



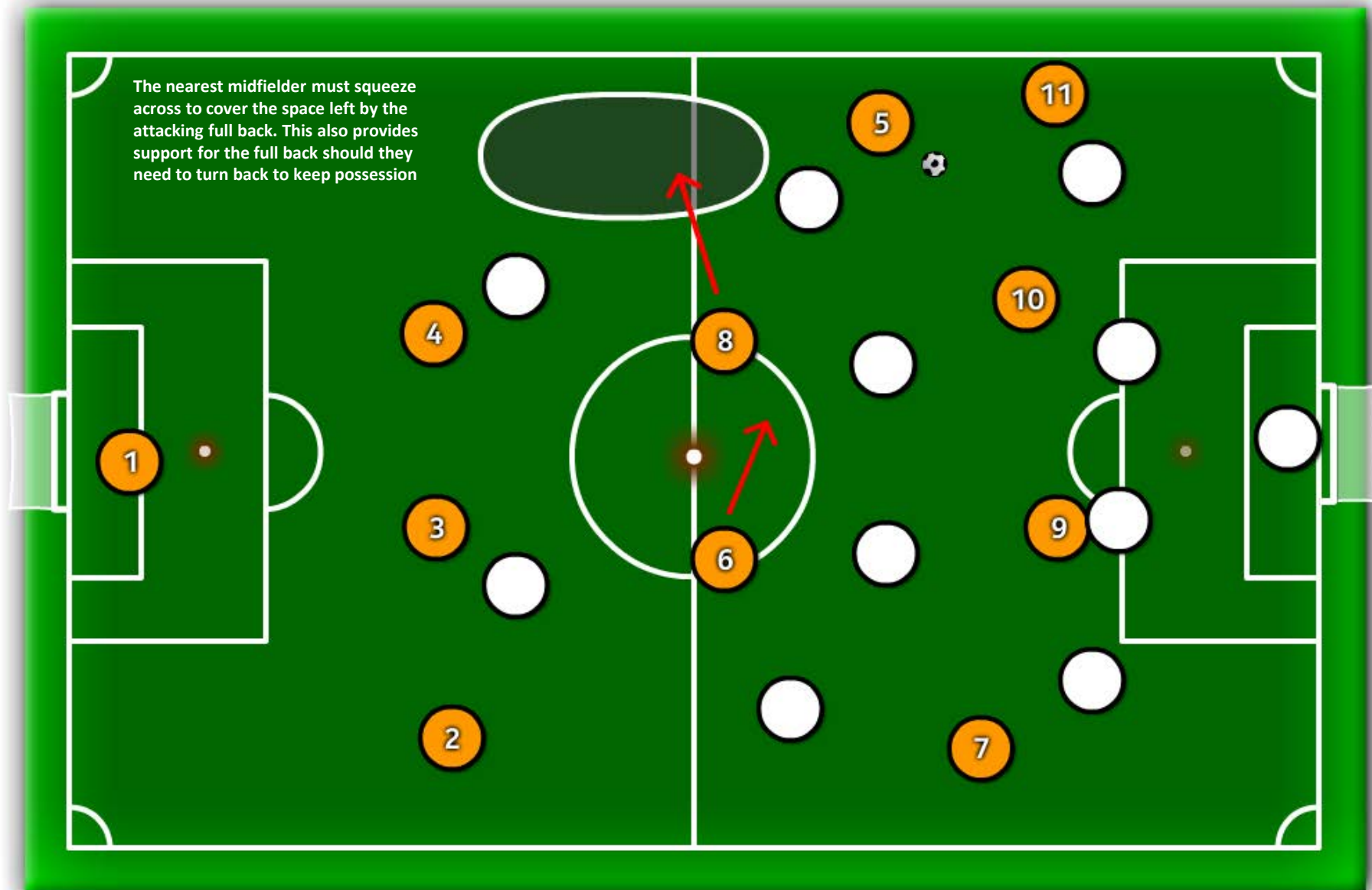
PLAYING THE

GK-4-3-3 NUMBER 10

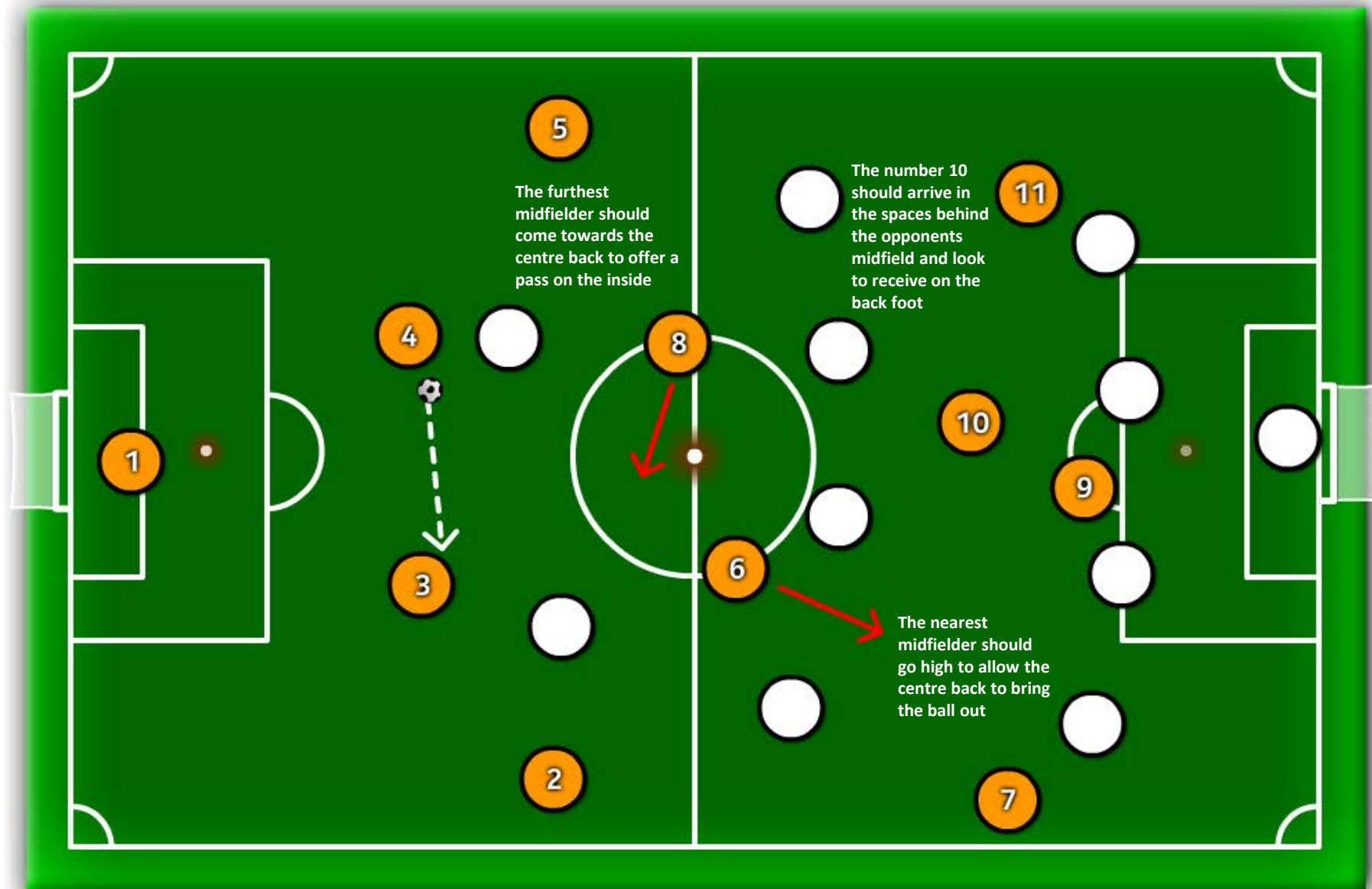
COACHING THE GK-4-3-3 WITH A NUMBER 10

1. When the full back attacks, the nearest midfielder must cover the space
2. If the centre backs are in possession, the midfielders must rotate to receive
3. When one central midfielder attacks, the other must hold their position
4. The full back and wide player must combine their movements to receive
5. The number 10 must start high alongside the number 9 to disrupt the defence
6. In general play, the number 10 is free to roam the pitch in order to receive
7. On crosses, the team must get three players into the box & two on the edge
8. In crossing situations, the number 9 must go to the near post to open the box
9. On longer passes, the midfielders must be ready to pick up 2nd balls
10. When defending, the wide players can drop back to make a compact midfield
11. The number 10 should look to pressure opposing midfielders on the blind side

