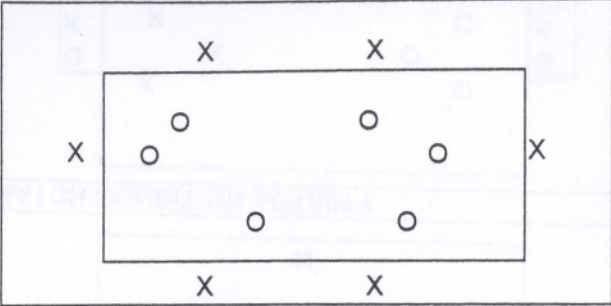
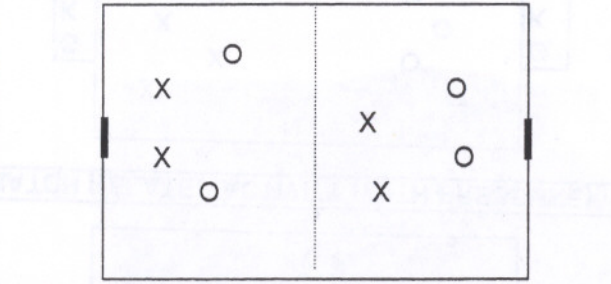
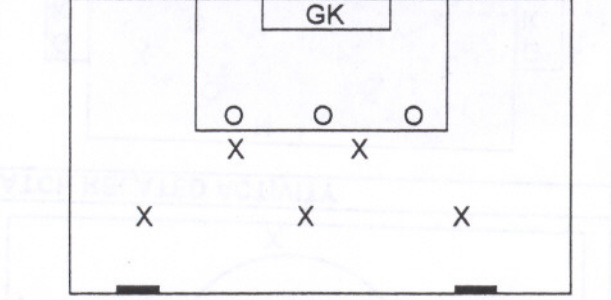
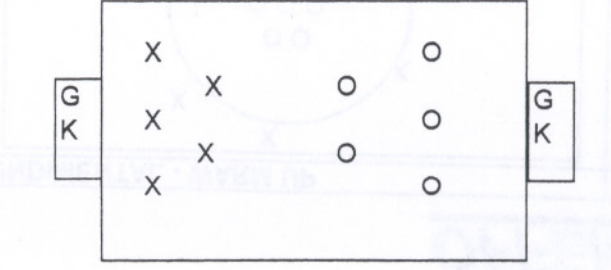


COMBINATION PLAY TACTICAL

UNRESTRICTED SPACE - WARM UP	ORGANIZATION	KEY COACHING POINTS
	<p>6 players in the grid with a ball. 6 others evenly spaced around the grid. Introduce wall passes, take-overs and overlaps. Give both groups a turn.</p>	<ul style="list-style-type: none"> ~set up, ball position ~receiver's body shape ~communication & visual cues ~outside of the foot pass given to "wall" ~"wall" limited to one touch ~"hold" & "now" calls on overlaps
<p>RESTRICTED SPACE</p> 	<p>2 v 2 + 1 (4 v 4). Field size 18 by 44 yds with small goals. Players restricted to halves except one player from attacking team joins in to create 3 v 2.</p>	<ul style="list-style-type: none"> ~recognition of passes and runs ~timing, angle & distance of support ~quality passing and touches ~1 & 2-touch play
<p>ONE GOAL WITH A COUNTER(S)</p> 	<p>5 v 3 with a keeper. Play on half field. Defenders score in small counter goals. Progress to 6 v 4 and 7 v 5.</p>	<ul style="list-style-type: none"> ~speed of play ~pro-active runs ~3rd attacker runs ~support in front of the ball ~"show too", "dummy plays" & target players
<p>MATCH CONDITION ACTIVITY</p> 	<p>~ 5 v 5 game with keepers ~no restrictions</p>	<ul style="list-style-type: none"> ~game conditions ~stress all of the above ~improvisation