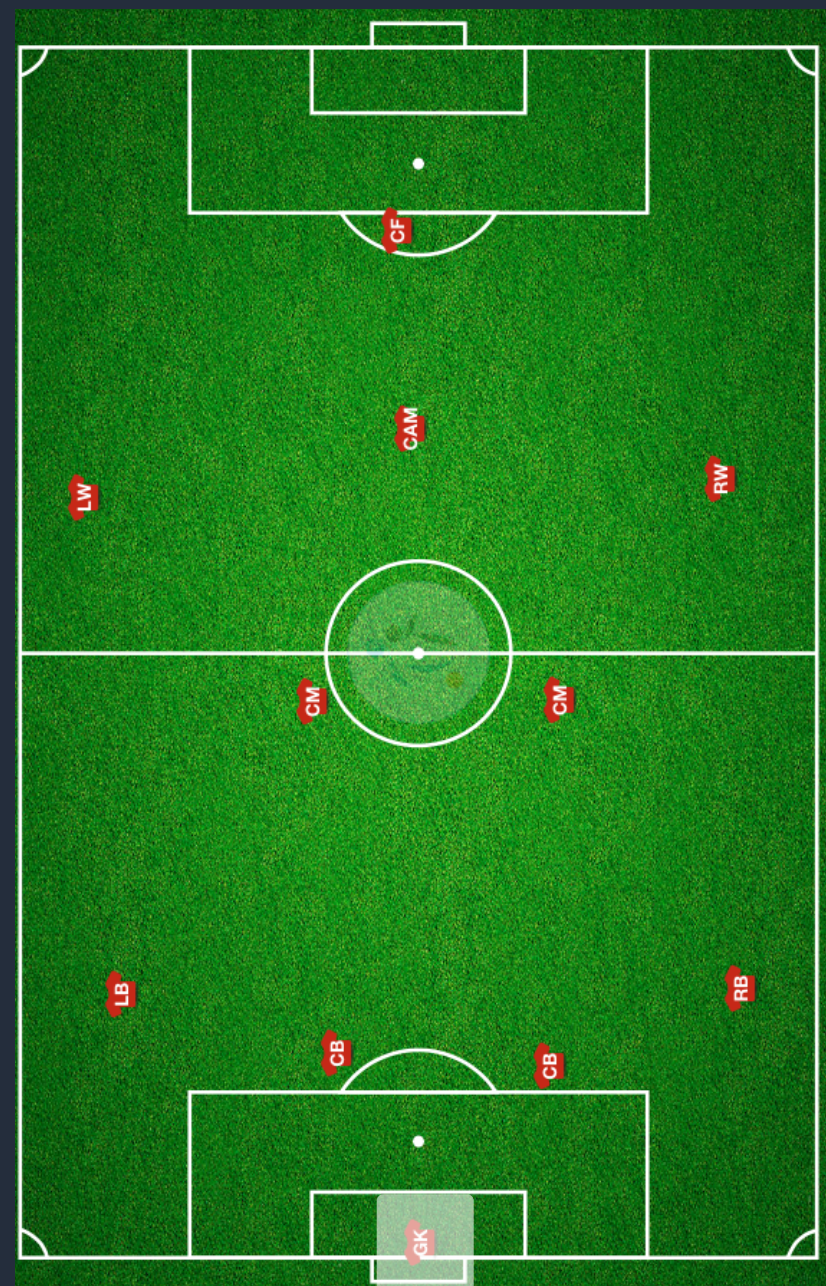


Where?



Key Attributes

Handling
Aerial Ability
Throwing
Reflexes & Kicking
Passing & Pace
Decision making
Positioning
Footwork
Confidence
Communication
Agility
Commanding

GOALKEEPER



In Possession

Option to receive

Offer depth to retain possession

Identify and find the spare player

Limited touches

Out of possession

Command the area

Quality handling attributes

Realistic positioning

Confidence to make saves

Building the ATT

Break the lines

Play through, around or over

Range of passing

Creating

Switch the Play

Break the press

Long ball into MID, or ATT

Delay & Deny

Protect positioning

Confident in 1v1 situations

Sweep if neccassary

Managing the Press

Protect the goal

Sweep long ball over defensive line

Confident to deal with 1v1

4-2-3-1

Richard Cashman
Adapted from Stuart Amos

ATT > DEF

Structure team shape

Decision making in protecting or pressing

Anticipation of game scenarios

Mindful of threats

DEF > ATT

Secure the first pass

Counter? Can we play quick?

