



GAME MODEL

OUT OF POSSESSION

Main Structures: 1-4-4-2 (flat 4). It can be diamond in the future.

Main principles

- **The most aggressive team (good way) of the league. With no faults in our half.**
- **To prioritize high pressings and high block.**
- **To have capacity to recover positions to defend in low block when we are overcomed.**
- **To use tactical faults to avoid defending with spaces in opponent's half.**
- **To defend to the sides (mainly).**
- **Lateral defending, down body posture, decelerate running with short steps and touch the opponent with the hand.**
- **Against 1-2 follow the run of the player (Not the ball).**
- **We defend mainly vertical "in front".**
- **We avoid splitting lines. We press 'our player' when the ball is pass, not before. Shadow the opponent, check the passing line when you go.**
- **Further players look around to have references and active communication.**
- *** Last doesn't jump to nonultimate**

OUT OF PO (High press)

Main principles

The ball is always under pressure, otherwise shape. Triggers: opponent's passing back. Bad touch/control. Main point pass CB -> FB. We find 1v1 in centre and active channels.

LINE CONCEPTS

GK	Back line		Midfield line		Forward line	
	<ul style="list-style-type: none"> To keep as much as possible the defensive line in half line. Lateral positions ready to run back. If the line is lower than half line, when the ball travels back we step forward. Step down if the opponent's player is not pressured. We are the hardest in the duels with the strikers. In long ball situation and CB has duel, defensive triangle and covering the centre channel showing sides. Against Back 3, FB will go for the Wingback in one side. 		<ul style="list-style-type: none"> To fix your direct mark depending of opponent's structure. If our FW line is overcome, delay and defend your back. To play in different heights in the line. 		<ul style="list-style-type: none"> Active striker split CBs and show the pass to the FB (trigger, and avoid the ball back to CBs..) Passive striker fix MC or between MC-2nd CB. Vs back 3 active striker press in curve to the lower CB and avoid to play back and force a bad action. Passive striker between other 2 CBs. Striker are the signal to start the pressings. 	
GK	CBs <ul style="list-style-type: none"> In long balls touch/push the striker and run back in front his running to avoid he overcome us with the running to the space. Active CB marks the back line. Follow the false 9 or 10 dropping back of our MCs. 	FBs <ul style="list-style-type: none"> Active FB covering active winger and ready to go with his active mark or delay and cutting the passes between CB-FB. Passive FB close to passive CB keeping the same line. Checking his direct mark all the time if there is a switching side. 	6-8 <ul style="list-style-type: none"> Ready to have 1v1 with his direct player. Passive to keep the triangle with CBs. To read the right moment to jump to the opponent holding MC. 	WINGERS 8-10 <ul style="list-style-type: none"> Active Winger defend from centre channel to the side, aggressive duel (trigger). Passive Winger fix mark or triangle CB-MC-FB. 	STRIKERS <ul style="list-style-type: none"> To press diagonal to show pass CB-FB (trigger) And avoid the returning. To press in front when we want to avoid long/direct ball. 	

OUT OF PO (Low-medium block)

Main principles

- To defend spaces instead to defend man to man. We recover after bad touches/passes of the opponents (NO FAULTS).
 - Structure 4-4-2 or 4-4-1-1. Compact block. Priorities avoid to split lines and defending the pockets.
- Priority is to force bad actions not tackles, show the sides and delay running back if we are in inferiority numbers.

LINE CONCEPTS

GK	BACK LINE	MIDFIELD LINE	FORWARD LINE
	<ul style="list-style-type: none"> • Ball in side channel keep offside line. • If a striker is dropping CB communicate to Mc, if MC has a mark, CB follows and defensive triangle. • 2v2 in side channels, if FB get height, change mark. If FB overload in centre channel our Winger follow him. • Last player of the line doesn't jump to 'penultimate'. • Lateral body postures facing the active side. Only further FB can change his facing. 	<ul style="list-style-type: none"> • If a CB is dribbling and splitting our FW line, we delay and get narrow to avoid superiorities. • To play in different heights. • One MC defensive triangle with CBs. Other MC fixing mark or defend pockets. • 2v2 in side channels, if FB get height, change mark. If FB overload in centre channel our Winger follow him. 	<ul style="list-style-type: none"> • First striker defend first CB. 2nd striker defending between 6 or further Mc and CB (intermediate zone). • 1st striker ready to win possible air duel or running to the space. 2nd striker ready to fill pockets and be the link player in positive transition.

