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POSITION SPECIFIC - BLOCK 1

BUILD THE ATTACK

PHASE OF THE GAME

IN POSSESSION

WIDE FWD
7

- Understand how their position can create space for others
- First touch and set pass
- Intelligent movement to receive the ball to feet or in behind

STRIKER
9

- Understand how their position can create space for others
- First touch and set pass
- Intelligent movement to receive the ball to feet or in behind

CAM
10

- Understand how their position can create space for others
- First touch and set pass
- Intelligent movement to receive the ball to feet or in behind

WMF
11

- Understand how their position can create space for others
- First touch and set pass
- Intelligent movement to receive the ball to feet or in behind

WINGBACK
2

- Maintain width and use clever movements (timing) be an option to receive to play forwards
- Limit touches and try combine to play through central where possible (key space)
- Receive longer passes from GK and switch players
- Look to make passes in behind the backline

CM
8

- Intelligent movement (timing) and body position to receive the ball to feet and secure possession under significant pressure
- Use limited touches to link up play and switch if required
- Support wide players
- Understand how their movements can manipulate the oppositions shape to create space for others
- Play forwards and breaklines

CDM
4

- Intelligent movement (timing) and body position to receive the ball to feet and secure possession under significant pressure
- Use limited touches to link up play and switch if required
- Support wide players
- Understand how their movements can manipulate the oppositions shape to create space for others
- Play forwards and breaklines

FULLBACK
3

- Maintain width and use clever movements (invert?) be an option to receive to play forwards
- Limit touches and try combine to play through central areas where possible (key space)
- Receive longer passes from GK and switch players
- Look to make passes in behind the backline

CB
5

- Receive the ball in difficult situations and maintain possession
- Use limited touches to link up play and switchplay (around) if required
- Support wide players
- Step/ drive into MF to create a spare player elsewhere
- Play forwards and breaklines - through or over

GK
1

- Positioning to receive the ball
- Receive the ball in difficult situations and maintain possession
- Use limited touches to link up play and switchplay (around) if required

- Play forwards and breaklines through or over
- Decision making to find the free player or player with qualitative superiority
- Tech ability - distribution

WHERE ON THE PITCH



BUILD FROM THE DEFENSIVE THIRD

ATTACKING DIRECTION

WHAT IS SUCCESS?

TO PROGRESS THE BALL PAST THE HALF WAY LINE IN A CONTROLLED WAY AND TO MAINTAIN POSSESSION



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POSITION SPECIFIC - BLOCK 2

HIGH PRESS



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PHASE OF THE GAME

OUT OF POSSESSION

WIDE FWD
7

- Press from the front and speed of press (curved runs to cut off passing lanes based on strategy)
- Force towards our preferred pressing zones
- 1 v 1 defending
- Understand how you are effecting the game when not in close proximity to the ball - job and a half
- Be a counter attacking threat

STRIKER
9

- Understand when to press and when not to
- Press from the front and speed of press (curved runs)
- Cut pitch in half no escape
- Force towards our preferred pressing zones
- 1 v 1 defending
- Counter attacking threat

CAM
10

- Force towards our preferred pressing zones
- 1 v 1 defending
- Double press and win the ball
- Understand how you are effecting the game when not in close proximity to the ball
- Maintain distances with other pressing players

WMF
11

- Force towards our preferred pressing zones
- 1 v 1 defending
- Be a counter attacking threat

WINGBACK
2

- Force towards our preferred pressing zones
- 1 v 1 defending
- Trap the opp and steal the ball
- Intercept

CM
8

- Maintain good distances between units
- 1 v 1 defending
- Steal the ball based on pressing strategy

CDM
4

- Maintain good distances between units
- 1 v 1 defending
- Anticipate and intercept/steal the ball based on pressing strategy

FULLBACK
3

- Maintain good distances between units
- Win ariels duals
- Deal with long balls, press cover principals

CB
5

- Maintain good distances between units
- Win ariels duals
- Deal with long balls, press cover principals

GK
1

- Deal with long balls over the back four
- Clearance or maintain possession
- Deal with 1v 1's

WHERE ON THE PITCH



WHAT IS SUCCESS?