Maintain possession if needed to build

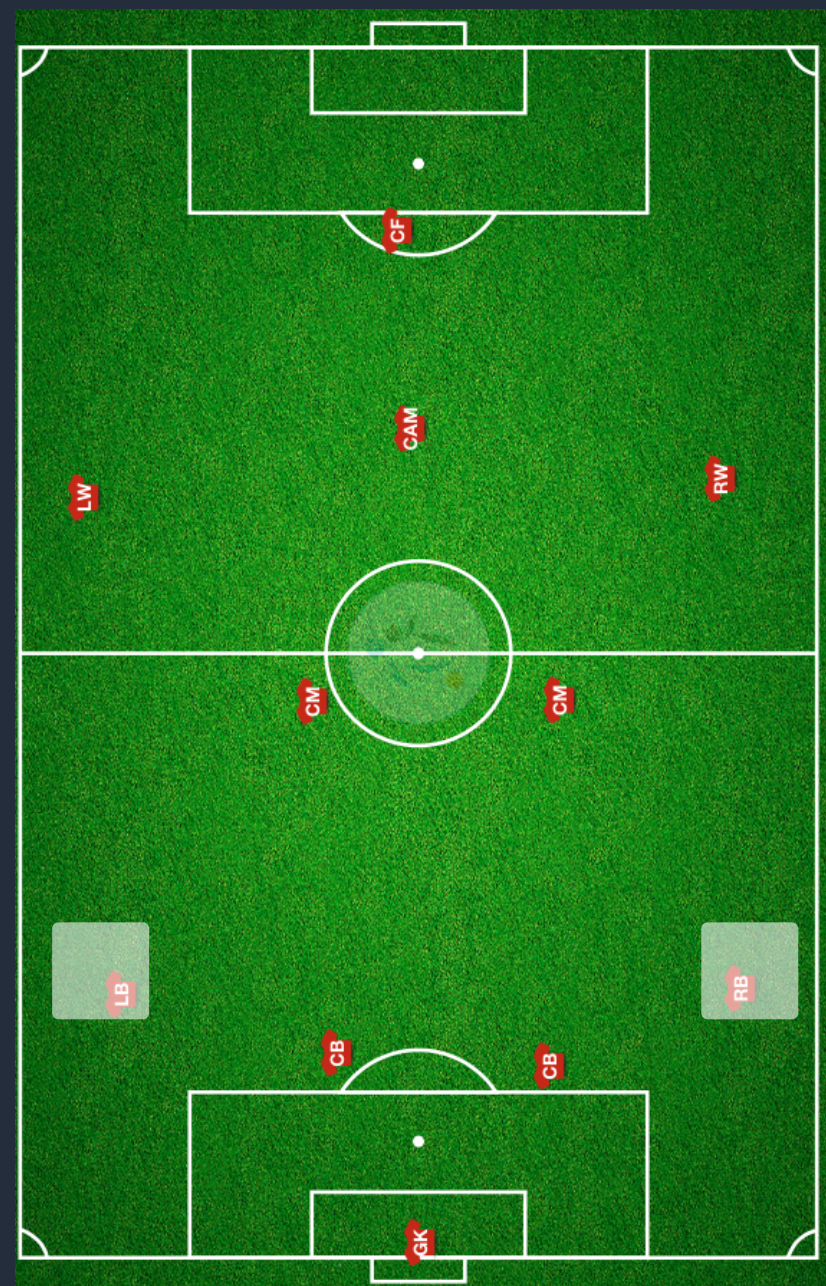
Set Pieces

Communicate defensive set-up

Minimise un-mark players

Command area

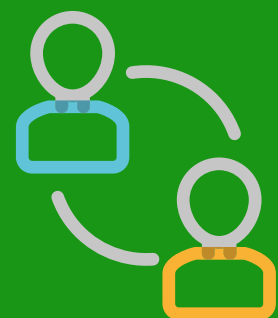
Where?