GK	CBs	FBs	MCs	WINGERS	STRIKERS
	<ul style="list-style-type: none"> - Active CB lead the offside line. - CBs avoid to go to side channels. To delay and reduce spaces. 	<ul style="list-style-type: none"> - Active FB lateral position facing to the side and height of his mark. - In 1v2 situations defend the centre channel, last doesn't jump penultimate. If overloading keeping centre channel. If overloading is in centre channel MC first or CB takes care. 	<ul style="list-style-type: none"> - One of them defensive triangle. Other one takes care of pockets avoiding passes between the line. 	<ul style="list-style-type: none"> - To float and covering spaces with 6-8. - To covering the centre channel and ready to press his mark FB-WB. - Passive Winger takes care of further MC or 10 and keep an eye of his FB in passive channel. - If they play with back 3 one of our Wingers take care of WB the other one further MC. 	<ul style="list-style-type: none"> - One striker takes care of CBs avoid switching sides staying between both CBs. Other striker takes care of further MC or 6. - In special moments we can drop both strikers in front opponent MCs, to keep the score.

OUT OF PO (BOX DEFENDING)

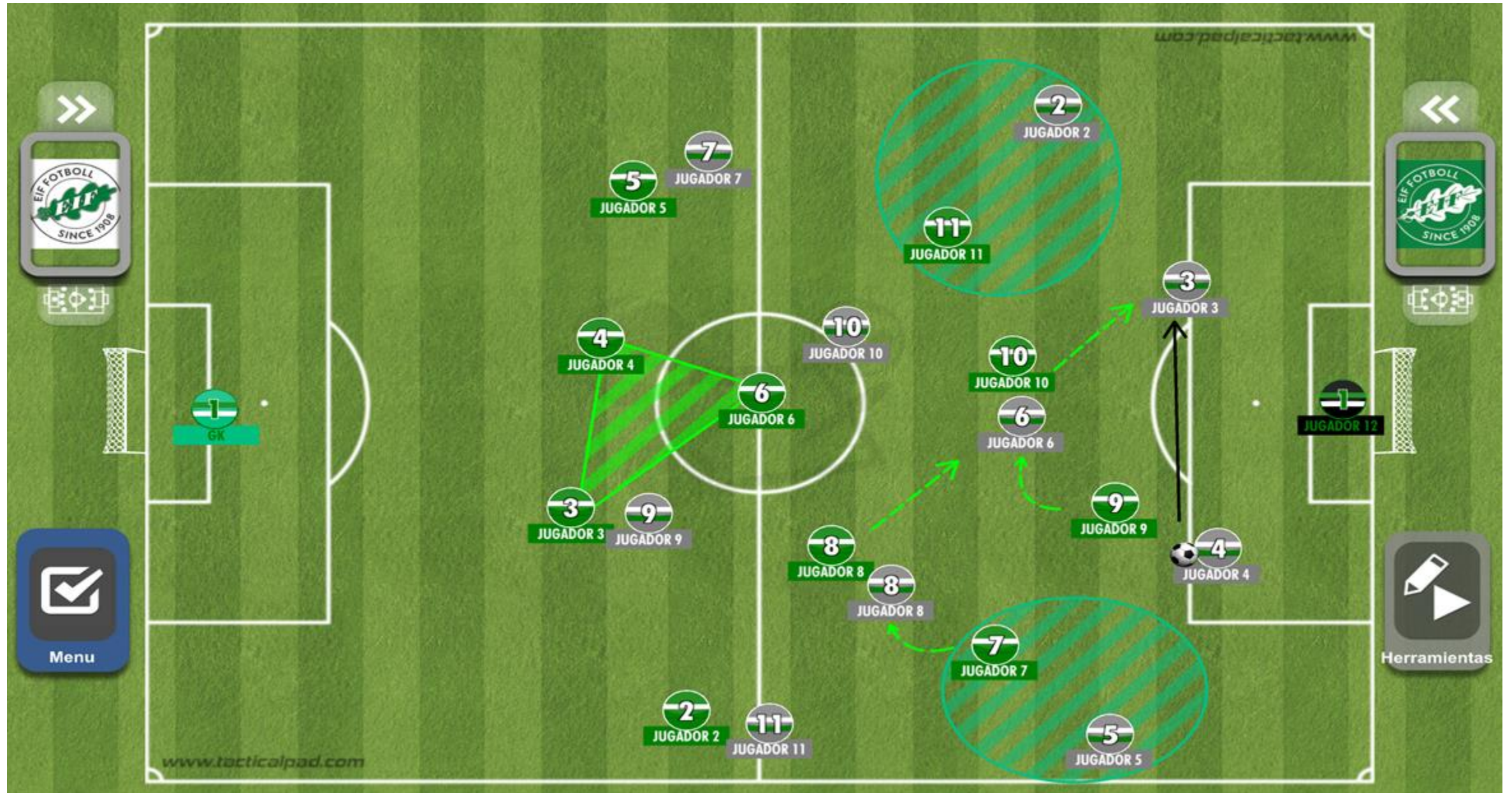
Main principles

- This moment starts when the ball is in possible crossing situation for the opponent.
- Back line players keep the line in the box area line. When the ball is closer we keep the line of the ball, keeping the offside and having men references .

