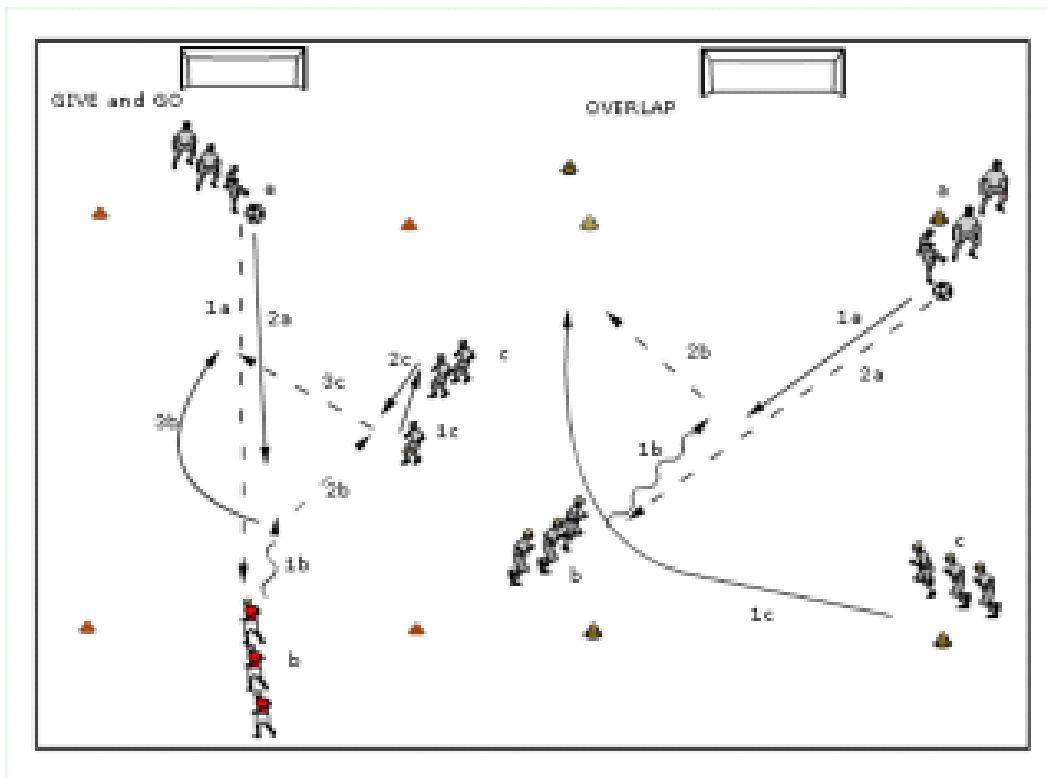


COACHING CLINIC SESSION 5:
COMBINATION PLAY
JANUARY 20, 2009
 Give and Go / Wall Pass / One – Two



1. Give and Go / One-two / Wall Pass

- (a) passes and follows the ball to (b) who has checked away and to the ball, then dribbles the ball forward until he/she is close enough to suck the defender in
- while (b) is dribbling the ball forward, (c) has checked away from the space that he/she wants to be in and checked back with pace while calling for the ball
- (b) plays it into (c) with the outside of the front foot to make the pass more deceptive or with the inside of the back foot and runs around (a) for a return pass.