REGAIN THE BALL BEFORE IT HAS PAST THE HALF WAY LINE AND TO MAINTAIN POSSESSION



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POSITION SPECIFIC - BLOCK 3

CREATE THE ATTACK

PHASE OF THE GAME

IN POSSESSION

WIDE FWD
7

- Runs in behind (stretch)
- Receiving long passes. Dominate 1 v 1 battle's and beating players
- Create opportunities from wide areas. Understand advantage of varied cross techniques and ability to execute.
- Through balls to play through and around the opposition

STRIKER
9

- Shield / Hold up the ball to allow time for team mates to support
- Link up play with other forwards head and feet
- Move the opponents to create space for others
- Intelligent movement to receive the ball in behind (stretch the play)

CAM
10

- Constantly looking to find and create space for others
- Receive under pressure and maintain possession of the ball
- Dominate 1 v 1 battle's and beating players (1 v 0 receiving)
- Create opportunities to play through or around as a priority. Use creativity and flair to solve problems

WMF
11

- Runs in behind (stretch)
- Receiving long passes. Dominate 1 v 1 battle's and beating players
- Create opportunities from wide areas. Understand advantage of varied cross techniques and ability to execute.
- Through balls to play through and around the opposition

WINGBACK
2

- Maintain width to create space/ gaps for others
- Receiving long passes/ switches of play
- Dominate 1 v 1 battle's dribbling
- RWTB - beating players
- Create opportunities from wide areas. Understand advantage of varied cross techniques and ability to execute.
- Through balls to play through and around the opposition

CM
8

- Constantly looking to find and create space for others - attacking rotation e.g. false fb
- Receive under pressure and maintain possession of the ball
- Dominate 1 v 1 battle's and beating players (1 v 0 receiving)
- Create opportunities to play through or around as a priority

CDM
4

- Constantly looking to find and create space for others - attacking rotation e.g. false fb
- Receive under pressure and maintain possession of the ball
- Dominate 1 v 1 battle's and beating players (1 v 0 receiving)
- Play forwards as a priority taking out as many of the opp players as possible (packing)

FULLBACK
3

- Maintain width to create space/ gaps for others
- Receiving long passes/ switches of play
- Dominate 1 v 1 battle's
- Build relationships with other wide player and combine to break lines
- Create opportunities wide areas
- Maintain possession of the ball and prob to open gaps

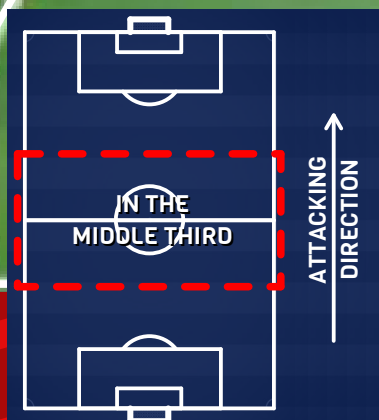
CB
5

- Support behind the ball
- Understand depth and distances
- Switch the play to exploit the weakside as required
- Select and execute high quality passes into midfield
- Play longer into the forwards to stretch the game
- Take out as many of the opp players as possible (packing)

GK
1

- Act as a sweeper keeper an extra outfield player
- Penetrative passes through gaps and opposition players
- Penetrative passes over and around players (packing)
- Playing to teammates, in opposition third, optimising chances of winning aerial duel

WHERE ON THE PITCH



WHAT IS SUCCESS?