When the full back attacks, the nearest midfielder must cover the space

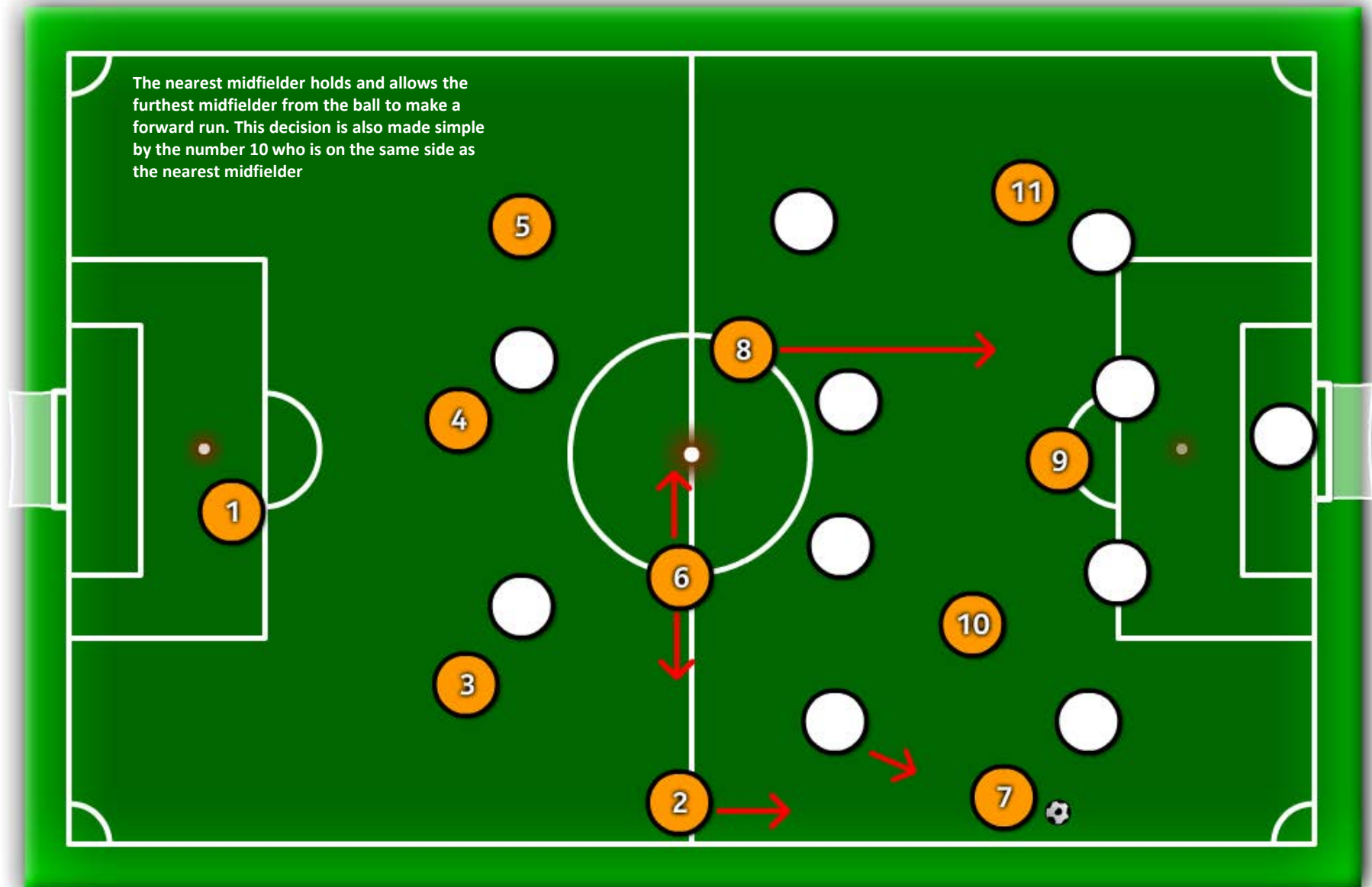


If the centre backs are in possession, the midfielders must rotate to receive

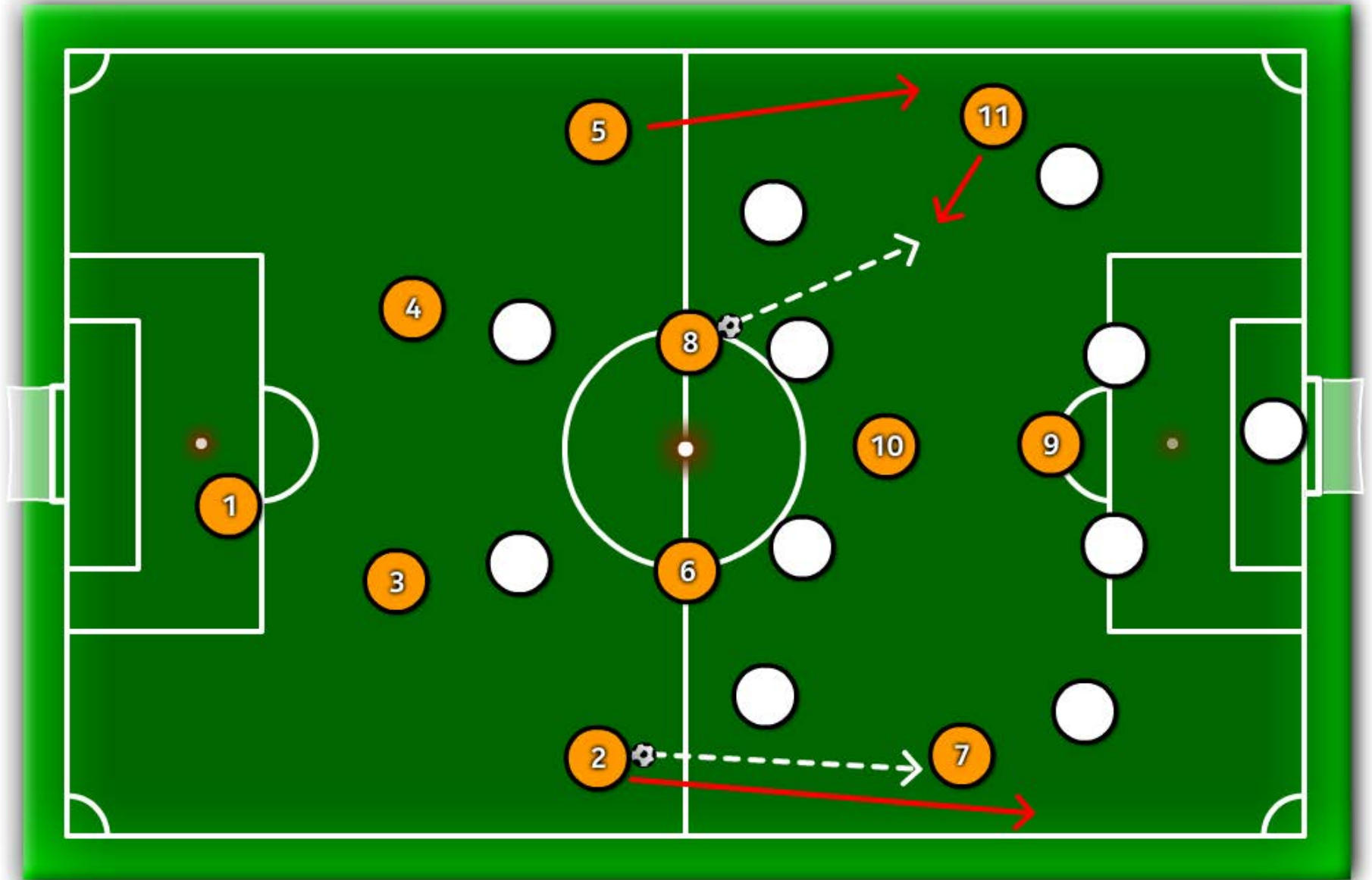