Key Attributes

Tackling
Tactical knowledge
Positioning
Stamina
Dribbling
Passing
Movement
Teamwork
Crossing
Marking
Concentration
Anticipation

FULL BACKS



In Possession

Movement into a wider position to receive

Combination play

Look to play into the next unit or ATT

Building the ATT

Create space by offering to receive in a wide position

Patience build up

Switching the play to find the spare player

Combination play and movement (underlap/overlap)

Creating

Crossing

Switch the play option

RWTB, Dribbling, Passing

Out of possession

Recovery Runs (2v1)

Adopt a more compact structure

Block crosses (Force backwards)

Challenge arielly

Delay & Deny

Awareness of distance to press

Minimise space increase between units

Limit passing lanes

Compact defensively

Collective press

Pressing

Body position

Angle of approach

Aggressiveness & Interception

4-2-3-1

Richard Cashman
Adapted from Stuart Amos

ATT > DEF

Delay to slow the opposition

Deny to reorganize

Decision to press or protect

Get behind the ball

DEF > ATT

Confident 1v1

Invite opposition to press to positional space to ATT

Dictate tempo of the game

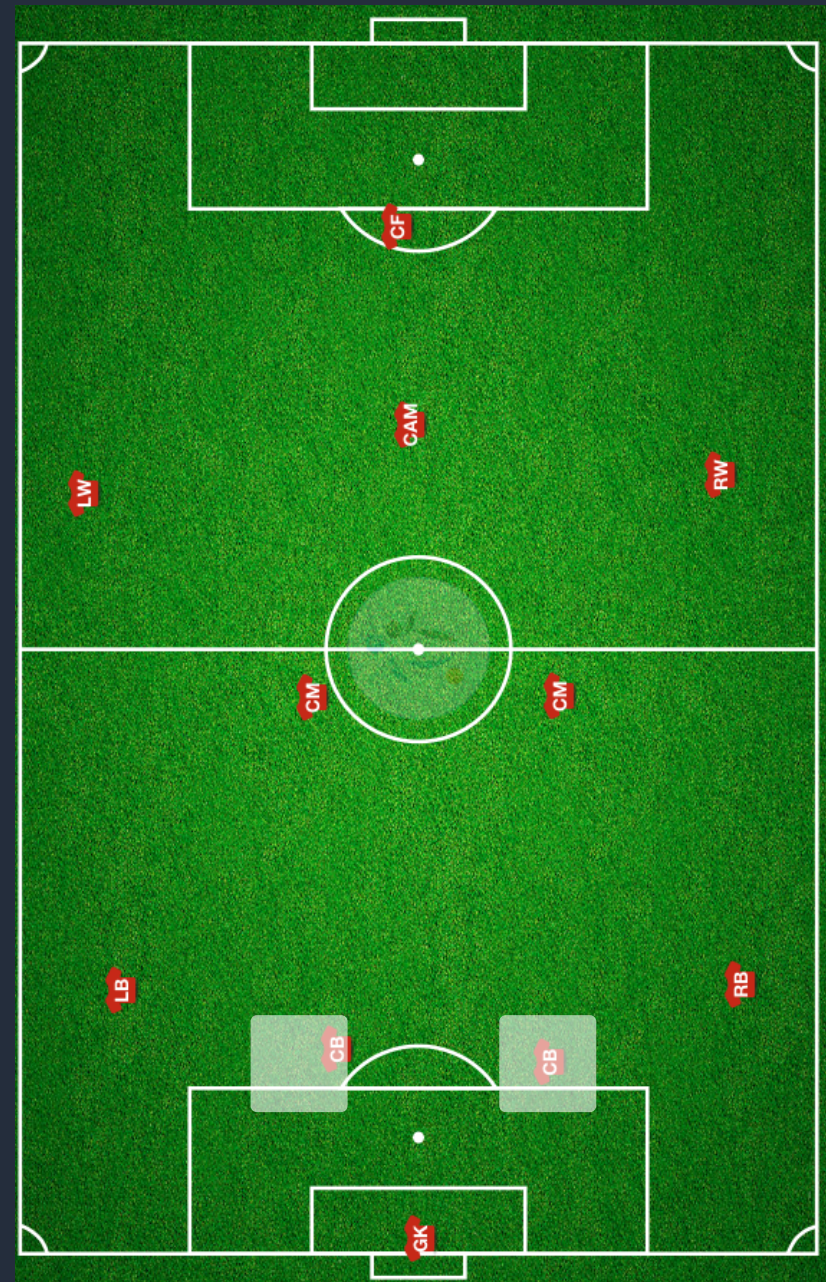
Support ATT (Overlap, underlap or inverted)

Set Pieces

Maintain defensive structure to minimise the counter threat

Corner responsibilities i.e. short option, front post area

Where?



