COMBINATION PLAY

Combinations -> support -> targets -> final support -> finishing

SESSION OVERVIEW

SESSION AIM

Develop quick, effective combination play through sharp passing, movement, support angles and creative attacks into target players

THEME	PRACTICE 1	PRACTICE 2	END GOAL
Combination Play	**Unopposed Combos**	**3v3 + Targets**	**7v7 to Goal**

ACTIVITY 1 | UNOPPOSED COMBINATION PLAY

ORGANISATION

Create a working area and organise one group of players in possession of a ball each, with the second group moving freely without a ball.

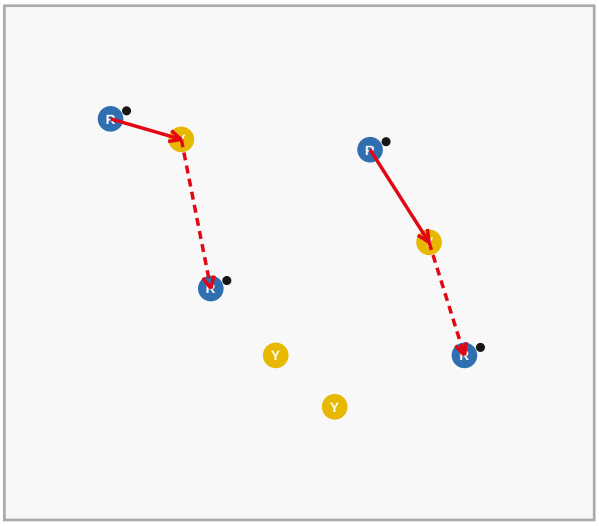
HOW IT WORKS

Players with the ball move around the area and combine with the supporting players using different actions such as take-overs, one-twos and overlaps. The supporting group must keep moving constantly to create angles and realistic pictures. Switch roles after the designated period.

COACHING POINTS

- Vary the combinations and do not repeat the same action every time.
- Keep the passing accurate with the correct weight.
- Communicate before, during and after each action.
- Play at a realistic speed so the combinations transfer into the game.

DIAGRAM



Players move freely and combine using one-twos, overlaps and take-overs.

PROGRESSIONS

1. Limit players to specific combinations for short blocks, then allow free choice.
2. Add a touch limit for the supporting player to increase speed of play.

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ACTIVITY 2 | 3V3 + TARGET PLAYERS

ORGANISATION

Organise a 20 x 30-yard area with a 3v3 inside the grid and one target player at each end.

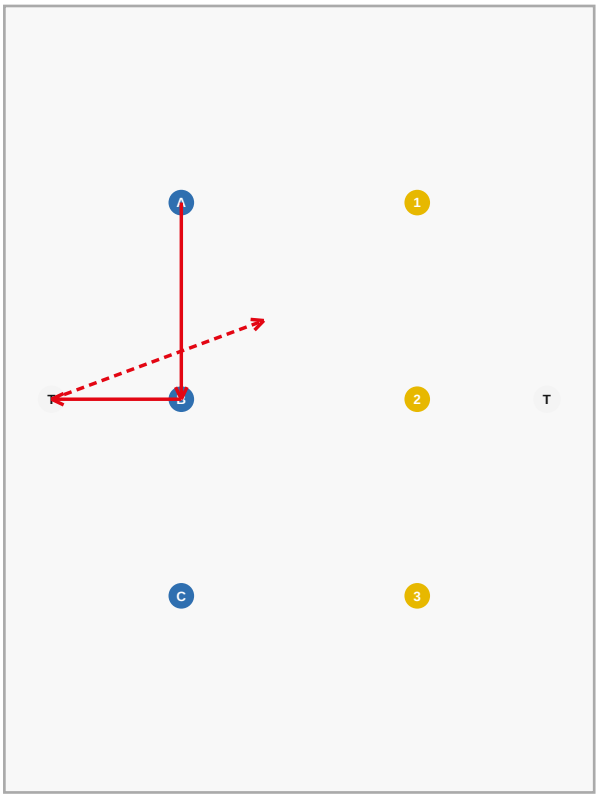
HOW IT WORKS

Teams compete for possession and score by passing successfully into a target player. Players should use quick combinations to create the passing lane and then look to combine off the target for an immediate return. Encourage the target to set the ball quickly to support the next action.

COACHING POINTS

- Keep the ball moving quickly with sharp passing and movement.
- Use clear communication to trigger combinations.
- Look for one-twos, third-player runs and quick support off the target.
- Encourage creativity in how players create the pass into the target.

DIAGRAM



Use quick combinations to create the pass into the target and support the return.

PROGRESSIONS

1. Limit the target players to one or two touches.
2. Award an extra point if the team combines off the target and keeps possession.

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ACTIVITY 3 | 4V4 TO TARGET & GOAL

ORGANISATION

Use a 60 x 44-yard area with a 4v4 inside a central grid. Position a target player and one defender outside the central area near each attacking goal. Goalkeepers are placed in both goals.