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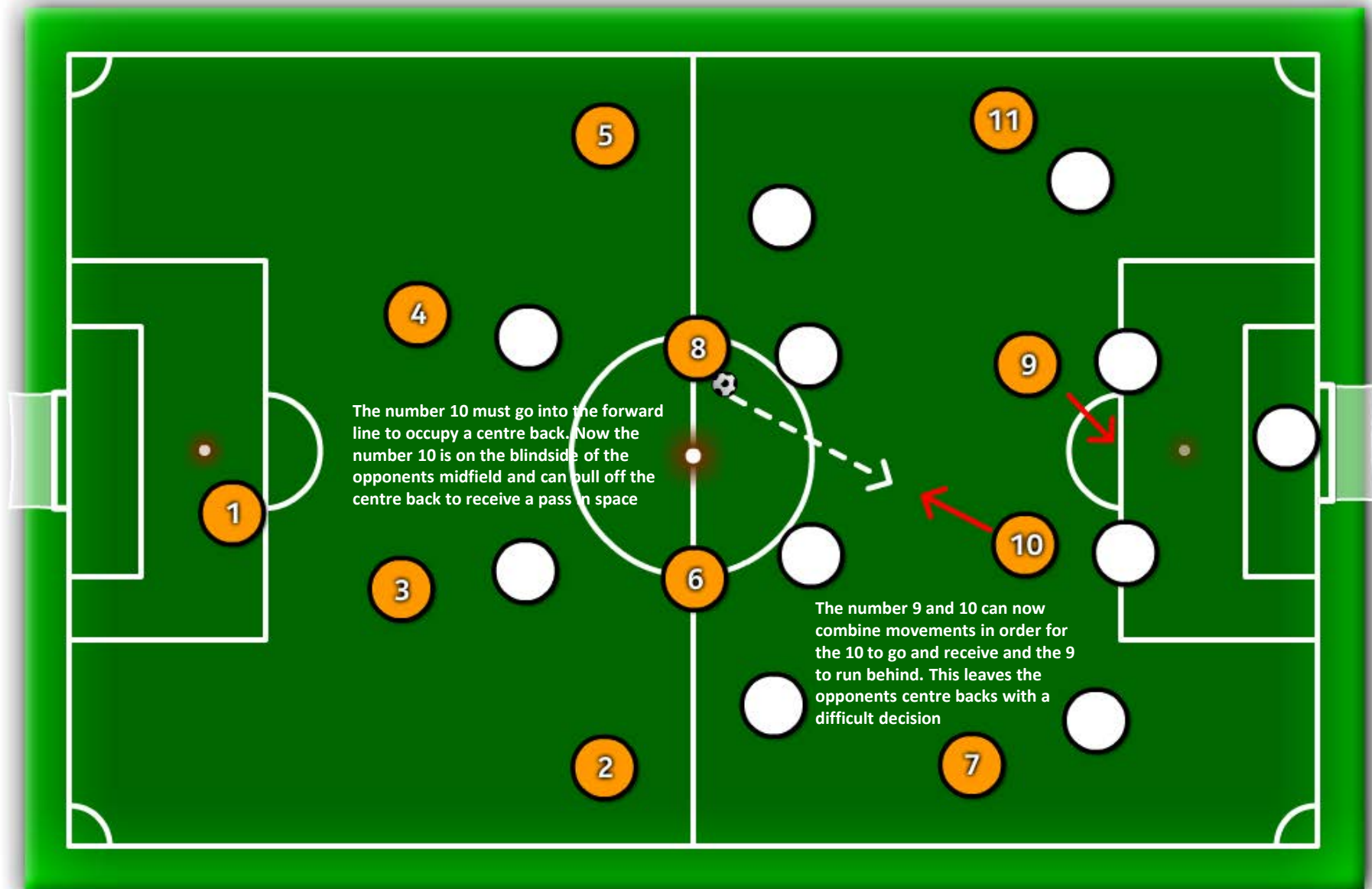
The nearest midfielder holds and allows the furthest midfielder from the ball to make a forward run. This decision is also made simple by the number 10 who is on the same side as the nearest midfielder