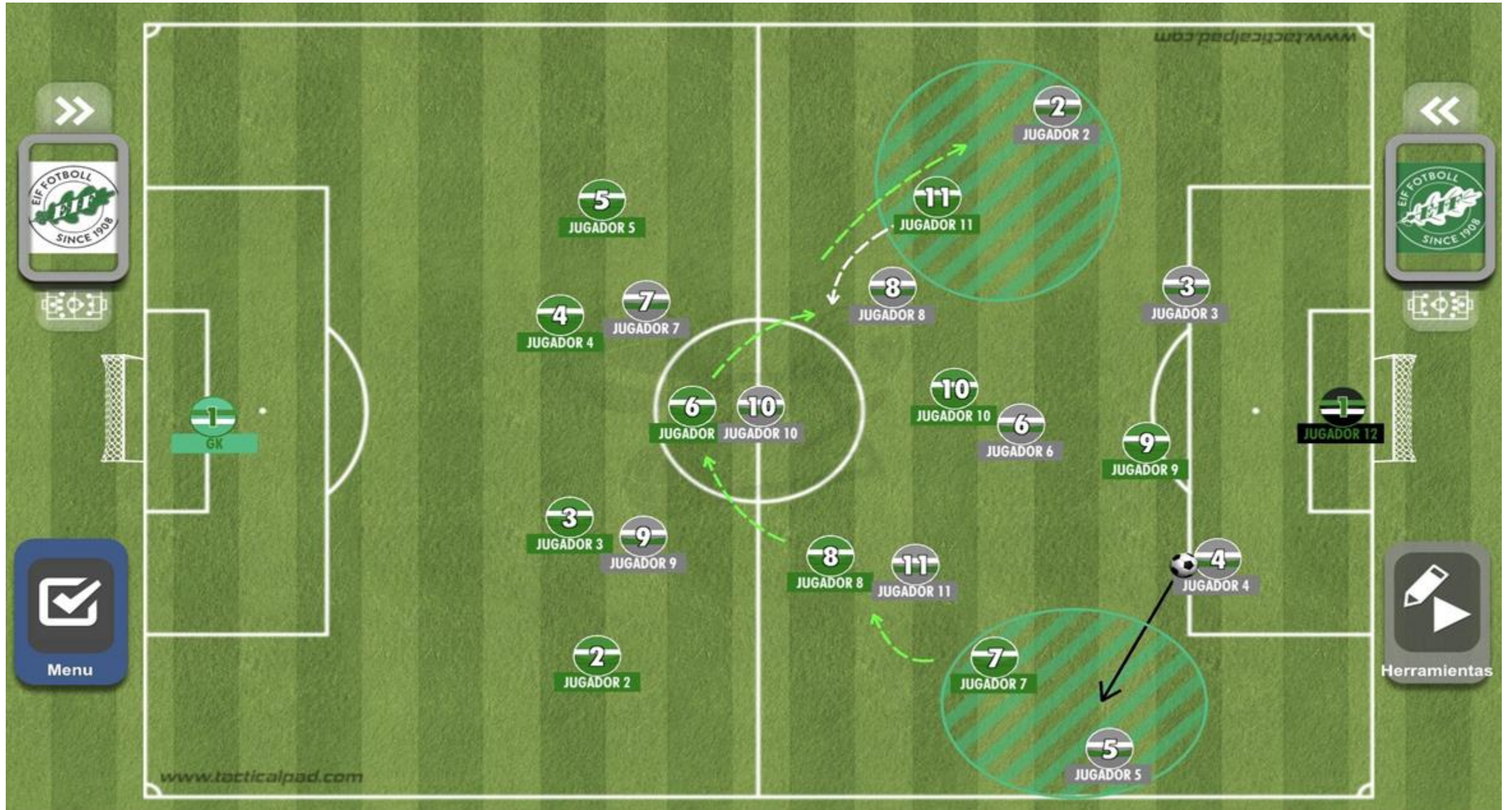
LINE CONCEPTS

GK	BACK LINE	MIDFIELD LINE	FORWARD LINE
<ul style="list-style-type: none">• To give communication to the references inside the box.• To lead the moment to go for the ball and teammates cover his action.	<ul style="list-style-type: none">• Active FB cut the crossing ball (hands back) to avoid faults/penalties.• If MC has to go (last option CB), FB recover position in centre channel. Si redueix central perquè lateral eliminat, lateral permuta• 1st centre back 1st post reference (zonal mark).• MC triangle with CBs and man marking.• 2nd CB and further FB man marking as well. FB priority the closer player of the goal if 2 opponents.• Other MC penalty spot areas to defend the edge or cutbacks.• To touch player with hand in front and protect the goal. Ass back of our goal and to have references of ball-opponent-goal.• If we don't have time to have a good profile, defend diagonally to refuse out of the goal.• To refuse to the sides and step forward to win height during this moment.	<ul style="list-style-type: none">• MC triangle with CBs and man marking.• Other MC penalty spot areas to defend the edge or cutbacks.• Passive Winger to protect the edge with other MC.• Active Winger after crossing running to the edge as well.	<ul style="list-style-type: none">• In front of CBs ready to win the 2nd balls or having a transition.