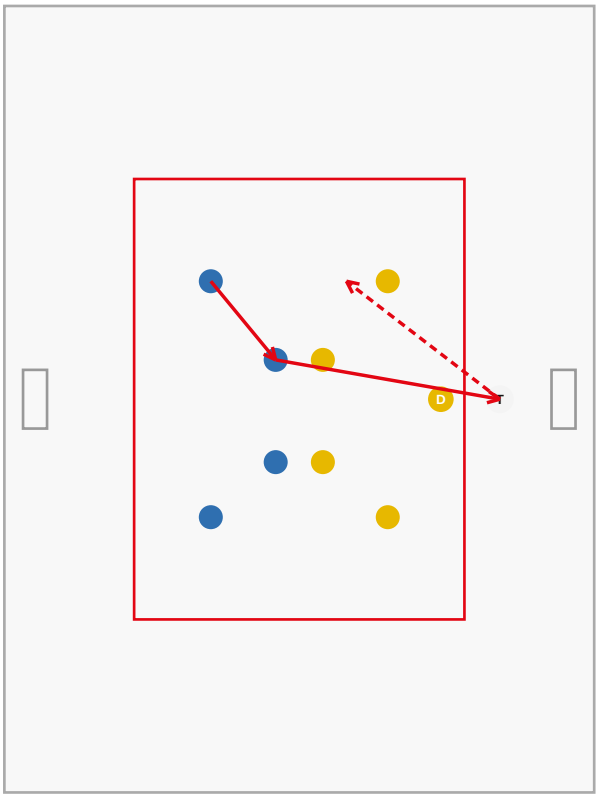
HOW IT WORKS

Teams compete inside the central area and must create a chance to play into their forward target through quick combinations. After passing to the target, the supporting player may leave the central area to join the attack and combine for a shot. Emphasise combination play both inside the grid and off the target player.

COACHING POINTS

- Encourage quick combinations inside the central playing area.
- Emphasise combination play off the target player.
- Keep communication constant and purposeful.
- Demand sharp passing, movement and correct weight of pass.

DIAGRAM



Combine centrally, find the target and then support for a quick attack to goal.

PROGRESSIONS

1. Add an extra defender so two central players must support the target, creating a 3v2 attack to goal.
2. Restrict the target to two touches to speed up the final combination.

COMBINATION PLAY

Combinations -> support -> targets -> final support -> finishing

ACTIVITY 4 | 7V7 TRANSFER GAME

ORGANISATION

Organise a 7v7 plus goalkeepers on half a pitch. Teams can be shaped to encourage different midfield and forward pictures.

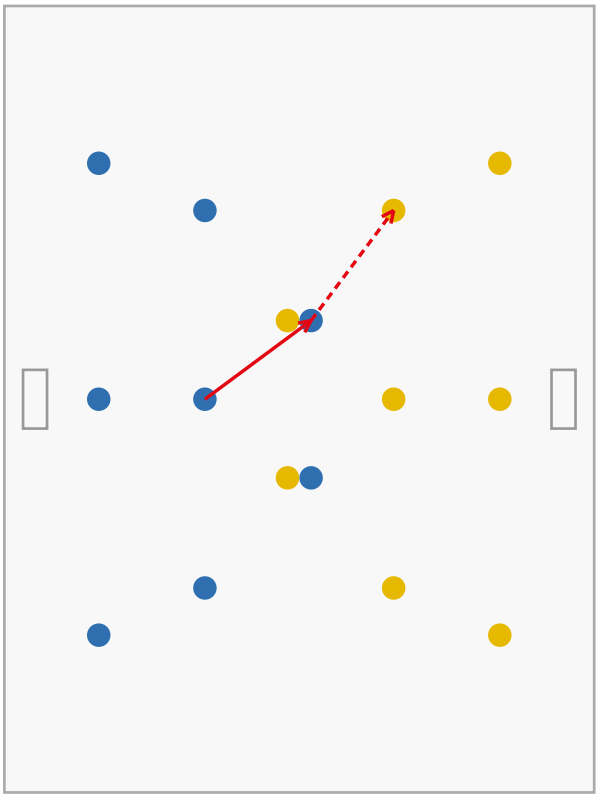
HOW IT WORKS

Both teams compete for possession and try to score. Players are encouraged to be creative in attack and transfer the ideas from earlier in the session: one-twos, overlaps, support angles, combinations through midfield and combinations off advanced players.

COACHING POINTS

- Encourage combinations within the midfield area.
- Emphasise combination play into and around advanced players.
- Maintain strong communication at all times.
- Use sharp passing, movement and accurate weight of pass.

DIAGRAM



Final game to transfer combination play ideas into a realistic match setting.

PROGRESSIONS

1. Award bonus goals for attacks that include a clear combination before the finish.
2. Finish with unrestricted play while reinforcing all previous coaching points.