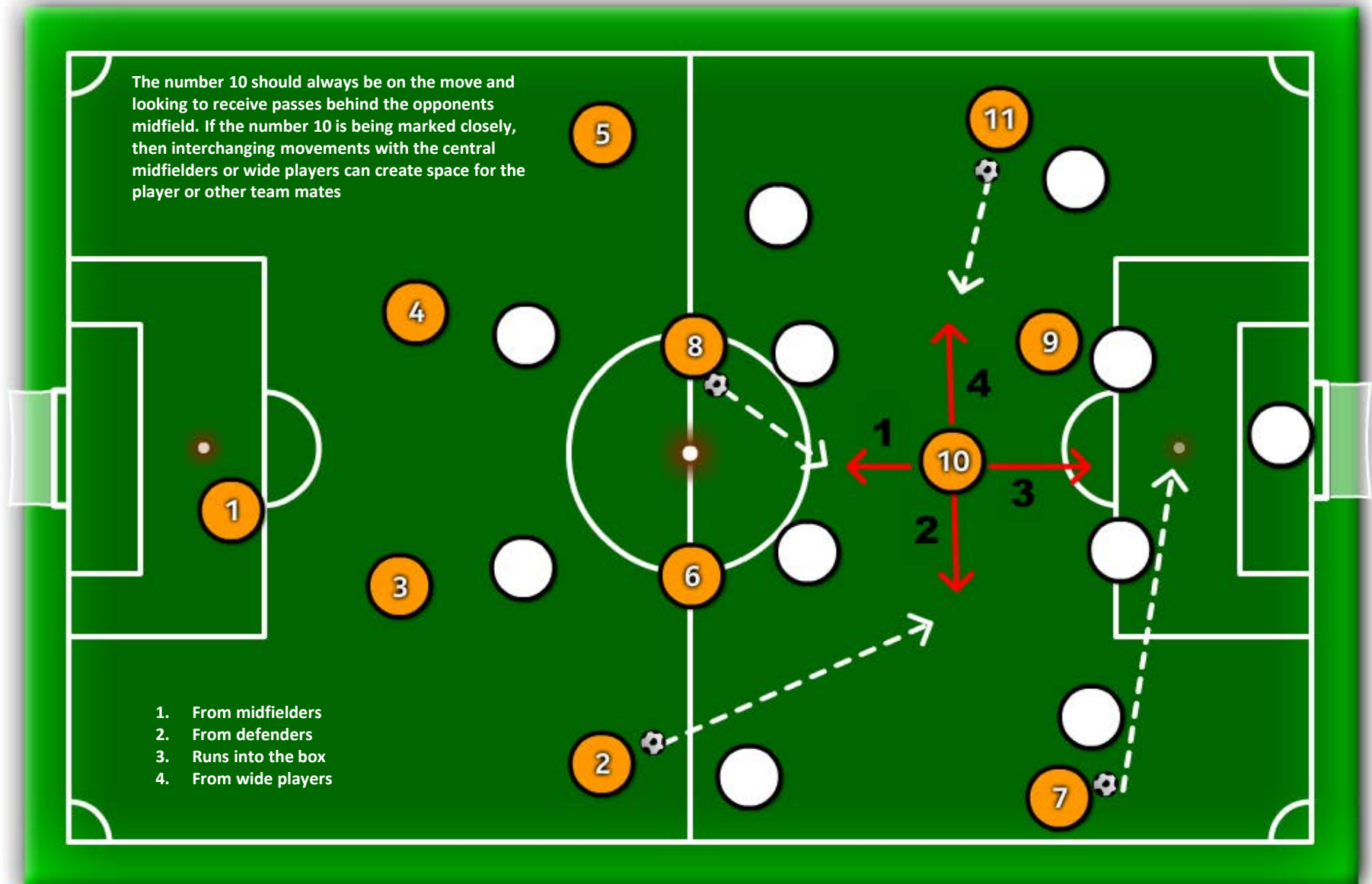
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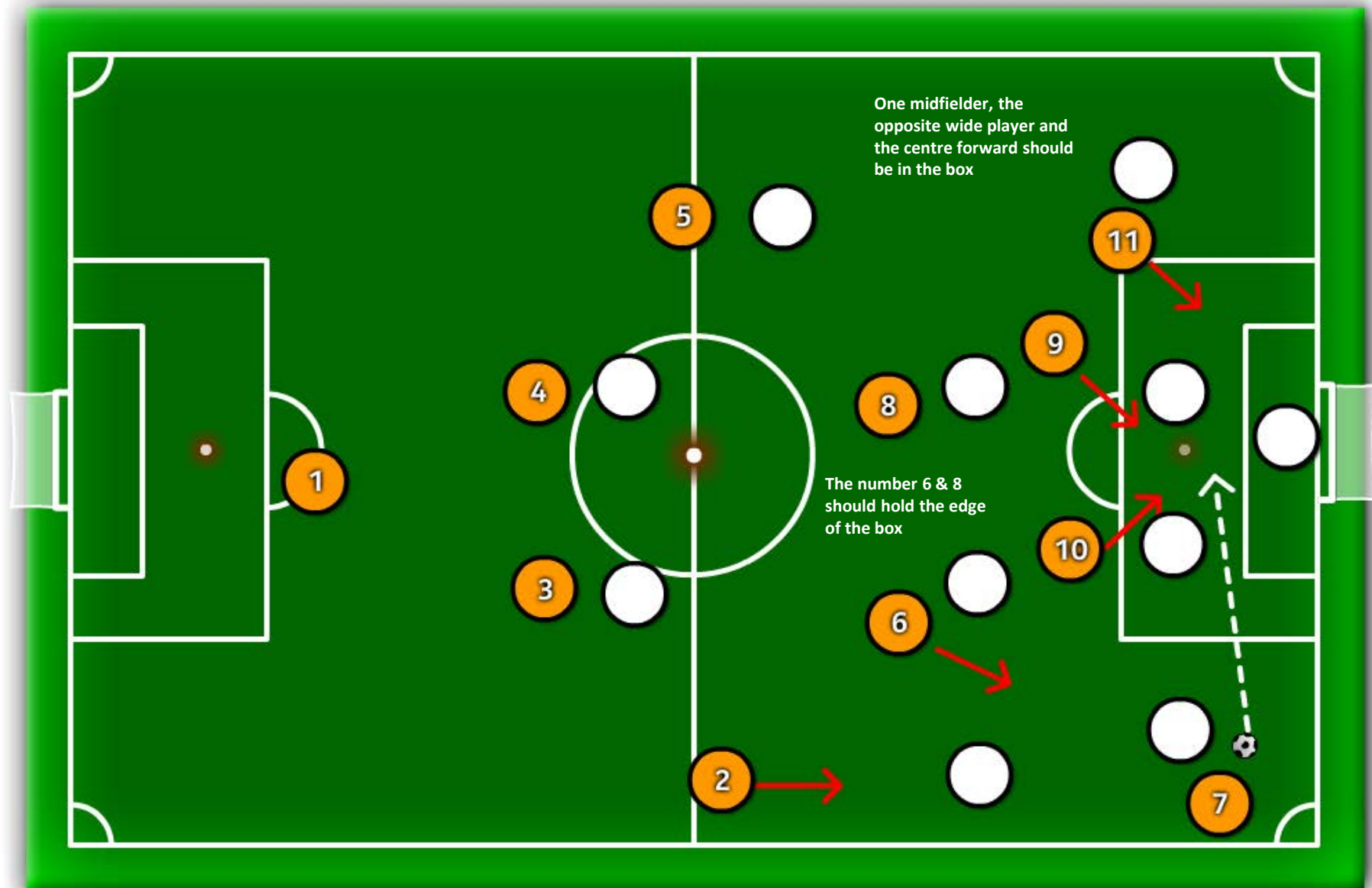
The number 10 must start high alongside the number 9 to disrupt the defence



