

SESSION PLAN: HOUSE GAME

CATEGORY:
COMBINATION PLAY

**NO. OF PLAYERS
REQUIRED:** 6-13

**PRACTICE
LENGTH:** 30 MINS

COACHING POINTS:

- | | |
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| <ol style="list-style-type: none"> 1. Timing of release 3. Types of combinations | <ol style="list-style-type: none"> 2. Shape and timing of run 4. Pressing & securing |
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FOUR CORNERS:

Technical

passing & receiving,
timing of release,
movement to support,
weight of pass

Psychological

decision-making,
patience, persistence,
awareness

Physical

pressing, forward runs,
recovery

Social

communication, team
work, enjoyment!

General Notes

Designed to work on combination play to break down opposition in a game based scenario. Key focus on patience in possession and securing possession on transition by taking the ball 'home'

Aims & Objectives

To win the ball high up the pitch and take it home in order to build up attack with clever combination play

Organisation & Setup

Key constraint restricts players from dribbling over half way line. Can only break in with a pass meaning the game must be played in one half of the pitch.

Adaptation & Progression

Progress to allow one defender deeper (a tactical decision for team out of possession). Encourage players to still use half way line as a guide to release ball, but of course if defender stays deep, he plays opponents inside.