Key Attributes

Aerial
Tackling
Decisions
Positioning
Strength
Composure
Communication
Versatile
Tactical knowledge
Technical Ability
Defensive R&R
Acceleration
Jumping

CENTRAL DEFENDERS



4-2-3-1

Richard Cashman
Adapted from Stuart Amos

In Possession

Able to receive under pressure

Maintain possession in tight areas

Confident to break lines (Passing/RWTB)

Wide variety of passing options

Continuously support players off the ball

Building the ATT

Balance and Depth

Always being a passing option

Finding the spare player

Quick tempo to move opposition

Creating

Create an overload in MID

Switch the Play

Diagonal Play

Long balls in-behind

Out of possession

Communicate changes in team shape (Wide v Compact)

When to deny ,delay or intercept

Confident to challenge arielly

Identifying and communicateinh threats (opposition or spaces)

Delay & Deny

Team work and communication to progress unit with play

Dominant in 1v1 (Ground & Ariel)

Cautious of height and distances (Units, behind, team mates)

Pressing

Balanced distances between units

Press & Cover & Sweep

Dominate and recover possession

ATT > DEF

Knowledge of slowing opposition ATT

Receiving feedback from team-mates of threats

Maintaining good balance and team structure

Awarenesses of long passes in-behind

DEF > ATT

Secure the first pass if possible

If under pressure can we relieve pressure by playing long

Build possession progressively

Use GK if needed

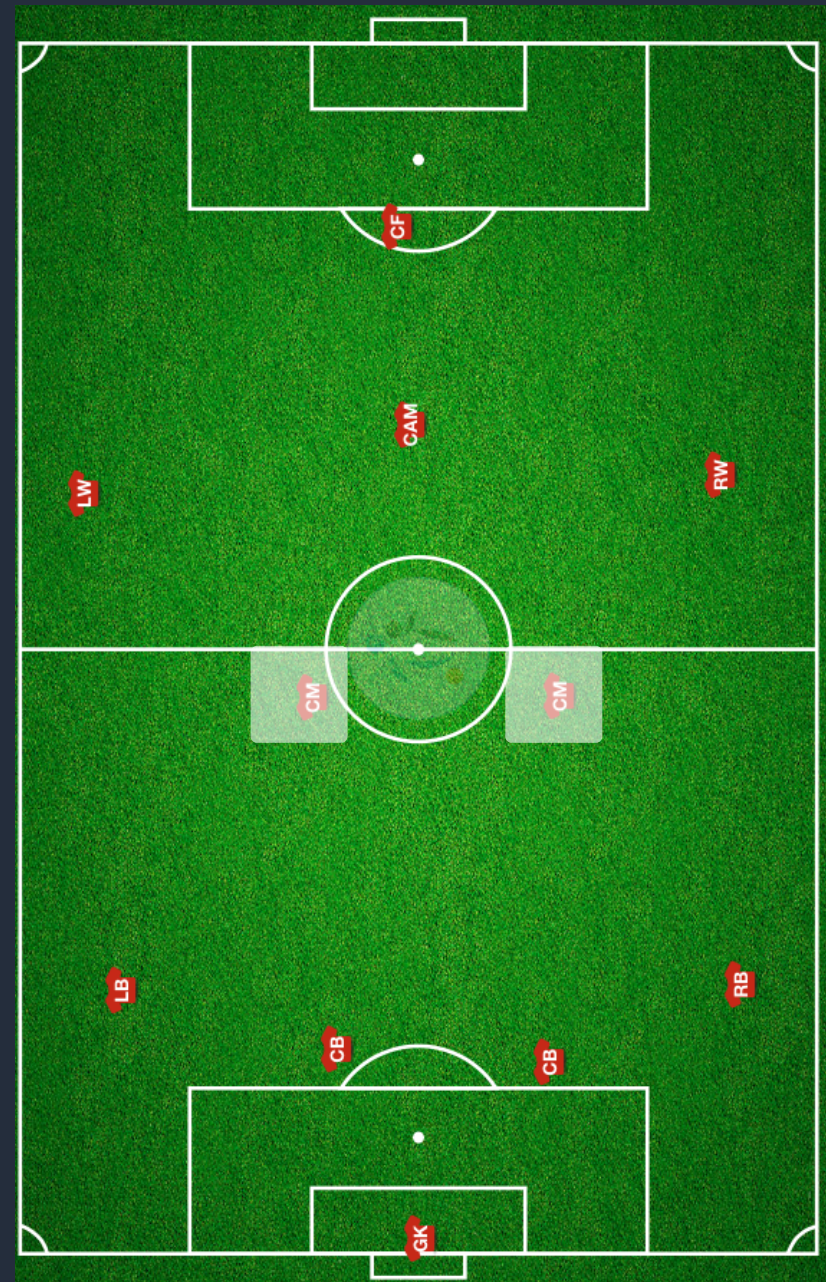
Set Pieces

Challenge in the air

Mark, track and intercept

Make spaces hard to work from

