



Combination Play

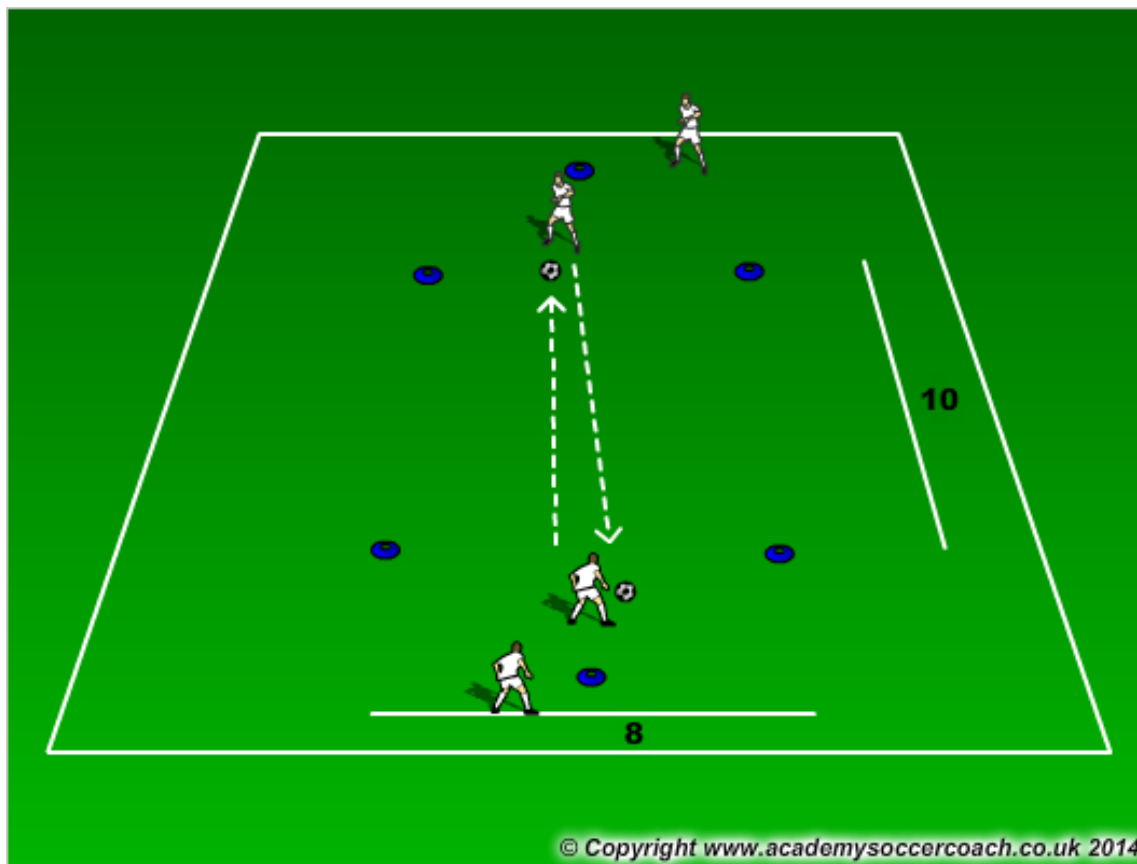


Week 4 is a good time to start talking about Combination Play among our teammates.

Are we able to move the ball quickly? How can we move on and off the ball to help create space to combine with teammates? How can we use angles to our advantage?

A little movement goes a long way to creating enough space to play quickly. Using 1 and 2 touches keeps the ball moving and keeps the defense moving. As long as the defense is moving it makes it harder for them to get set up and organized to slow you down!

