal (WHOLE) (20 mins)

DESCRIPTION/ORGANIZATION:

*2v1 to 2 Big Goals

*Game starts with 2 attackers from 1 team and 1 defender from the other on the field

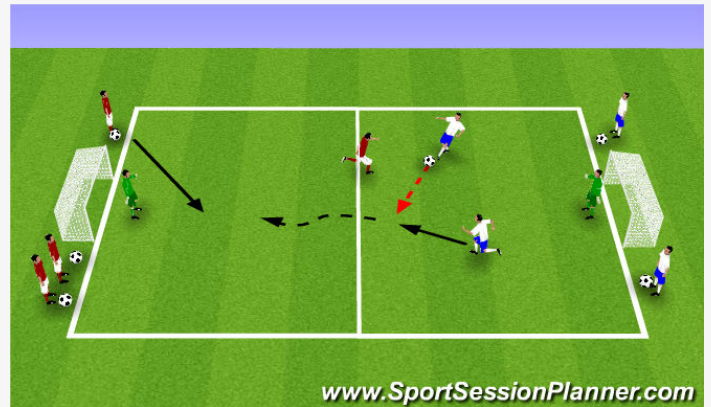
*When ball leaves field or scores - the defending team is immediately replaced by 2 attackers running on with a new ball and only the player who kicked the ball into the goal or off the field remains as a defender

COACHING POINTS:

*Drive at defender on dribble to create 2v1 - don't allow defender to separate you from teammate and make it a 1v1

*Attacking player off the ball creates space for themselves or teammate- fade from defender to receive pass and penetrate/for a give and go or overlap

*When you get behind defender - drive to goal on dribble and cut off their recovery run



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:

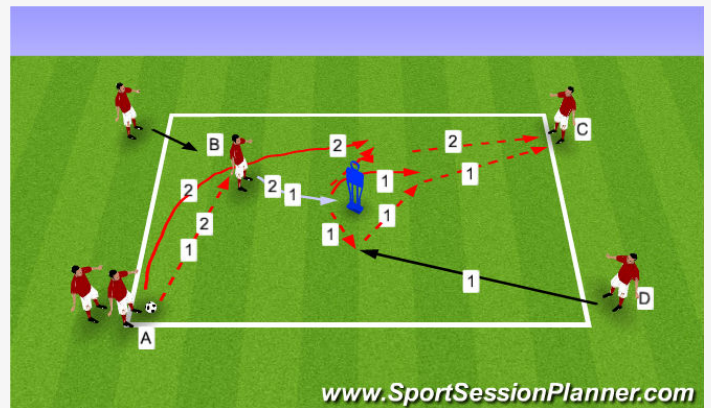
*Drive at defender on dribble with speed

*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 Transition (PART) (20 mins)

DESCRIPTION/ORGANIZATION:

Red team has ball 2v1 to end line opposite them.

Blue team try to win ball and dribble out of area on any side.

If blue team does this, they become team with 2 players vs 1 red going to line opposite their players.

If either team scores while they have 2, next red comes on. Player who did not score the point for red stays on to creat 2v1.

Defender stays on until they win the ball.

COACHING POINTS:

3 ways to win when you have the ball. (dribble, pass-dribble, combination)

Defender try to make it a 1v1. Then win personal battle



4v4+2 to Small Goals (WHOLE) (15 mins)

DESCRIPTION/ORGANIZATION:

4v4+2 to Full Size Goals with Goalkeepers

40 yds long x 30 yards wide

Scoring System

1 point for goal involving 1 player (player scores after dribbling by themselves to goal)

2 points if goal scored directly off a combination with another teammate

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.

*Receiving the ball faced up whenever possible

*When to attack on the dribble and when to pass

*When to pass to feet and when to the space

*When player with ball should create 2v1 (undefended - space to take) or teammate should come to player with ball to create 2v1 (ball defended - under pressure)