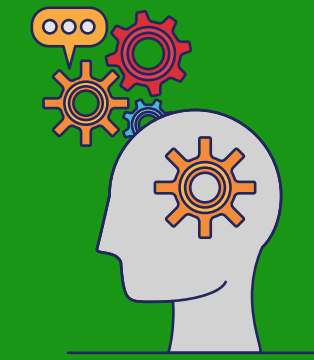
Where?



Key Attributes

Physical abilities
Technical skills
Dictate the game
Manipulate pace
Comfortable 1v1
Play under pressure
Passing
Movement
Positional balance
Defensive R&R
Organisation
Vision
Flair

CENTRAL MIDFIELDERS



4-2-3-1

Richard Cashman
Adapted from Stuart Amos

In Possession

Influencing possession play

Offer depth and cover

Penetrate opposition lines

Confident in 1v1 situations

Able to dictate tempo of the game

Manipulating opposition to create

Building the ATT

Rotations in MID

Limited touches under pressure

Find the spare player (through, around or over)

Creating overloads

Creating

Switching the play to find openings

Create opportunities through Z.14

Out of possession

Minimise space between player and units

Delay and force opposition to play backwards

Quality of communication and scanning to minimise threats

Protect central areas

Anticipate long /diagonal passes

Delay & Deny

Operating as units to minimising passes in-between

Mark, Press, Intercept, Cover

Angle of press (Passing lanes)

Dominate duels

Pressing

Understanding distances and angles

Tigger point to press

Team Press

ATT > DEF

Understanding when to press and when to protect

Force opposition into areas of strength (numerical +)

Slow opposition play in order to recover shape

Being flexible to cover positions/spaces whilst recovering

Safe v Danger Zones

DEF > ATT

Anticipate tactical scenarios

Create overloads

Quick penetrative passes to de-structure opposition

Variety of passing to maintain possession.