TO PROGRESS THE BALL INTO AREAS WHERE HIGH QUALITY CHANCES CAN BE CREATED



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POSITION SPECIFIC - BLOCK 4

MID BLOCK

PHASE OF THE GAME

OUT OF POSSESSION

WIDE FWD
7

- Screen passes into the block
- Ability to move with the block and prevent spaces opening up
- Double press to win the ball
- Force play in one direct, cut of particular passing lanes based on strategy e.g. the line

STRIKER
9

- Screen passes into the block
- Ability to move with the block and prevent spaces opening up
- Double press to win the ball
- Force play in one direct
- Understanding of when and how to engage based on strategy

CAM
10

- Ability to move with the block and prevent spaces opening up
- Double/ blindside press to win the ball back
- Force play in one direct, cut of particular passing lanes based on strategy
- Understand pressing distances (use ball traveling time) and how to do a job and a half

WMF
11

- Screen passes into the block
- Ability to move with the block and prevent spaces opening up
- Double press to win the ball
- Force play in one direct, cut of particular passing lanes based on strategy e.g. the line
- Compact defending

WINGBACK
2

- Understand pressing distances and roles and responsibilities when, were, why
- Ability to move with the block and prevent spaces opening up
- Double press to win the ball
- Force play in one direct, cut of particular passing lanes based on strategy e.g. the line
- Compact defending

CM
8

- Ability to move with the block and prevent spaces opening up
- Understand marking system
- Protect key space as a priority
- Cut off particular passing lanes
- Understand pressing distances. Press or not
- Be aggressive and win the battle

CDM
4

- Ability to move with the block and prevent spaces opening up
- Understand marking system (zonal) and track runners as required but protect key space as a priority (central zones)
- Understand pressing distances. When to press and when not to
- Be aggressive and win the battle

FULLBACK
3

- Understand pressing distances
- Ability to move with the block and prevent spaces opening up
- Double press to win the ball
- Compact defending
- Deal with long balls, press cover principals
- Be aggressive and win the battle 1 v 1's
- Win ariel duels

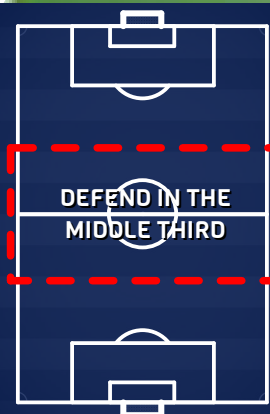
CB
5

- Ability to move with the block and prevent spaces opening up
- Organise backline (inc height + distances) and understand threats and deal with them as required
- Understand when to press and when not to
- Be aggressive and win the battle 1 v 1's
- Win ariel duels

GK
1

- Act as a sweeper keeper and maintain an effective position
- Deal with long balls over the back four - clearance or maintain possession
- Communicate potential threats with teammates
- Be brave and deal with 1 v 1's

WHERE ON THE PITCH



WHAT IS SUCCESS?

TO REGAIN THE BALL BEFORE IT ENTERS OUR DEFENSIVE THIRD AND TO MAINTAIN POSSESSION



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POSITION SPECIFIC - BLOCK 5

FINISH THE ATTACK

PHASE OF THE GAME

IN POSSESSION



- Creativity to provide assists and opportunities to shoot
- 1 v 1 attacking. Dribbling, RWTB.
- Ability to cut inside as well as play on the outside
- Combination play (limited touches)
- Varied finishing technique (both feet and head) from varied ranges but mainly inside the box (key space/zones)
- Win ariels duals



- Creativity to provide assists and opportunities to shoot
- Pin and spin defenders
- 1 v 1 attacking. Dribbling, RWTB
- Combination play (limited touches)
- Varied finishing technique (both feet and head) from varied ranges but mainly inside the box (key space/zones)



- Creativity to provide good quality opportunities to score (central and half space lanes)
- 1 v 1 attacking. Dribbling, RWTB.
- Combination play/ creativity
- Ability to create space for others and lose markers
- Varied finishing technique (both feet and head) from varied ranges but mainly inside the box (key space/zones)
- Longer shots from zone 14



- Creativity to provide assists and opportunities to shoot
- 1 v 1 attacking. Dribbling, RWTB.
- Ability to cut inside as well as play on the outside
- Crossing from deep as well as close to goal



- Create opportunities from wide areas. Understand advantage of varied cross techniques and ability to execute.
- 1 v 1 attacking. Dribbling, RWTB.