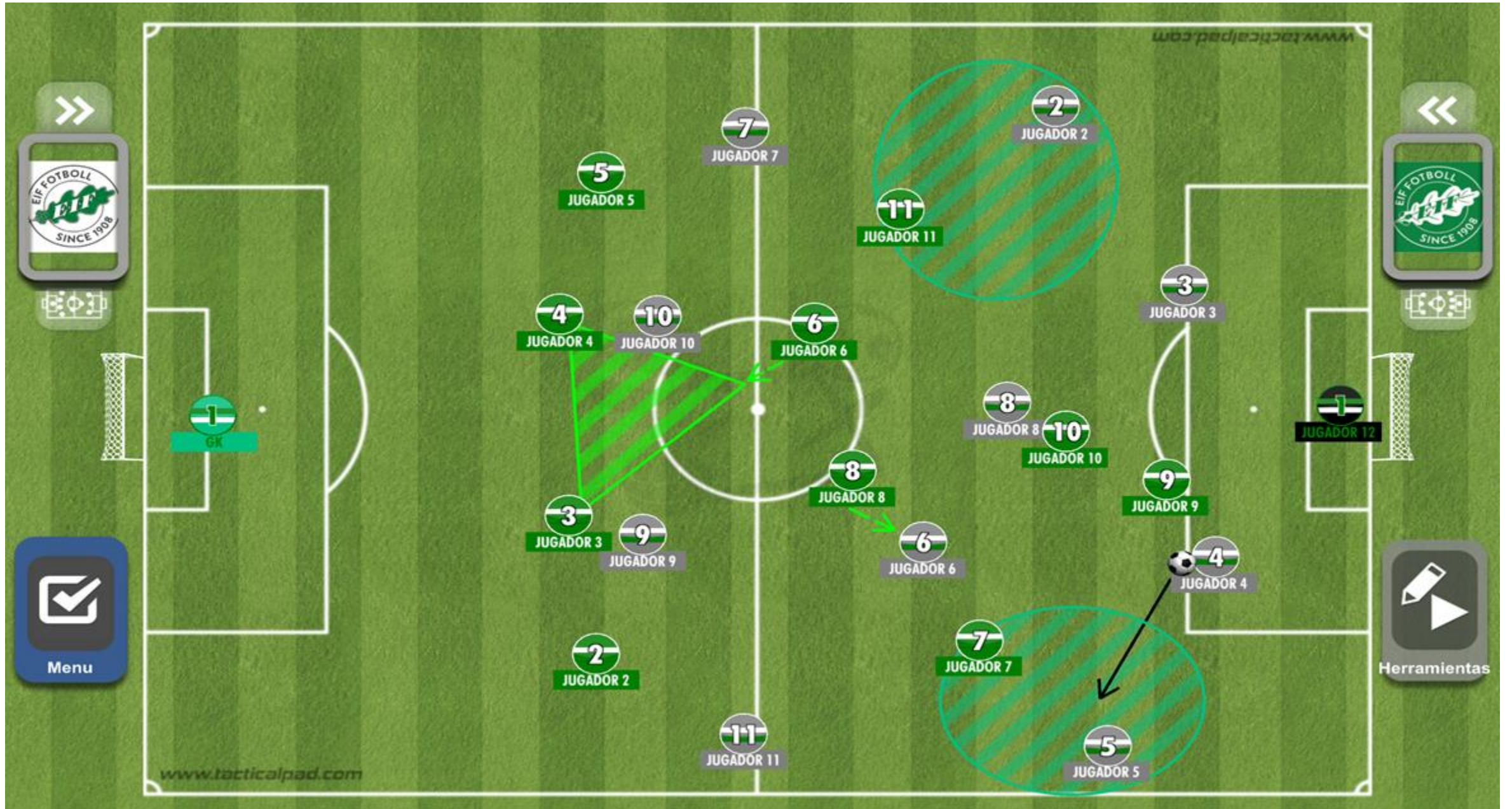
PRESSING HIGH VS 1-4-3-3