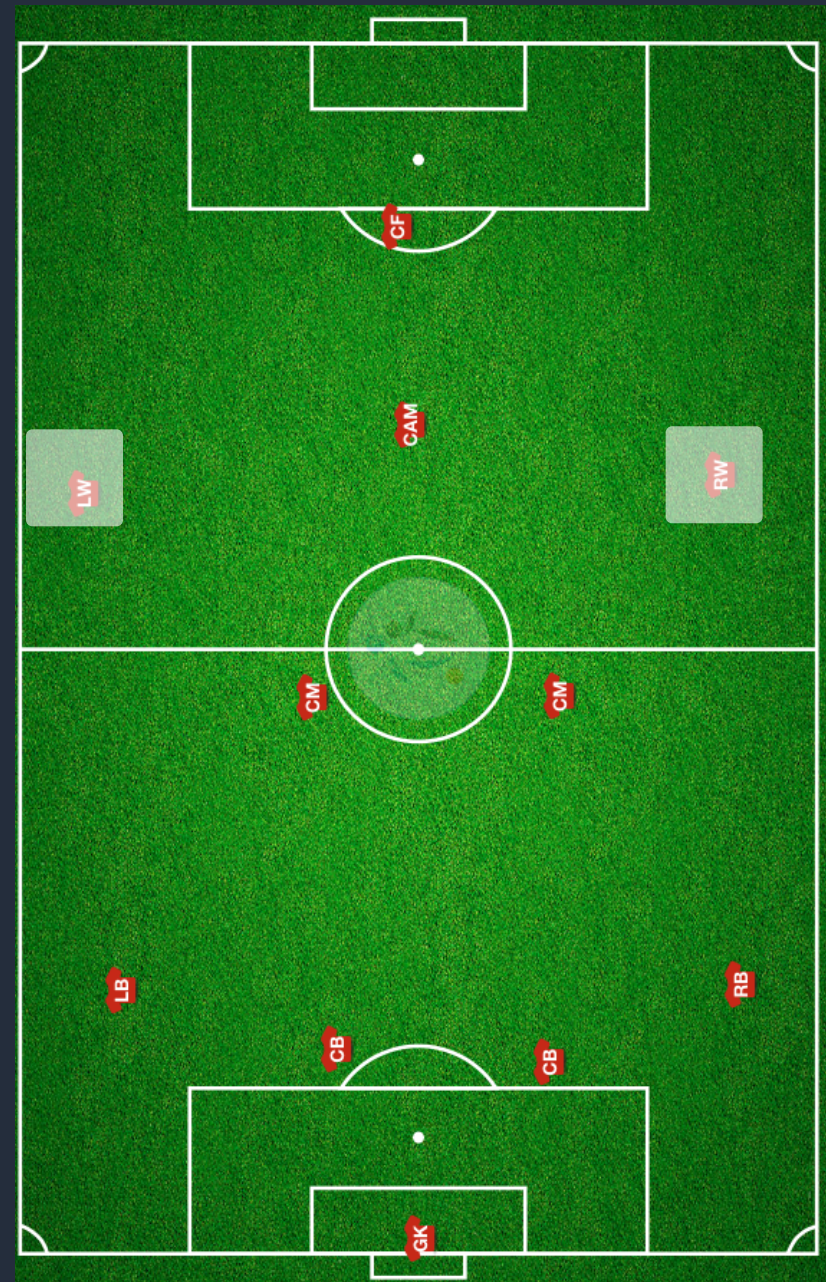
Set Pieces

Mixture of man/zonal marking

Attack goal scoring opportunities

Create depth to recycle

Where?



Key Attributes

Speed
Acceleration
Crossing
Skillful
Immaginative
Technical ability
Stamina
Vision
Confident
Aggressiveness
Movement
Passing
Tackling
Decision making

WINGERS



4-2-3-1

Richard Cashman
Adapted from Stuart Amos

In Possession

Influencing possession play

Offer width

Confident in RWTB/Dribbling to create

Accuracy of crossing

Create space for other by stretching the opposition unit

Variation of movement

Building the ATT

Movement to support CAM or CF

Movement to create space

Find the spare player (through, around or over)

Creating overloads

Creating

Varied crossing i.e. deep, byline, ground etc.

Creative and skillful play to create goal scoring opporuntities

Out of possession

Protect team shape i.e. slide inwards

Work rate to decrease passing lanes for the opposition

Press opposition to strength zone

Double up on opposition players with RB

Delay & Deny

Operating as units to minimising passes in-between

Mark, Press, Intercept, Cover

Angle of press (Passing lanes)

Dominate duels

Pressing

Understanding distances and angles

Tigger point to press

Team Press

ATT > DEF

Counter pressing to regain possession

Recover into protected position behind the ball.

Angle of press to minimise options for opposition

Contribute as unit to manges the spaces and distances.