COACHING POINTS

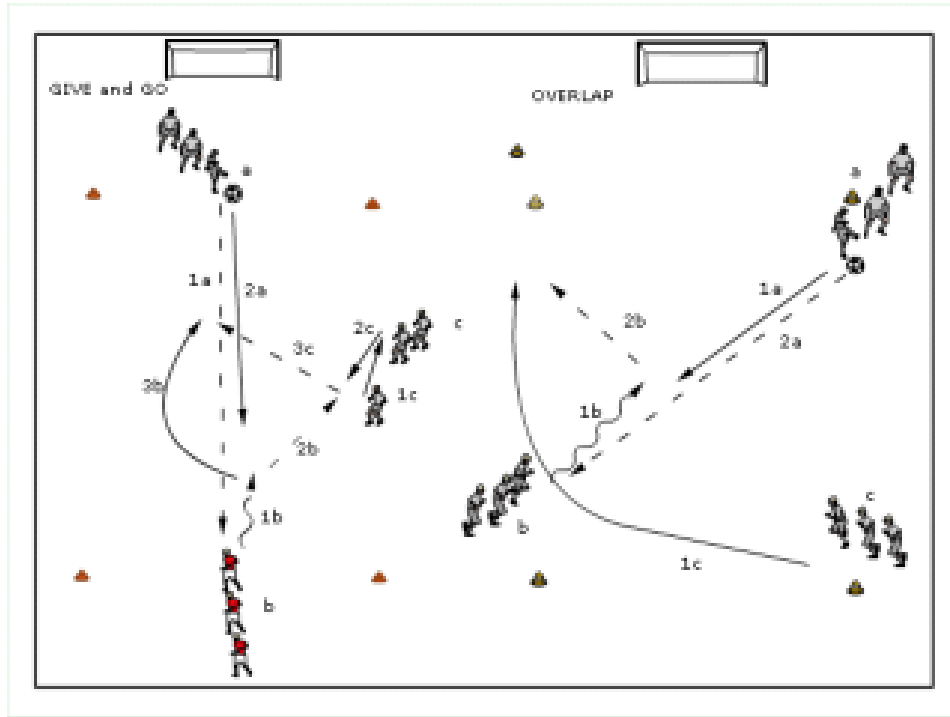
- (b) has to time the pass properly so that its not too early or late
 - o EARLY: gives the defender time to get back into the space
 - o LATE: defender will steal the ball
- (c) should check away and to the ball and keep their body “SIDEWAYS ON” to the field so that they can see everything in front of them
- (c) should attempt to play the ball with the back foot by opening their hips up to the play
- After (b) plays it to (c) he/she should go wide and then into the space so that they are able to time the run properly. This should be done at speed.

PROGRESSION:

- (b) dribbles towards goal and takes a shot on goal



COMBINATION PLAY OVERLAP



2. OVERLAP

- (a) passes and follows the ball slowly to (b) who has checked away and to the ball.
- (b) receives the ball and dribbles diagonally towards (a) to create space on the flank (wing)
- as (b) runs with the ball (c) makes a wide looping C RUN around (b) called an OVERLAP into the space that (b) has created.
- While making the run (c) yells out "OVERLAP" and then says, "HOLD, HOLD, HOLD, YES"

COACHING POINTS:

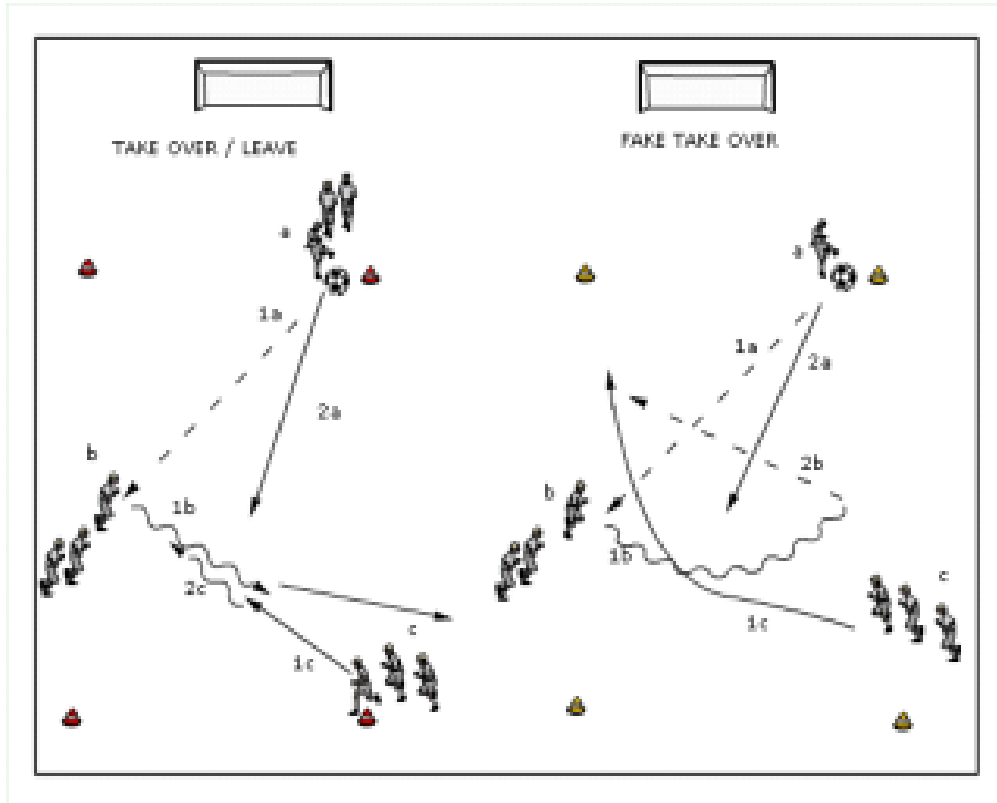
- (b) should run diagonally towards the inside of the field so that he/she is able to create space on the outside of the field
- (b) should look to play the ball with the outside of the foot ideally so that its not obvious that he/she is going to play it out wide.
- (c) needs to make his/ her run at speed while communicating what they are attempting to do so that (b) knows that the overlap is being made.

