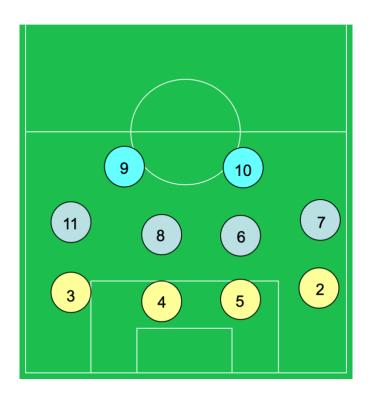
#### GA United O70 team Strategy Ramiz Okyay (coach)

The team will play 4 - 4 - 2. Depending on time left and score we might change to 5 - 4 - 1 or 3 - 4 - 3.

Basic format for 4-4-2





CD (central defenders) will be assigned from **4** or **5**. He(**4** or **5**) will call the defensive line when to "hold" "up" "drop" "out" and "shift". The other three defenders need to stay in line with him. Inside 18 we mark man to man outside zone, **2** and **3** will support **7** and **11**.

When attacking, if one fullback goes up the other stays put. **6** covers the area in front of defense and stays behind the ball.

**7** and **11** stays wide as much as possible in the attack and stretch the opponent. They need to drop back when defending and stay as a line about 10-12 yds from the defensive line.

**6** and **8** will be in the middle of the midfield line when defending, **8** will play as attacking midfield supporting **9+10**.

When opponent keeper has the ball or on goal kicks the whole team drops to halfway line and puts pressure there. When we lose possession during the game, we put immediate pressure to win it.



Defending set play:

Defending Left side corner



Short corner kicks **10** will help **7** or **11** to defend against short corners taken from left or right.

**8**, **9**, **10** can play man to man and put pressure on the ball if cleared outside 18 to stop any shots.

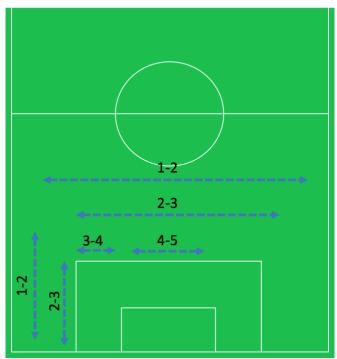
# Aggression and determination to be the first to the ball has utmost importance!

When the ball is cleared, keeper should shout "out" to push everybody up while somebody puts immediate pressure on the ball. That is the player closest to the ball.



Players numbers in the wall





### When defensive section moves back

- The moment the opponent with the ball is able to play the ball forward (no pressure on the ball, uncovered ball)
- When we don't want opposition to penetrate to the space behind the defense. e.g. numerical inferiority, give time to our teammates to get back.

When defenders are in numerical inferiority, they can drop back then push up to put the attackers in offside position.

# When does defensive line push up

- When the team uses tactical OFFSIDE
  - I. When defenders are in numerical inferiority
- II. When we are facing players better in the air
- III. When we need to regain possession as quickly as possible
- When we clear the ball from our backline, e.g. clear after corner, yell "OUT"
- When the opponent makes a back pass.
- When there is pressure on the opponent with the ball (covered ball)
- When our midfield line pushes up, we need to be close to midfield line to support them and keep the team compact

#### Communication in Defense

- Hold: hold the defensive line in place
- UP: defensive line pushes up
- Drop: backline drops together

- Out: move up quickly, clear e.g. corner kick
- Slide: move across the field

The assigned central defender will make the calls. He can specify the distance in his calls if he sees fit, e.g. drop 5 or up 4(steps)

The defensive line must move in unison so other defenders must look right or left respectively to stay with the CD.

The midfield line must coordinate the movements with defensive line especially when moving up so that nobody left behind the defensive line.

#### **Defensive Unit**

- Close down the attacker quickly. Anticipate the pass and get touch tight to prevent him from turning. Use your arm to sense and block attacker movement.
- 2. If the attacker passes the ball back (lay the ball off), drop back quickly in anticipation of a run in behind. This will deter the attacker from making a run in behind.
- 3. Stay compact, close gap between defenders to prevent thru balls
- 4. Don't get square to the player pressuring the ball. Drop back to provide cover and support.
- 5. If an attacker turns and has space defensive line may drop to limit space behind.
- 6. Defenders need to prioritize when to mark opponent or when to mark space.
- 7. If a pass breaks the defensive line recover as a unit to limit space in front of goal

#### 8. Communicate

# <u>Tips</u>

- Time is space Space is quality
- If the receiver faces the passer and has not turned with the ball keep supporting from behind till he turns. Once he turns then push up to support in front of him.
- In order to avoid making the same run the player who sees the ball and teammate needs to change his run.

# Defending (team shape)

We need to defend as a team. The distance between the players horizontally is about 10 yards and should drop to 5-6 yds as we get closer to our 18-yard box.

Distance between the lines should be 10-15 yds and should be less as we get closer to our 18-yard box.

Once the ball reaches inside 18-yard box we switch to man to man marking.

When other team takes goal kick the whole team drop behind half line or close to it and start to pressure there.

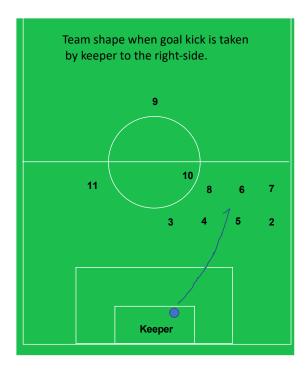
Team shape when we are building out from the back.



### Goal kick to right side

Team occupies the area as shown in the diagram. If keeper's kicking range shorter or longer make adjustment accordingly.

The reason why we do this is to have numerical superiority(overload) in the area so we keep possession.



### Defensive Midfield (player No.6)

- 1. Protect central defenders
- 2. Stay behind the ball, support the ball when we have possession, ideally diagonally
- 3. Keep possession play forward and wide areas. Make low risk passes and pass away from pressure. Need to be very accurate. Play to feet.
- 4. Stop the counter attack

# <u>Building out from back</u> Right side

- Keeper passes to 5, 2 drops little to receive the pass 6 and 7 support short 10 support long
- 6 shows for the ball keeper passes to him. 6 turns and starts the play.
  - 5 supports from behind.
  - 8,2,7 and 10 support short
  - 9 support long