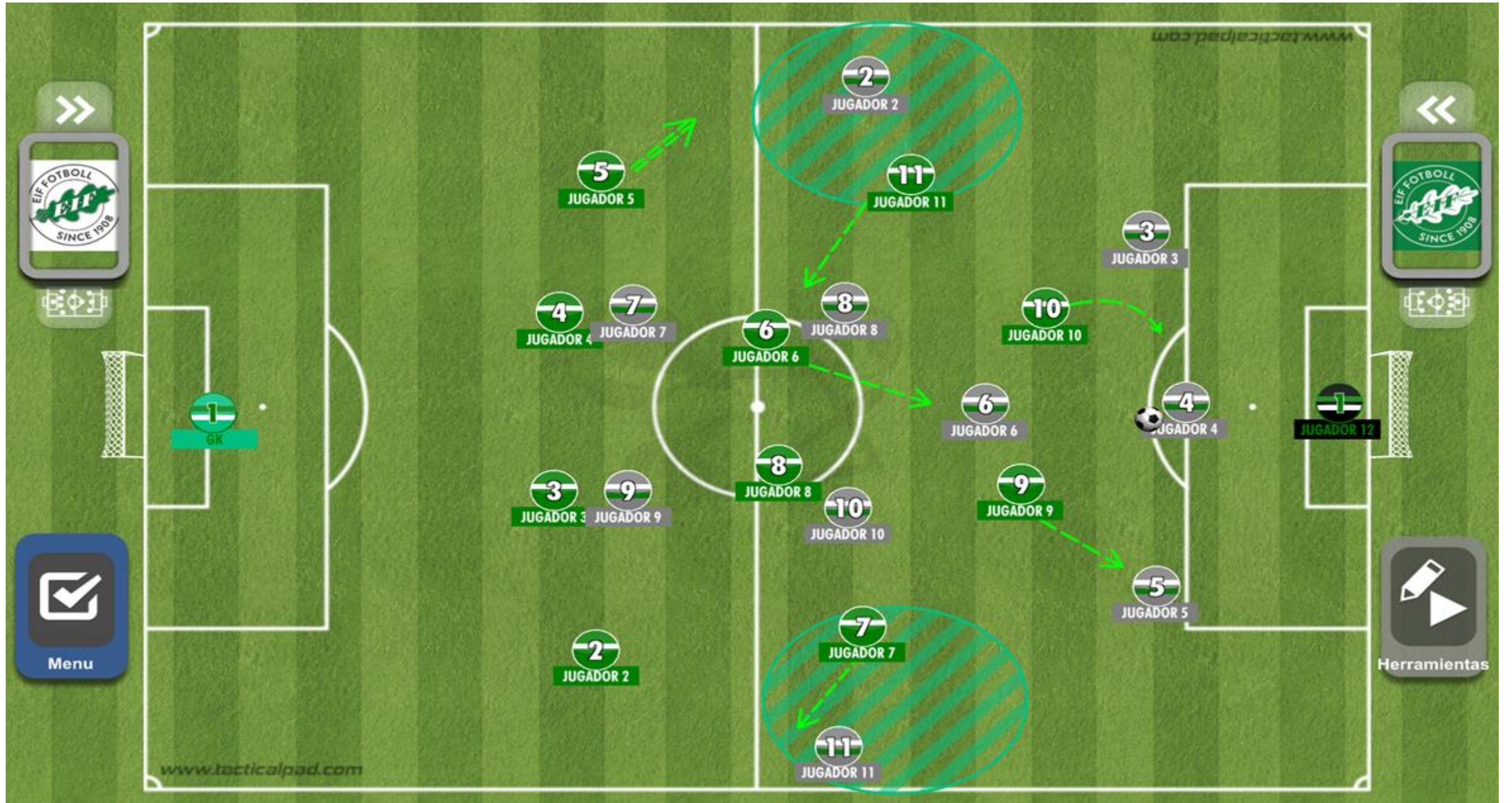
PRESSING HIGH VS 1-4-4-2 diamond