PROGRESSION:

- (c) continues to dribble towards goal and shoots
- (c) takes it down the line while (b) makes a run towards the top of the box for a cut back pass for a shot on goal.



COMBINATION PLAY TAKE OVER



3. TAKE OVER

- (a) passes it to (b) who receives the ball and dribbles towards (c).
- (c) runs towards (b) and calls, "LEAVE" and takes the ball over and continues running in the opposite direction

COACHING POINTS:

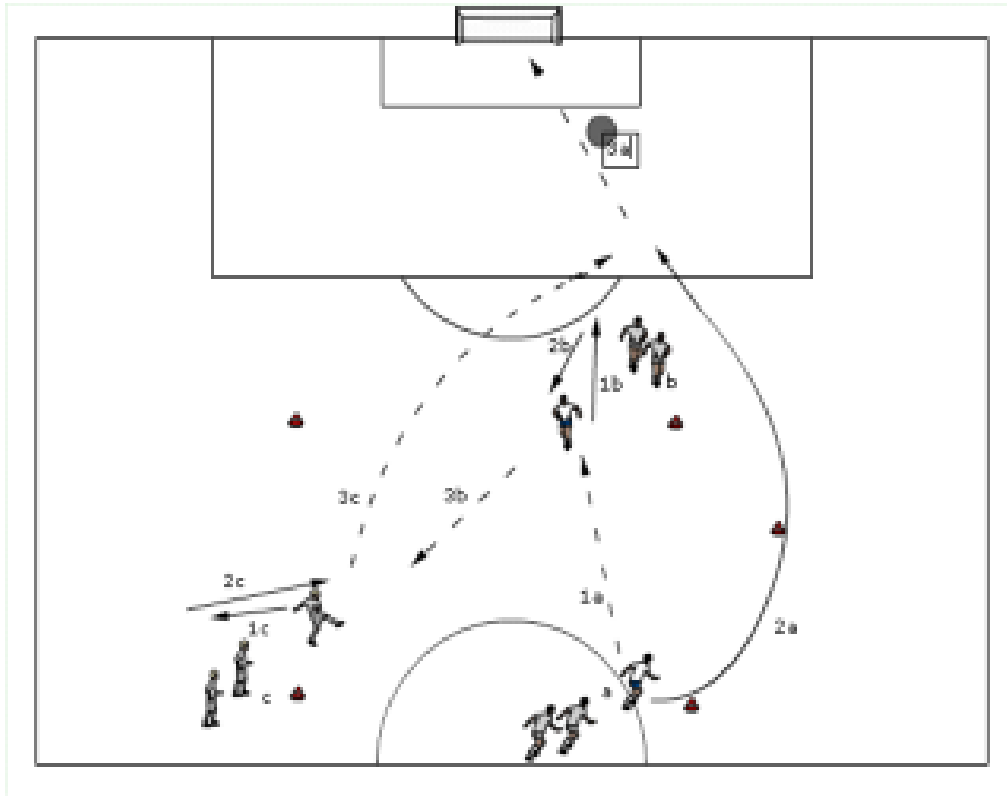
- when (b) is dribbling the ball he/she should make sure that they dribble with the same foot when they get close to (c) so that (c) knows what foot to take it over with.
- If (b) is dribbling with his/her right foot, (c) should take it over with his/her right foot
- (b) should make sure that he/she is dribbling with the foot furthest away from the defender
- (C) should take the ball with speed once the "TAKEOVER" has been executed

PURPOSE OF THE TAKEOVER:

- to trick the defender into thinking that the ball is being carried in one direction by the ball carrier and then suddenly changing directions by having another player take it over.



