Topic: Combining to Score

Organization

## Fundamental

Divide team into groups of 3. Each group begins with one ball, passing and moving collectively. Stretch.

## Variations

Two touch mandatory.

- One touch mandatory.
- One touch, two touch, one touch passing sequence.
- Introduce combination play:
$>$ Wall pass or 1-2 pass
$>$ Take-over
$>$ Double pass
$>3^{\text {rd }}$ man run


## Diagram


$\checkmark$ Body mechanics and general technique
$\checkmark$ Implications of first and second touches
$\checkmark$ Correct angle and timing of support
$\checkmark$ Verbal and visual communication
$\checkmark$ Keep the ball moving

## Match Related I

Two large goals with goalkeepers ( $30 \times 36$ area). Players form two groups and stand at opposite corners. One player begins as the target player in the middle. Target player rotates to opposite line; shooter rotates to target and so on. Continuous repetition.
$\checkmark$ Be sure to have plenty of balls at each end.

- Shooter has two touches to strike the ball.
- Shooter must strike the ball with the first touch.
- Strike surfaces:
$>$ Inside part of the foot
$>$ Instep (Driven)
$>$ Outside part of the foot
- Be sure that the target player [spins] away from the ball and follows the strike on goal and finishes any rebound or $2^{\text {nd }}$ chance opportunities.
- Switch starting positions to other side of the field - same as above.
$\checkmark$ Accuracy, timing and weight of pass
$\checkmark$ Selection of striking surface based on time and/or opposition
$\checkmark$ Placement versus power - hit the target!
$\checkmark$ Positive mentality and confidence to score
$\checkmark$ Finish all $2^{\text {nd }}$ chance opportunities - follow all shots (shooter and target player)

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## Match Condition

| Match Related II |  |  |  |
| :---: | :---: | :---: | :---: |
| 5 v 5 with goalkeepers to two large goals ( 30 x 60 area or as needed). Divide equally into three zones. | - Both teams can attack either direction. <br> - Objective is to combine quickly and pass through a seam or gap for a teammate to run onto and finish. <br> - Only one chasing defender is allowed to defend in the attacking zone. <br> - Award a goal for six consecutive passes in the middle zone - this will ensure realistic pressure on the ball. <br> - Implement the Offside Rule. | 60 yds . | $\checkmark$ Correct attacking shape and balance <br> $\checkmark$ Awareness of passing gaps in the defensive line <br> $\checkmark$ Angle of through ball and timing of runs <br> $\checkmark$ Speed of thought and play <br> $\checkmark$ Finish technique and confidence |
| Match Condition |  |  |  |
| 7 v 7 with goalkeepers to two large goals ( 50 x 70 or as needed). | - Possible formation 2:3:2. <br> - No restrictions. |  | $\checkmark$ Find the most efficient and effective way possible to score <br> $\checkmark$ All of the above |
| Cool Down |  |  |  |
| Players jog (dynamic movements). Stretch. | - Reduce heart rate. <br> - Static stretching. |  | $\checkmark$ Review Session |

## Cool Down

Players jog (dynamic movements). Stretch.

- Both teams can attack either direction.
- Objective is to combine quickly and pass through a seam or gap for a teammate to run onto and finish.
- Only one chasing defender is allowed to defend in the attacking zone.
- Award a goal for six consecutive passes in the middle zone - this will ensure realistic pressure on the ball.
- Implement the Offside Rule.