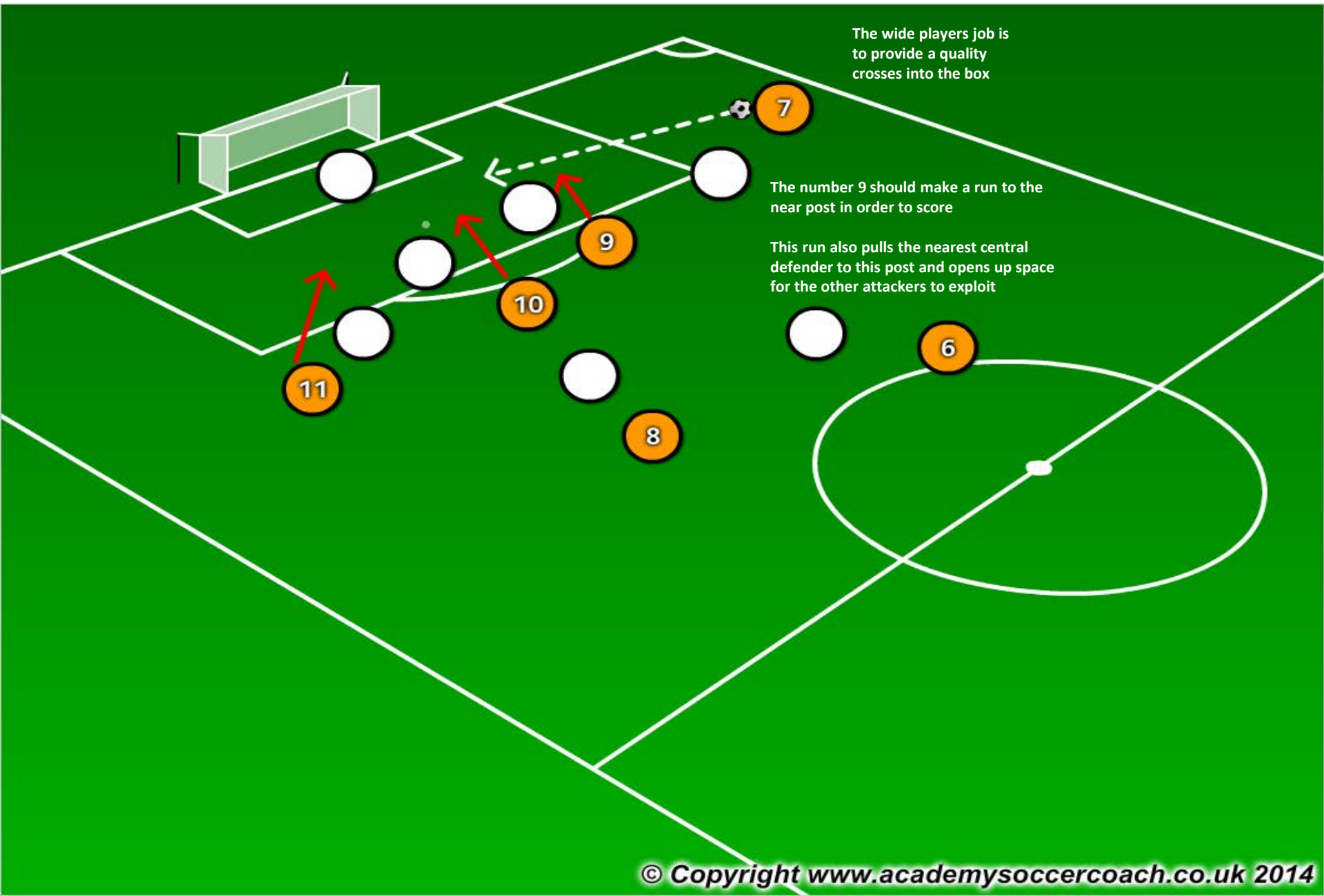
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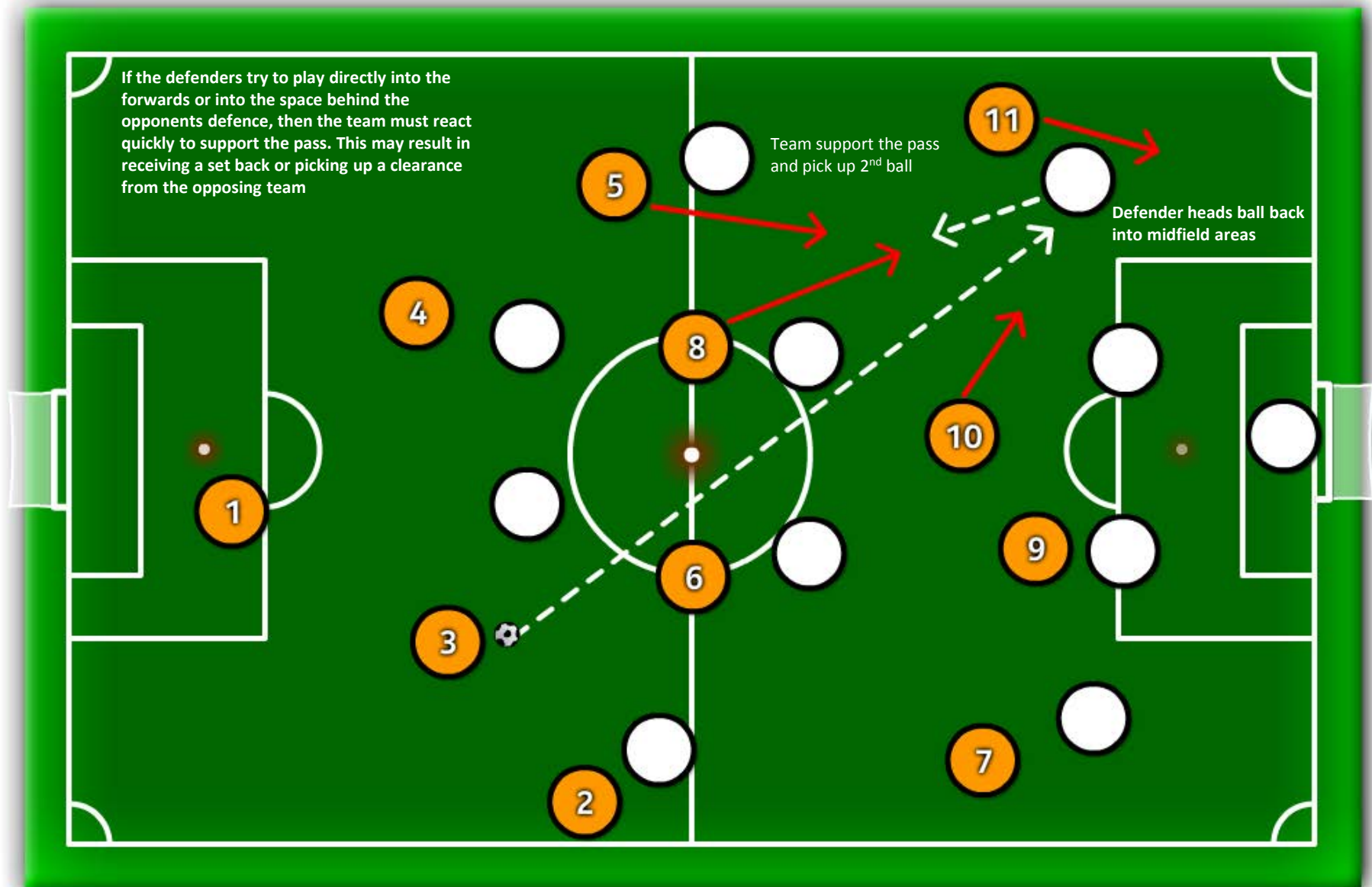
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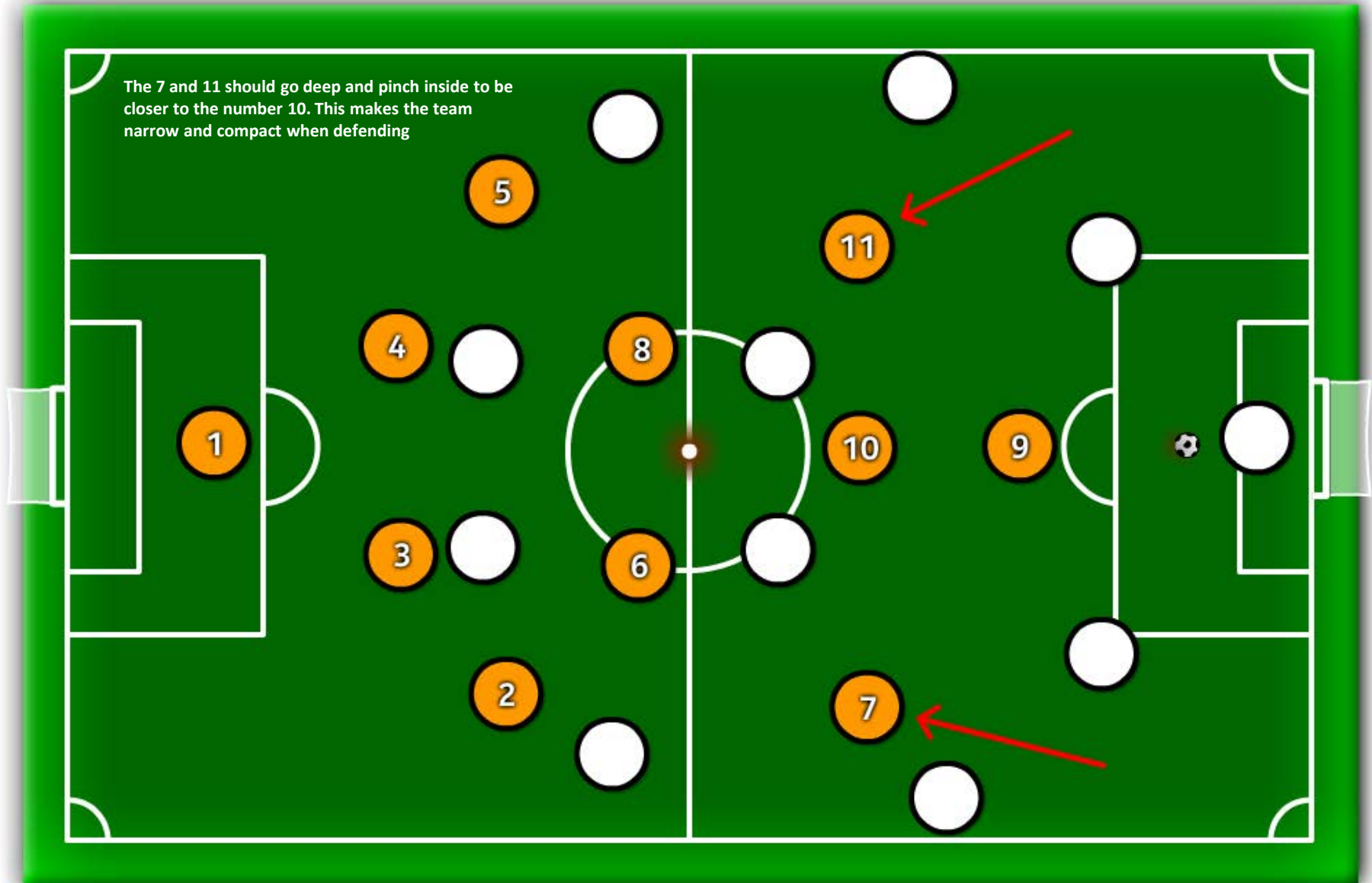
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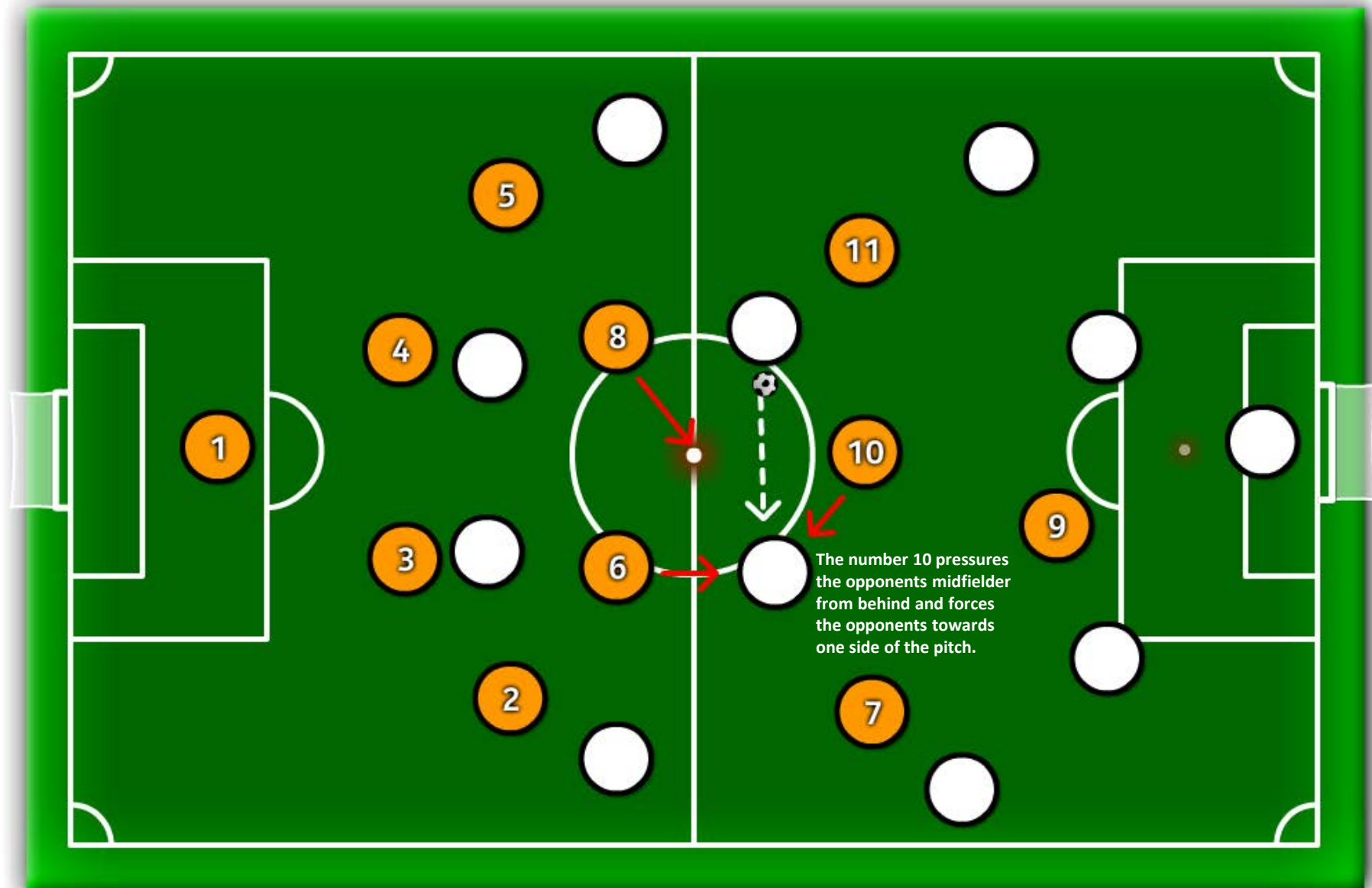
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When defending, the wide players can drop back to make a compact midfield



The number 10 should look to pressure opposing midfielders on the blind side



FORMATION OVERVIEW

GK-4-3-3 NUMBER 10



STRENGTHS

- Use of the full width of the pitch
- Two central midfielders
- Use of a roaming number 10

CONCERNS

- Number 9 can be isolated if the number 10 drops too deep
- Full backs must be able to defend 1v1

ROTATING THE SHAPE

GK-4-3-3 – Number 6

- 433 – Number 6
- The number 6 drops deeper and the number 10 takes this position in a 433 (number 6) formation

GK-4-4-2 – Diamond

- The number 9 can drop deeper to create a four player “diamond” midfield with the 7 & 11 becoming two forwards

GK-4-5-1

- The number 7 and 11 drop back into midfield to make a 451 formation

The above rotations should happen naturally in the game due to player movement



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