

Combination Play 1

Category: Tactical: Combination play
Difficulty: Moderate

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Rondo (10 mins)



Give and Go to Goal (20 mins)

Setup:

Put down two lines of cones about 10 yards apart. A line of players 5 yards apart.

Activity:

The player whose turn it is passes the ball to the first player who plays it back. The active player then passes to the next player in an extended sequence of give and go's. At the end, the active player takes a shot on the open goal. After the shot, they rotate so the active player becomes the last passer and each passer moves up so that the first passer becomes the new active player.

Coaching:

Mirror image the activity so players can work on left footed shots. Also, making it a race between the teams works well. Put in a goalie to make it tough. Also, you can invert the activity so the passers are on the outside and active players on the inside. However, it mostly just changes the angle of the shot.



4v4+3 onto goal (20 mins)

Setup:

Create a relatively large area and setup a 4v4+3. Where the 3 play all time offense (be sure to rotate who those 3 players are).

Activity:

Play to a specific passing goal (I use 7 for HS level). Once that number of consecutive passes has been reached, they may play in on goal. The only difference is that the pass out of the area and into the 18 must be a "give and go" pass. I define it as player A passes to player B. Player B passes the ball with one touch into the space for player A to run onto. It doesn't need to be around a defender.

Final Activity:

Play the largest scrimmage allowable. However, all give and go's around a defender count as a goal.

