



COMBINATION PLAY

Emphasis:

This game is designed to improve combination play and change the point of attack. It's a great game for passing and receiving

Setup:

Create a grid approximately 40X40 yards. The area of the grid can be increased or decreased depending on the number of players and/or the skill level of the players.

Form two equal teams. Make sure the teams are easily distinguished with colored jerseys ("pennies"). Have the RED team place a player in one corner of the grid and another player in the diagonal opposite corner of the grid. Have the BLUE team do the same thing on the 2 open corners of the grid.

Instructions:

The players in the middle will play keep away from the opposing team while trying to score points. A point is scored each time a team passes the ball into their team's corner player, who then must play a first time ball to a third player on the same team. The original passer then becomes the corner player.

Progression:

- If corner players are struggling with 1-touch passes, increase the number of touches.
- Limit the inside players touches to encourage passing.
- Add neutral players
- Mandate a certain number of passes before going to the corners
- Have all four corner players be neutral

Coaching Points:

- Play early balls to quickly change the point of attack.
- Play together and be thinking ahead in order to effectively support the attack.
- Corner players to move around the corner to adjust their positioning.
- Soft 1st touch to prepare the ball out of the feet for the 2nd touch pass
- Understand passing options before receiving the ball
- Maintain possession
- Play the ball away from pressure (opponents).