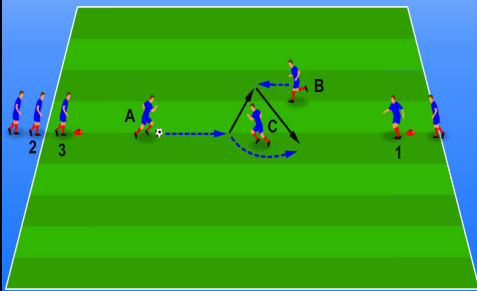


## Combination Series

## Fundamental

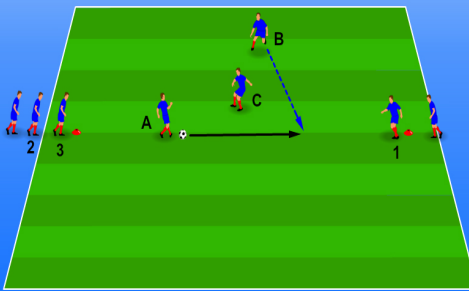
## Combination Play

A



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B



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### *Procedure:*

Defenders make specific runs at the ball as the two attackers execute 2 v 1 combinations. Defenders practice at game speed, forcing the attackers to practice at game speed as well.

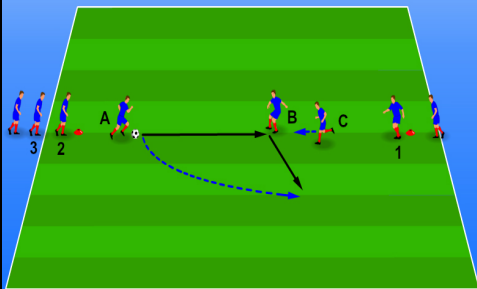
A) Defender runs straight at the ball, attackers wall pass.

B) Defender steps into the passing lane. Attackers play thru ball.

C) Defender makes run late, 2<sup>nd</sup> attacker turns, 1<sup>st</sup> attacker overlaps.

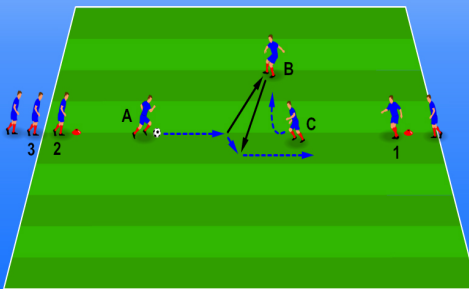
D) Defender chases the first pass, 1<sup>st</sup> attacker takes the return pass and dribbles by him.

C



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D



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### *Procedure (con't):*

E) Defender follows 2<sup>nd</sup> attacker closely, the attackers perform a vertical takeover (not pictured).

### *Coaching Points:*

- 1 The Wall Pass– Set up as close to the defender as possible, making the first pass a short one.
- 2 The Wall Pass – The 1<sup>st</sup> attacker draws the defender towards him, making it easier to run past.
- 3 The Thru Pass – Fake the wall, draw the defender up, then play into the space behind him.
- 4 The Overlap – For an overlap to be on, both attackers need time and space.
- 5 The Overlap – Strike the pass when the first attacker reaches a square position.
- 6 The Double Pass – Take the first touch forward and push the dribble into the open space.
- 7 The Takeover – Direct the 1<sup>st</sup> attacker by getting the dribble onto the outside of the foot

### *Progressions:*

- 1 The defender makes whatever run he chooses, the attackers combine to beat him.