DEF > ATT

Anticipate tactical scenarios

Create overloads

Quick penetrative passes to de-structure opposition

Variety of passing/crossing to maintain possession or create

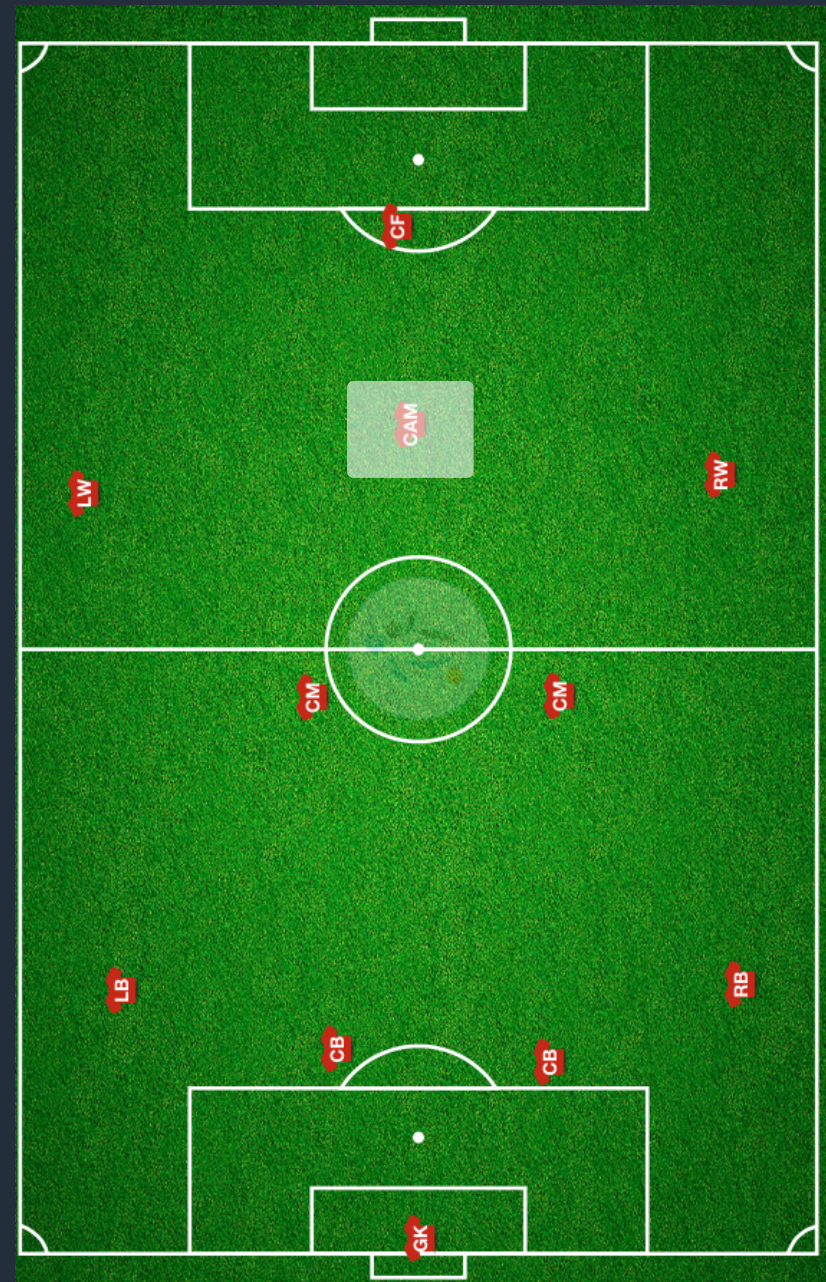
Set Pieces

Mixture of man/zonal marking

Attack goal scoring opportunities

Create width to switch

Where?



Key Attributes

Counter-press

Combination play

Flair

Skillful

Dribbling

Play in tight spaces

Receiving

Play on the turn

Creative

Movement to create

Movement to receive

Finisher

Passing skills

Energetic

CENTRE ATT MIDFIELDER



4-2-3-1

Richard Cashman

Adapted from Stuart Amos

In Possession

Create space to receive or others

Create goal scoring opportunities

Link units together

high degree of creativity & efficiency

Manipulating tight spaces to maintain or create

Building the ATT

Continually scanning to create play within the ATT phase.

Receive to create or more opposition players.

Find the spare player

Creating

Creativity to create/assist/penetrate

Combinations

Support Runs

Out of possession

Understanding defensive R&R

Defending from the front

Protect key areas of the field

Combine press with numerical advantage

Guard team shape and key spaces

Delay & Deny

Delay and deny opposition time and space

Force opposition to play to a particular area of strength

Knowledge of when to press and the distances to press.

Pressing

Teamwork towards zone of strength

Double-up on press (if possible)

Counter Press or Mid Block

ATT > DEF

Understanding when to press or protect

Force opposition to play under pressure

Managing spaces between units and passing lanes

Recovery Runs

DEF > ATT

Involved in combination play (directly or indirectly)

