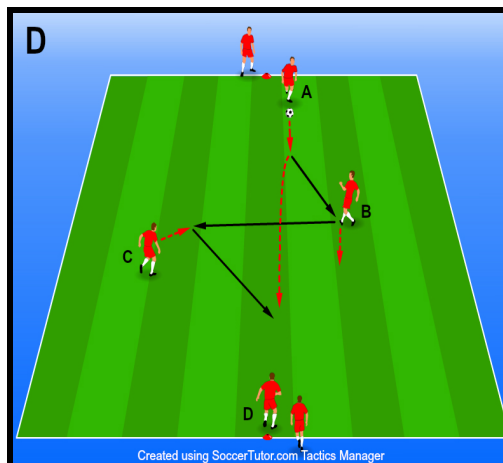
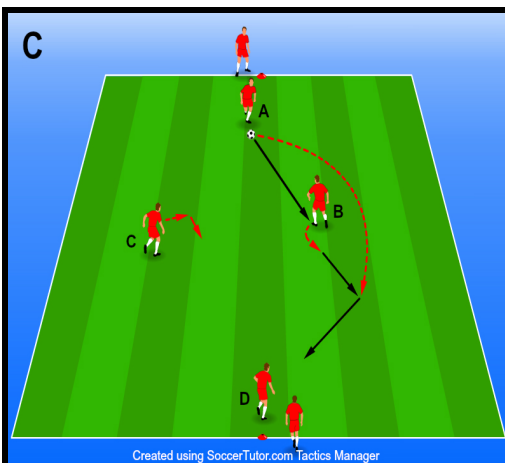
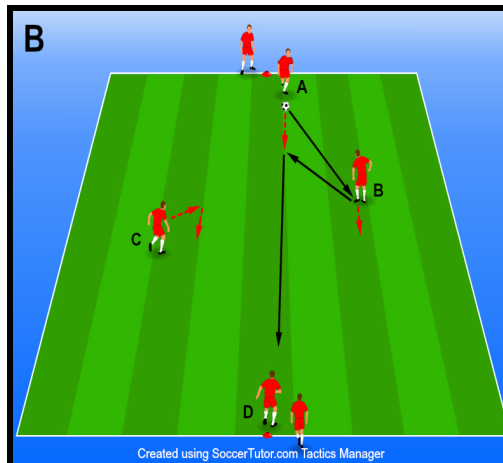
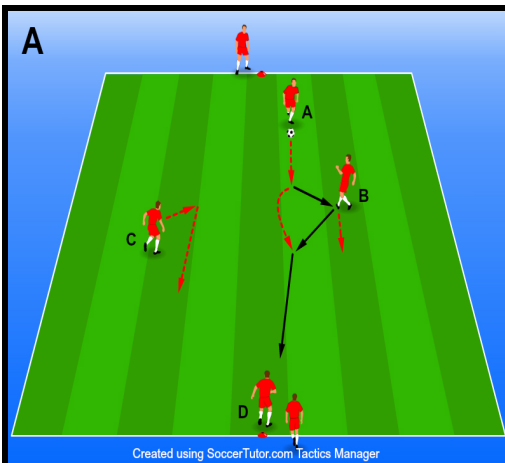


Timing the Combinations

Fundamental

Combination Play



Procedure:

Players B and C support the players shuttling back and forth, running the combinations.

Diagram:

A – Wall Pass

B – Up, Back, Thru

C – Overlap

D – Dummy, Thru Pass

Each combination has verbal and visual cues that must be practiced on each repetition. Players B and C are very active during the drill and will need to be rotated out after 1-2 minutes.

Coaching Points:

- 1 Wall Pass** – Support players must set up close to the ball in order to keep the passes short.
 - Player A accelerates after making the first pass.
 - The second pass should not slow Player A down.
- 2 Up, Back, Thru** – Player A has to hold his run to see if Player B can play one touch back.
 - Player B has to decide whether to play with one or two touches.
 - The last pass from Player A is a long driven ball to Player D.
- 3 Overlap** – Players B and C makes runs into the middle to initiate the combination.
 - Player A calls for Player B to “Hold” as he makes his overlapping run.
 - Player B strikes the second pass as Player A reaches a square position.
- 4 Dummy, Thru Pass** – Player A accelerates after making the first pass AND calls for the ball.
 - Player C enters the play late, just as Player A dummies the ball.
 - All three passes must be made with one touch for the timing to work.

Progressions:

- 1** The players choose a combination based on verbal and visual cues given by Players B and C.