BAYERN MUNICH: PHASE 1



Area: 10 x 8 Hexagon

Description: Players pass 1 ball back and forwards over 10 yards

1. Pass and back pedal around cone with partner stepping in for next pass

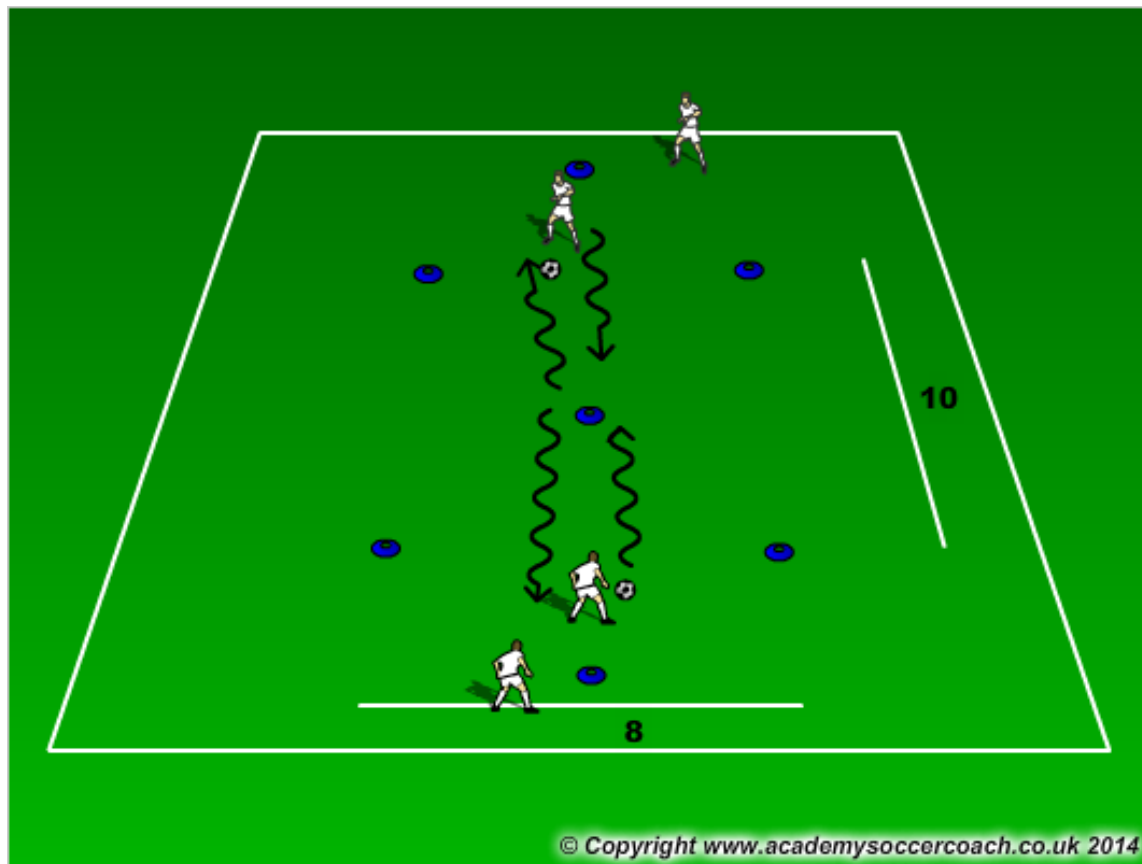
Coaching Points: Self preparation, strike center of ball with center of foot, don't land striking foot

Progressions

- Pass and take 1st touch behind cone to right or left and connect pass
- Pass and take 1st touch in front of cone to left or right (use all surfaces of foot)
- Pass and attack cone with first touch and then use pull push behind and pass back
- Same as above with any COD move
- Pass and have partner set ball for you (quick set and pass, switching roles) RACE to 20 passes