Dictate tempo and possession in key phases

Able to execute penetrative passes

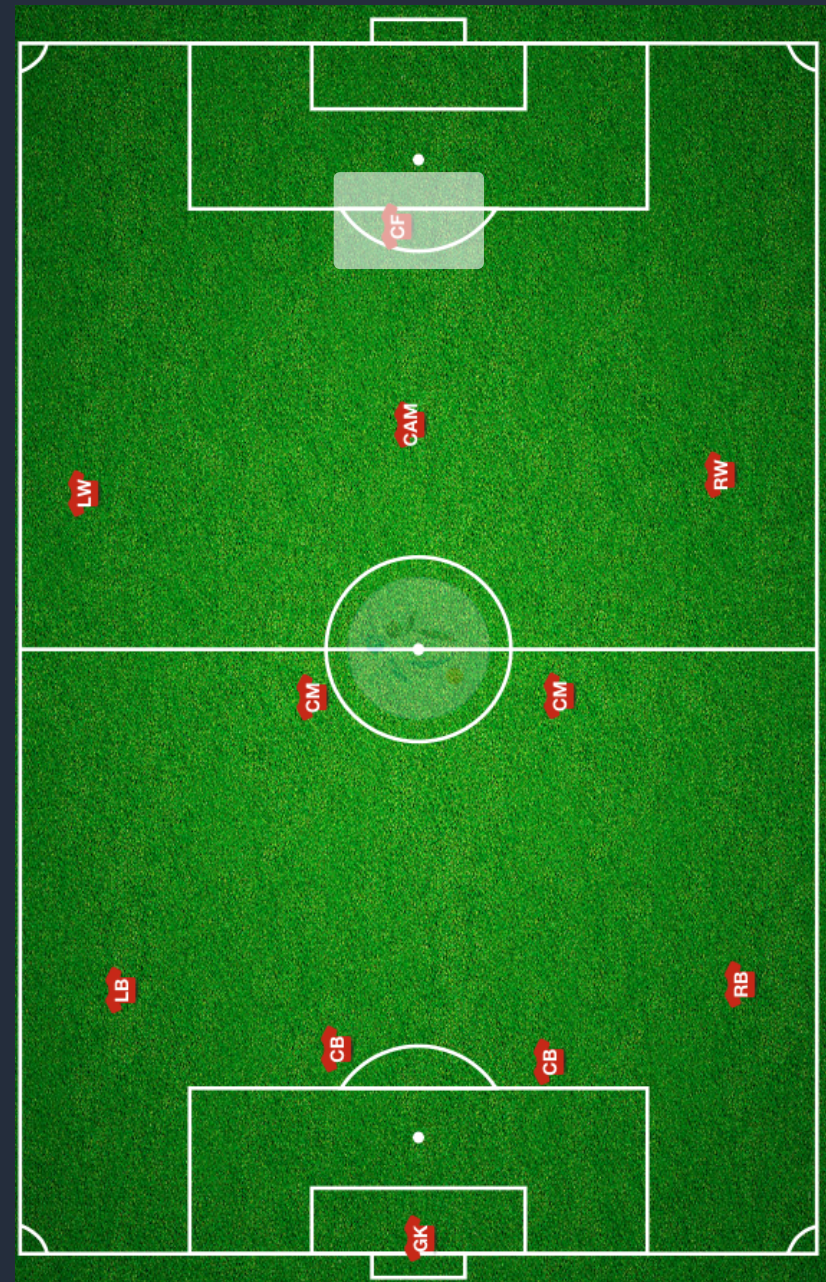
Set Pieces

Mark, press and intercept

ATT corners/free kicks

Ability to score
Second phase from set-pieces

Where?



Key Attributes

Power
Confidence
Accuracy
Touch
Positioning
Anticipation
Strength/Shielding
Defensive R&R
Combination play
Variety of runs
Intelligence
Tactical awareness
Tactical equipt

CENTRE FORWARD



4-2-3-1

Richard Cashman
Adapted from Stuart Amos

In Possession

Furthest play on the field most times

Able to understand how movement can create face in front and in-behind positions.

Maintain possession when possible

Clinical finishing

Building the ATT

If needed protect possession to allow team to support

Positive movement to create space in front

Communicate when to be played & Self-create

Creating

Confident in 1v1

Strong in protecting the ball

A variation of finishing skills

Out of possession

Understand defensive R&R

Counter press to force opposition to player quicker

Interceptions

Anticipate any mistakes

Angle and distance of approach to regain possession

Delay & Deny

Delay and deny opposition time and space

Force opposition to play to a particular area of strength

Knowledge of when to press and the distances to press.

Pressing

Press centrally or in half

Force into strength zones within the game

Angles and distances

ATT > DEF

Acknowledging to instantly recover after losing possession

When to press as a team or protect team shape

Minimise passing line opportunities

Aggressive with the press centrally.

DEF > ATT

Adapting movement to the game scenario

Combination play to maintain possession / Hold up play

Stretch opposition defensive line

Set Pieces

Quality in challenging (Ground & aerial)

Confident set-piece taker

Anticipate 2nd balls'