



# Combination Play and Movement

**Category:** Tactical: Combination play  
**Difficulty:** Moderate

Reseller-Club: Premier Users' Club  
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## Description

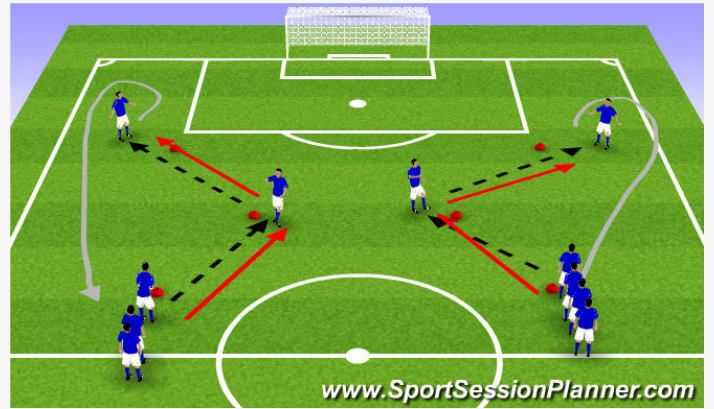
combination play

Adding in additional combinations is easy due to simplicity of rotation. Can add in finishing to every progression where players shoot on goal if desired.

## Warm up (10 mins)

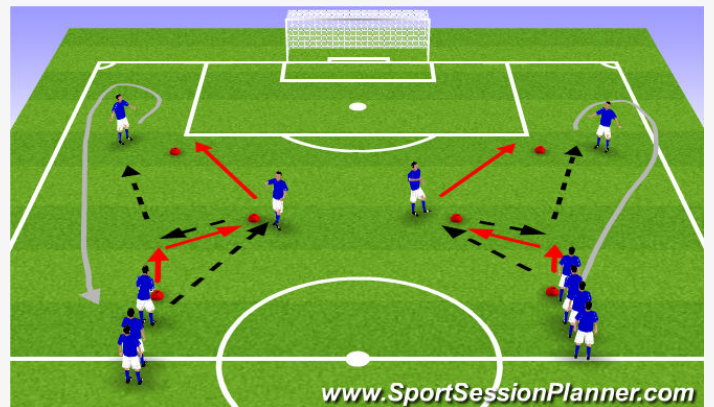
Have players do different dynamic stretches any time they are running without the ball (in between cones)

Coaching Points: player receiving pass checks away to create space and checks to open up body to view field, pace & accuracy of pass, 1st touch forward



## Wall pass (10 mins)

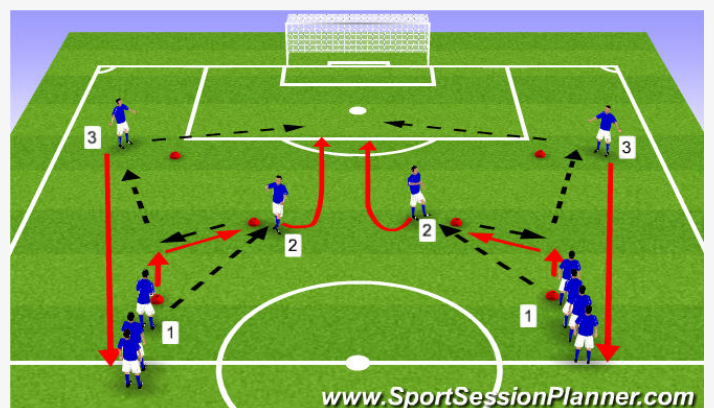
Coaching Points: communication, check shoulder, acceleration after pass



## Wall pass and turn to receive (15 mins)

Rotation: Player 2 goes to Player 3 spot (passes ball to Player 1)

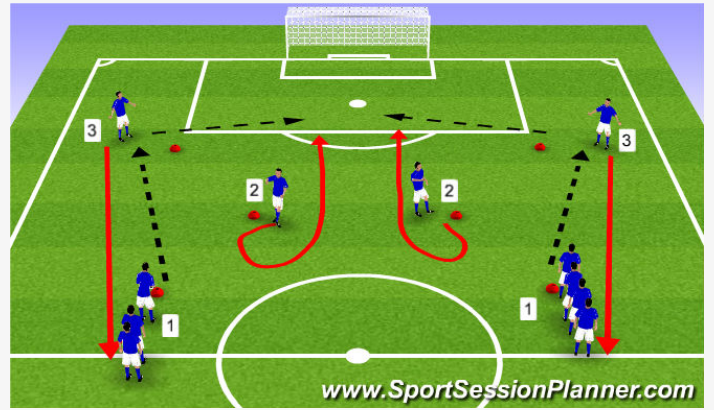
Coaching Points: Player 2 peels away to outside to create space



## Dummy checking run (15 mins)

Player 2 checks towards ball, does not receive the ball so continues run and turns to receive pass off Player 3.

Coaching Points: disguise from Player 1 in pass, make it look like you are passing to Player 2, not Player 3. Movement from Player 2 to outside to create space for passing lane



## Small Sided Activity (10 mins)

4v1 + GK to goal and 2 counter goals

Allow players to recreate combinations already worked on in earlier progressions. Add in additional defenders as needed.



## Expanded Small Sided Activity (15 mins)

5v3 + GK with 2 counter goals

emphasis on combination play and movement to create space

Add in additional players to increase difficulty level and realism as session progresses towards 8v8 game to finish



## Game (15 mins)

8v8 game

