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Theme: **Combination Play**

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<p>FUNDAMENTAL – WARM UP</p>	<p>ORGANIZATION</p>	<p>KEY COACHING POINTS</p>
	<p>- Set up a grid 25 x 30, half the players inside grid with a ball and other half on outside without. - Players dribble inside and perform a give and go (wall pass) with someone on the outside. Then find another on outside and do the same. After 45 sec. to a minute switch so players outside can perform a give and go.</p> <p>Progressions: Practice take-over's and overlaps</p>	<p>- Correct surface to pass with - Angle of approach - Verbal and visual communication - Good first touch</p>
<p>RESTRICTED SPACE</p>	<p>- Use space of about 15 x 20. 2v2 inside the grid with 4 others on the outside to act as neutrals. Team in possession scores by completing a give and go with their partner or a neutral on the outside.</p> <p>Progressions: Score by doing a take over or overlap. May just want to stick to one theme for whole practice. Play 3v2.</p>	<p>- Angle of support - Verbal and visual communication - Decision making - Accelerating to receive the ball</p>
<p>ONE GOAL WITH COUNTERS</p>	<p>- Grid 35 x 25, one end with a goal and other has a target player just outside the end line. - Play 4v3 to goal. Attacking team of 4 does a give and go when appropriate. Defending team scores by playing ball to target.</p> <p>Variations: Attacking team only gets a point when they score off a give and go. A give and go counts as two points.</p>	<p>- Support from the front and on an angle - Penetrating runs - Players making runs off the ball - Communication - Play with intensity, work hard</p>
<p>MATCH – TWO GOALS</p>	<p>- Play 4v4 or 6v6 with keepers - Give extra points for give and go's</p>	<p>- Is there opportunities for give and go's - Team shape, are players creating space for others - Has the session helped with combination play</p>