- Creativity to provide good quality opportunities to score (central and half space lanes)
- Combination play/ creativity
- Longer shots from zone 14



- Creativity to provide good quality opportunities to score (central and half space lanes)
- Maintain possession and switchplay to probe / open gaps
- Longer shots from zone 14



- Create opportunities from wide areas. Understand advantage of varied cross techniques and ability to execute
- 1 v 1 attacking. Dribbling, RWTB, Finishing



- Longer passes behind the backline
- Driving runs to create spare players or have a shot on goal



- Long passes over the press in behind the oppositions backline

WHERE ON THE PITCH



↑
ATTACKING
DIRECTION

WHAT IS SUCCESS?

TO CREATE GOALSCORING OPPORTUNITITES AND CONVERT MORE THAN EXPECTED (Xg)



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POSITION SPECIFIC - BLOCK 6

LOW BLOCK/ EMERGENCY DEFENDING

PHASE OF THE GAME

OUT OF POSSESSION

WIDE FWD
7

Maintain a compact shape/ good positioning

Work rate to double up on opposition and win the ball in wide areas

STRIKER
9

Prevent CB's making easy passes

CAM
10

- Maintain a compact shape/ good positioning. Close off central access/ passing lanes.
- Protect key spaces as priority
- Force play and double up on opposition to win the ball

WMF
11

- Maintain a compact shape/ good positioning
- Work rate to double up on opposition and win the ball in wide areas

WINGBACK
2

- Use of pendulum back 5 to maintain compact shape
- Double up on opposition and win the ball in wide areas
- Understand pressing distances and roles and responsibilities when, were, why
- 1 v 1 defending - e.g. block the cross
- Win ariels duels

CM
8

- Maintain a compact shape/ good positioning. Close off central access/ passing lanes.
- Protect key spaces as priority!
- Force play to our preferred pressing zones/ players
- Intercept and steal the ball when possible
- Excellent scanning skills to constantly understand threats
- Block long range shots

CDM
4

- Maintain a compact shape/ good positioning. Close off central access/ passing lanes.
- Protect key spaces as priority!
- Force play to our preferred pressing zones/ players
- Intercept and steal the ball
- Excellent scanning skills to constantly understand threats
- Block shots/ get to ball first
- Win ariels duels

FULLBACK
3

- Double up on opposition and win the ball in wide areas
- Understand pressing distances and roles and responsibilities
- 1 v 1 defending - e.g. intercept, block the cross
- Block shots/ make first contact for balls into the box
- Win ariel duels

CB
5

- Maintain a compact shape/ good positioning
- 1 v 1 defending intercept steal
- Excellent scanning skills to constantly understand threats
- Communicate threats with teammates. Take control
- Block shots/ make first contact for balls into the box
- Win ariels duels

GK
1

- Make 'BIG' match winning saves close and long distance
- Command the area and deal with crosses
- Move efficiently to maintain the best possible positioning to effect the game
- Excellent handling technique to catch, save and clear

WHERE ON THE PITCH



↑
ATTACKING
DIRECTION

WHAT IS SUCCESS?

TO PREVENT A GOAL SCORING OPPORTUNITY FROM BEING CREATED AND TO WIN THE BALL OR TO PREVENT A GOAL/ MAKE A HIGH QUALITY CLEARANCE ALLOWING US TO SQUEEZE HIGHER UP THE PITCH AND REGROUP



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POSITION SPECIFIC -



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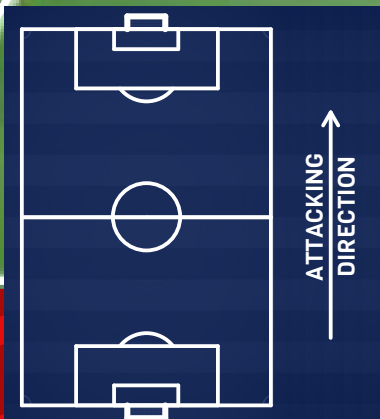


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PHASE OF THE GAME



WHERE ON THE PITCH



WHAT IS SUCCESS?



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