Lots of different options for progressions working on 1st touch and passing

BAYERN MUNICH: PHASE 2



Area: 10 x 8 Hexagon

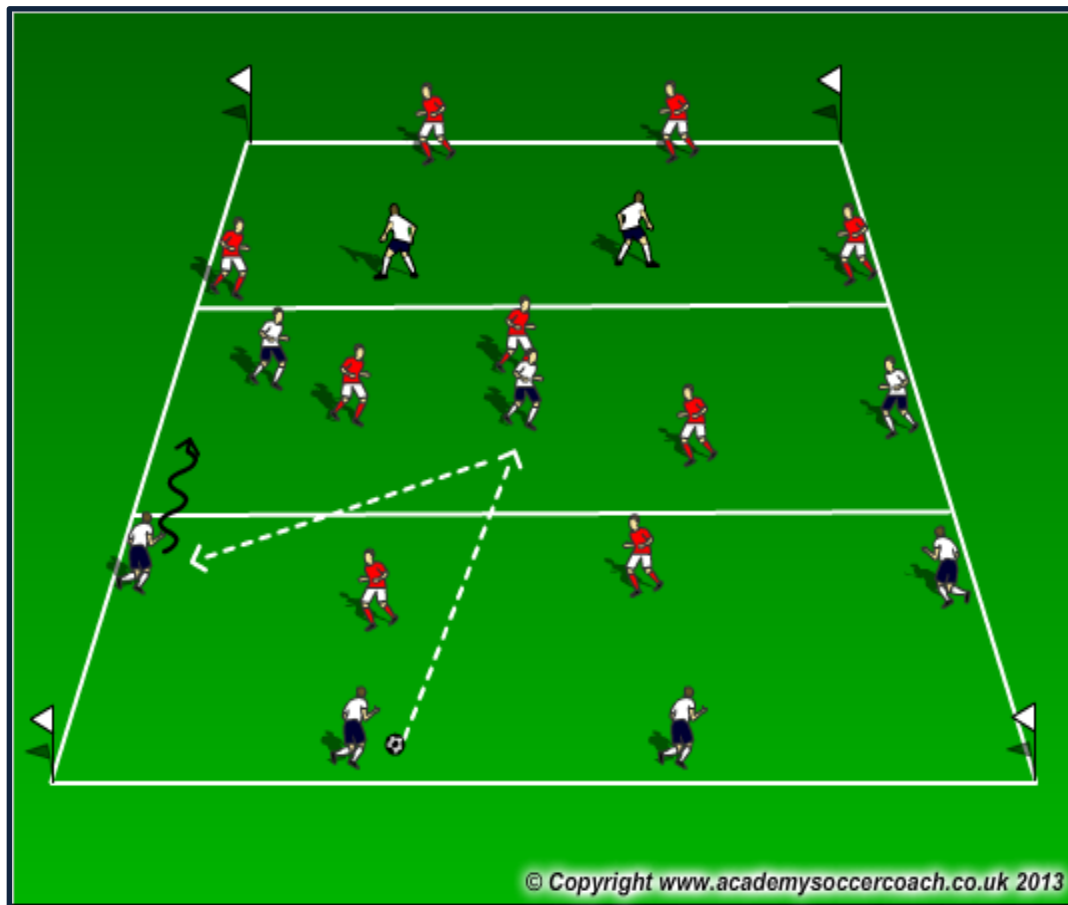
Description: In 4 players perform different Ball mastery sequences in to the center cone

1 Double touches into the cone and play to next player waiting

2 Double touches with a figure 8 around to the blue discs on the way back

(lots of variations within this , set up for ball mastery and COD moves)

8 VS 8 ZONAL POSSESSION



Area: 60x40 yard grid

Description:

Separate players into 4-3-2 and must stay in their third of the field. Objective is to stop ball behind opposing line (flags).

Attacking players can advance into next third of field only on: Change in point of attack or 3rd man combination

Coaching Points:

Quality Passes

Good Angles of Support

Play simple passes

Good body angle to receive ball

Don't give the ball away

Know options before receive ball

Prepare feet to receive ball

Scan, know where defenders are

Progression

Advancing attacking player cannot be tracked to start....then CAN be tracked

Unlimited touches

Academy Finishing Game



Area: 50x40 Yards

Description: 4v4 (Can go as big as 6v6) Teams can score from anywhere on the field. Bumpers play in the attacking half of field.

- Advanced Targets have 1 touch
- Wide Targets have 2 touch (game speed)
- Do not have to use targets – look to score at all times

Coaching Points:

- Movement off ball to create space
- Aggressive runs when ball goes into targets
- Quick / Early finishes
- Not a possession game – be direct!
- Quality finish
- Runs into box