COMBINATION PLAY THIRD MAN RUN



4. THIRD MAN RUN

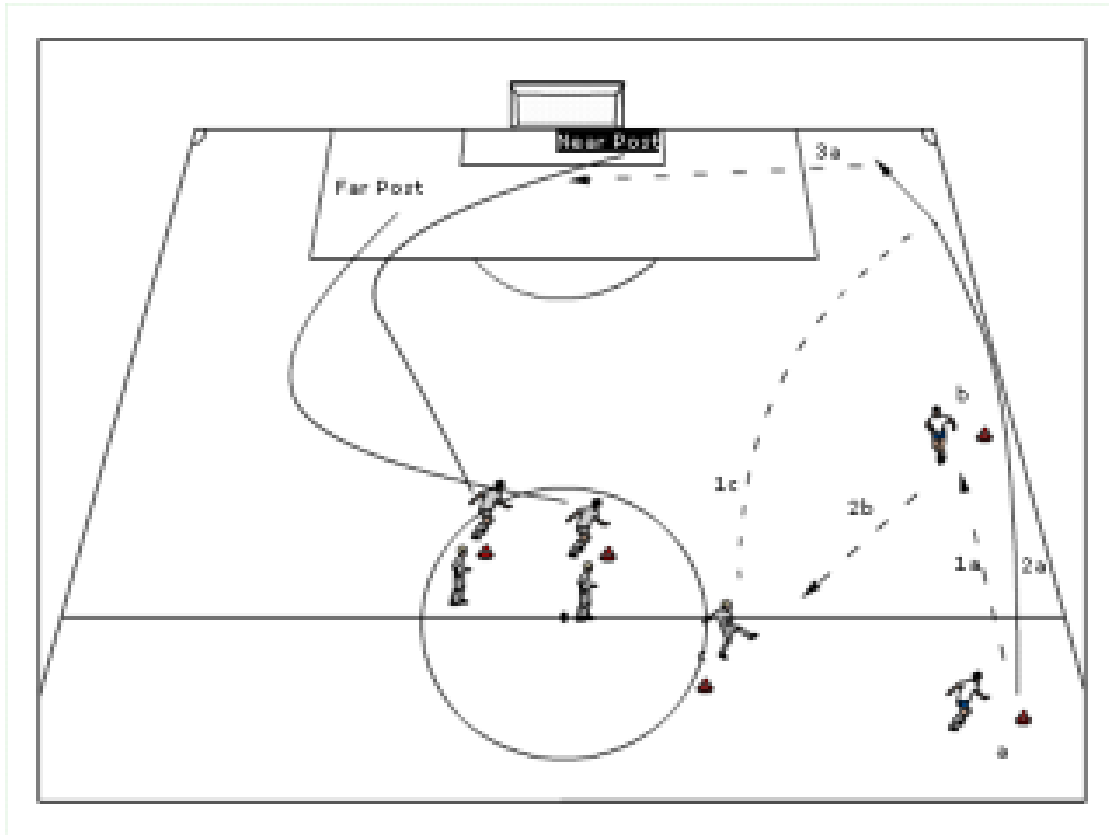
- (a) passes it into (b) who has originally checked away and to the ball.
- (b) plays it into (c) who has checked away and to the ball.
- As the ball is being played from (b) to (c), (a) has begun to make an early run out wide to look for a penetrating pass to goal. This is called a “THIRD MAN RUN”

COACHING POINTS:

- (a) should time his/her run by making a wide looping run to eventually come back into the space that they want to receive the ball in.
- after (b) has played the ball to (c), he/she should make a looping run into the box to give a passing option or to look for a rebound
- (b) needs to make sure that he/she opens up their body to be able to lay off the ball nicely for (c)
- (c) needs to weigh the pass properly so that it's not kicked to far or to short
- (c) needs to make sure the pass is not played straight towards goal as that will give an advantage to the goalkeeper who may look to intercept the ball



COMBINATION PLAY
CROSSING AND FINISHING



5. CROSSING AND FINISHING USING DIFFERENT COMBINATIONS ON THE FLANK
 - Three players on the flank use different combinations to get the ball down the line to cross it into two attacking forwards

