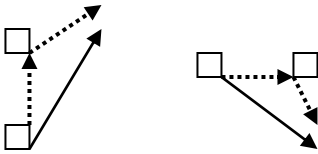

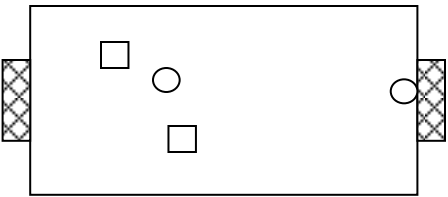
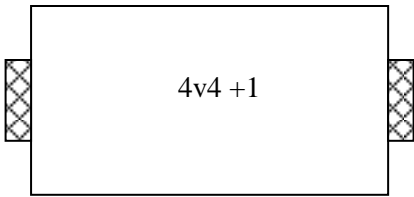


Name: Jeff Hopkins

Topic: U10 Combination Play

<p><b>WARM UP: Rehearse Combinations</b></p> 	<p><b>ORGANIZATION</b></p> <ul style="list-style-type: none"> <li>• Ball between two players moving</li> <li>• Demonstrate and then execute a wall pass</li> <li>• Ball between two players execute an overlap</li> <li>• Ball between three players execute a third man combination</li> <li>• Finish warm-up with Wall Pass Elimination: 2 Teams-If wall passed around = out (penalty like juggling, touches, taps, etc...)</li> </ul>	<p><b>KEY COACHING POINTS</b></p> <ul style="list-style-type: none"> <li>• Create 1-2 combination</li> <li>• Use of outside of foot for first pass</li> <li>• Accelerate through to receive pass</li> <li>• Return pass played into path of player but not too deep</li> <li>• Dribble at angle for overlap, communication</li> <li>• Support angles, quality of pass, timing of 3<sup>rd</sup> runner</li> </ul>
<p><b>2v1 to Goal</b></p> 	<ul style="list-style-type: none"> <li>• Make 2 teams</li> <li>• Have one team attack 2v1 to end lines</li> <li>• Once team is done attacking have other team attack 2v1 to end line</li> <li>• If defending team wins ball and can score as a single count points as double</li> </ul>	<ul style="list-style-type: none"> <li>• 1<sup>st</sup> attacker "hunts" opponent on dribble to create opportunity for wall pass</li> <li>• Support player must achieve correct supporting position – angle and distance</li> <li>• Decisions of 1<sup>st</sup> attacker dependent upon actions of 1<sup>st</sup> defender</li> <li>• Dribble at defender @angle to create overlap</li> </ul>
<p><b>Continuous 2v1 to Goals</b></p> 	<ul style="list-style-type: none"> <li>• Play 2v1in 18-x-25 yard area –</li> <li>• Spare player on defensive team drops to become goalie</li> <li>• When defender wins ball, same as above except other team drops one player back creating a 2v1</li> <li>• Play continuous for about 5 min.</li> <li>• Switch and have new teams play</li> <li>• Make scoring off combination worth double</li> </ul>	<ul style="list-style-type: none"> <li>• Correct angle and distance of support players to created 1-2 action</li> <li>• Quick transition</li> <li>• Ability of players to create 1-2, 3<sup>rd</sup> person combinations going forward</li> <li>• Look to play players out with longer pass</li> <li>• Attack defender, set-up wall pass</li> <li>• Look to attack and create space for overlap</li> </ul>
<p><b>GAME – TWO GOALS</b></p> 	<ul style="list-style-type: none"> <li>• Play 4v4 + 1</li> <li>• Give points for scoring off combinations</li> <li>• Just play</li> </ul>	<ul style="list-style-type: none"> <li>• Correct team shape</li> <li>• Look for opportunities to created numbers up situations that allow 1-2-3<sup>rd</sup> person combinations</li> <li>• Assess safety and risk in attempting combination play based on field position</li> <li>• Penetrate when possible using 1-2-3<sup>rd</sup> person combinations</li> </ul>