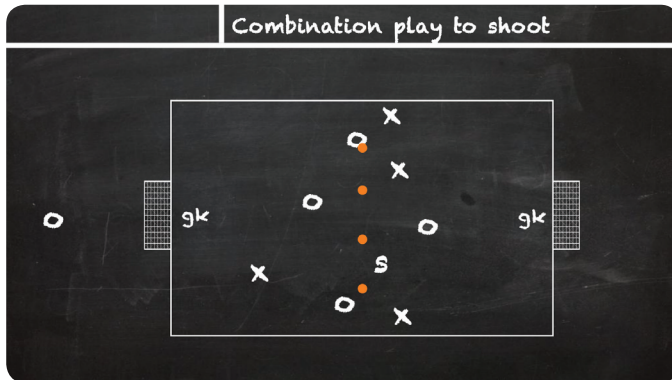


COMBINATION PLAY

SESSION SHOOTING GAME		PLAYERS 8 – 16
AREA 25 X 36	AGE 11+	TIME 20 – 30 MINS



SET UP:

1. 1 goal at both ends of the pitch. 1 ball in play. 5v5 including a GK in each goal.
2. A spare-man or floater is available to play for the team in possession. In each half set up 3 defenders and 1 attacker. They must all remain in their designated half of the pitch.
3. The aim of the game is for the defenders to shoot from their own half after playing combinations with each other and the floater. The attacker can only score from rebounds.

KEY FACTORS

The shot must come from own half
i.e. from distance

Attacker can score from rebounds

Look to set a teammate up for a first
time strike

Get the shot off quickly if possible

(P) Attacker – movement to receive/
create space

PROGRESSION: Allow defenders to play into the lone striker, once they have done this they can join him in attack. If there is space to dribble (drive) into then players are also allowed to do so.

SKILL DEVELOPMENT: Communication, control, finishing, shot stopping, handling, weight of pass.

NOTES