

NATIONAL YOUTH LICENSE U17 LESSON PLAN

Combining

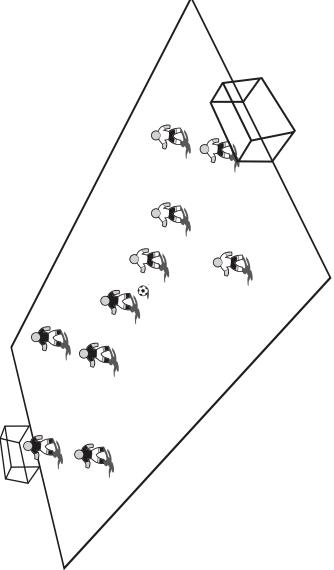
Author — Tom Turner



ACTIVITY	DESCRIPTION	DIAGRAM	PURPOSE & COACHING POINTS												
1. Creating space & combining in twos and three's Numbers: 3v 3 + 4 (NEUTRALS) Space: 25/30x 25/30 yards	<ul style="list-style-type: none"> To score, the attacking team passes to any of the four neutral players and connects to a third teammate with a one-touch pass. Games are to five. 	<table border="1"> <tr><td>0</td><td>X</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>O</td><td>X</td><td>0</td></tr> <tr><td></td><td></td><td>X</td><td></td></tr> </table>	0	X	0	0	0	O	X	0			X		
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2 Mobility & Connecting Numbers: 3v 3 + 4 (NEUTRALS) Space: 25/30x 25/30 yards	<ul style="list-style-type: none"> If the passer receives the ball back from the neutral player, the team maintains possession, but does not score. Neutral players have three touches. If no pass is made after two touches, the ball MUST be passed to one of the other neutral players to keep the ball circulating. 	<table border="1"> <tr><td>0</td><td>X</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>O</td><td>X</td><td>0</td></tr> <tr><td></td><td></td><td>X</td><td></td></tr> </table>	0	X	0	0	0	O	X	0			X		<p>If no immediate counter-attack, develop basic spacing ideas:</p> <ul style="list-style-type: none"> Forward and midfield players push out of the back (GK in possession) Defenders open to the side of the field **GK should advance the ball to create a passing lane(\$)
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3 5v 5 to goals Numbers: four field players and a goalkeeper Space: 40/45x 30/35 yards Organize players 2-1-1	<p>SPECIAL RULES:</p> <ol style="list-style-type: none"> Limit touches (3) to reduce dribbling and increase ball circulation Reward two- and then three-player combinations with a point; goals are worth three points. 	<table border="1"> <tr><td>0</td><td>X</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>O</td><td>X</td><td>0</td></tr> <tr><td></td><td></td><td>X</td><td></td></tr> </table>	0	X	0	0	0	O	X	0			X		
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4 5v5 to goals	<p>Building up: Build basic connection ideas between five players.</p> <ul style="list-style-type: none"> • Midfielder and forward should move in opposition to each other (high-low, left-right) • Midfield player acts like a AMF /#10 in three-front playing off striker's movements • Defenders should not be forward together (team should be even numbers in defense) • Central player should not kill passing lanes to the forward • Striker should not stand on sidelines • Midfield player should help build out of the back / change Point Of Attack by showing in central spaces • Defenders should run the ball into space when possible • Turning and finishing from MF and striker encouraged 		<ol style="list-style-type: none"> 1. As above 2. Develop team shape ideas 3. Develop ideas on rhythm and phases of play 	
5 8v8 (not 11v11)	<p>SPECIAL RULES:</p> <ol style="list-style-type: none"> 1. Limit touches/unlimited touches 2. No punting 3. No pressing 4. Reward any reasonable combination attempt (successful or otherwise) with points (goals always worth more) 5. Do not pigeonhole what a "combination" is. Any reasonable combining action involving two or more players should count! 	