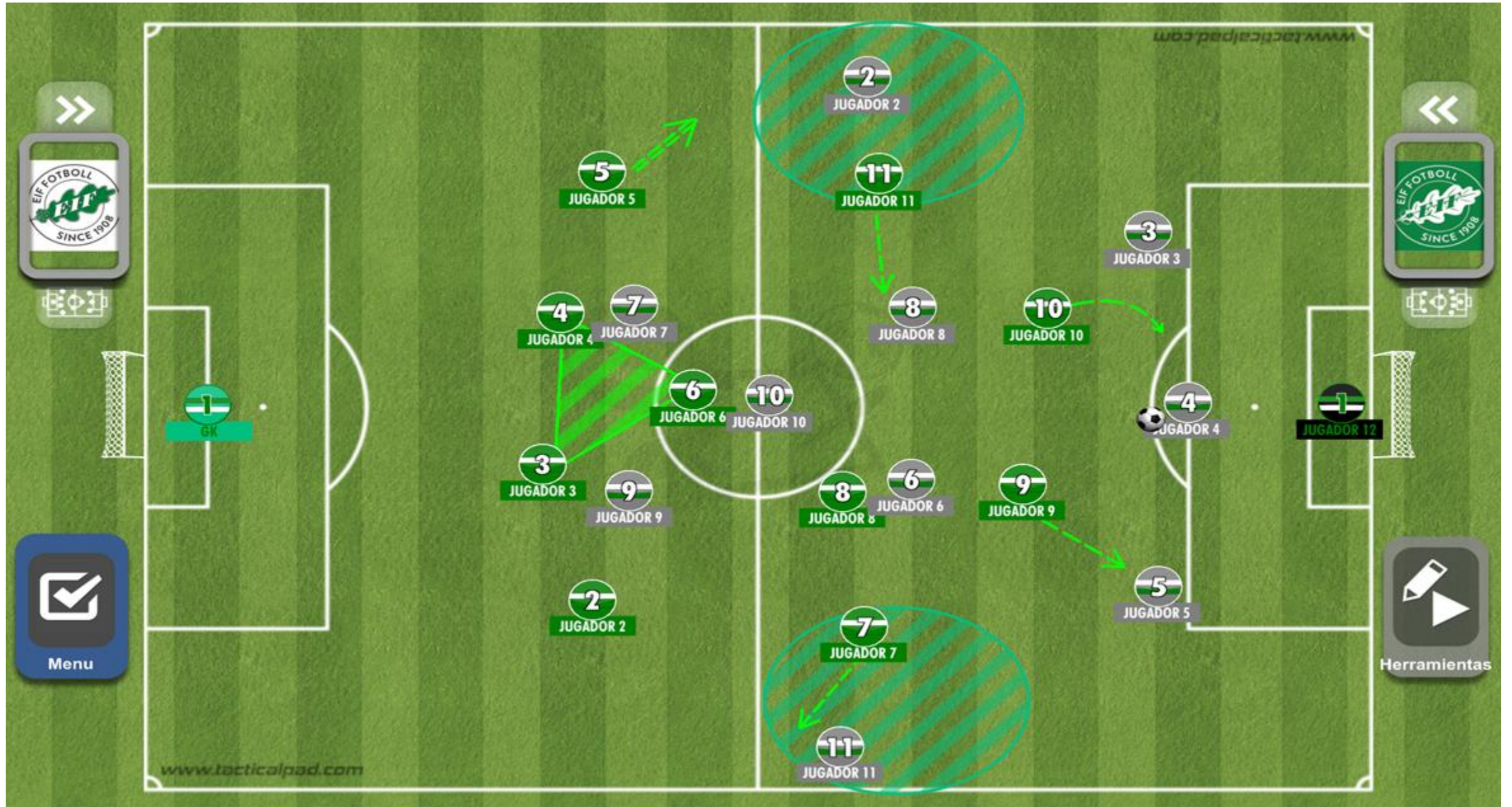
PRESSING HIGH VS 1-4-4-2 flat 4



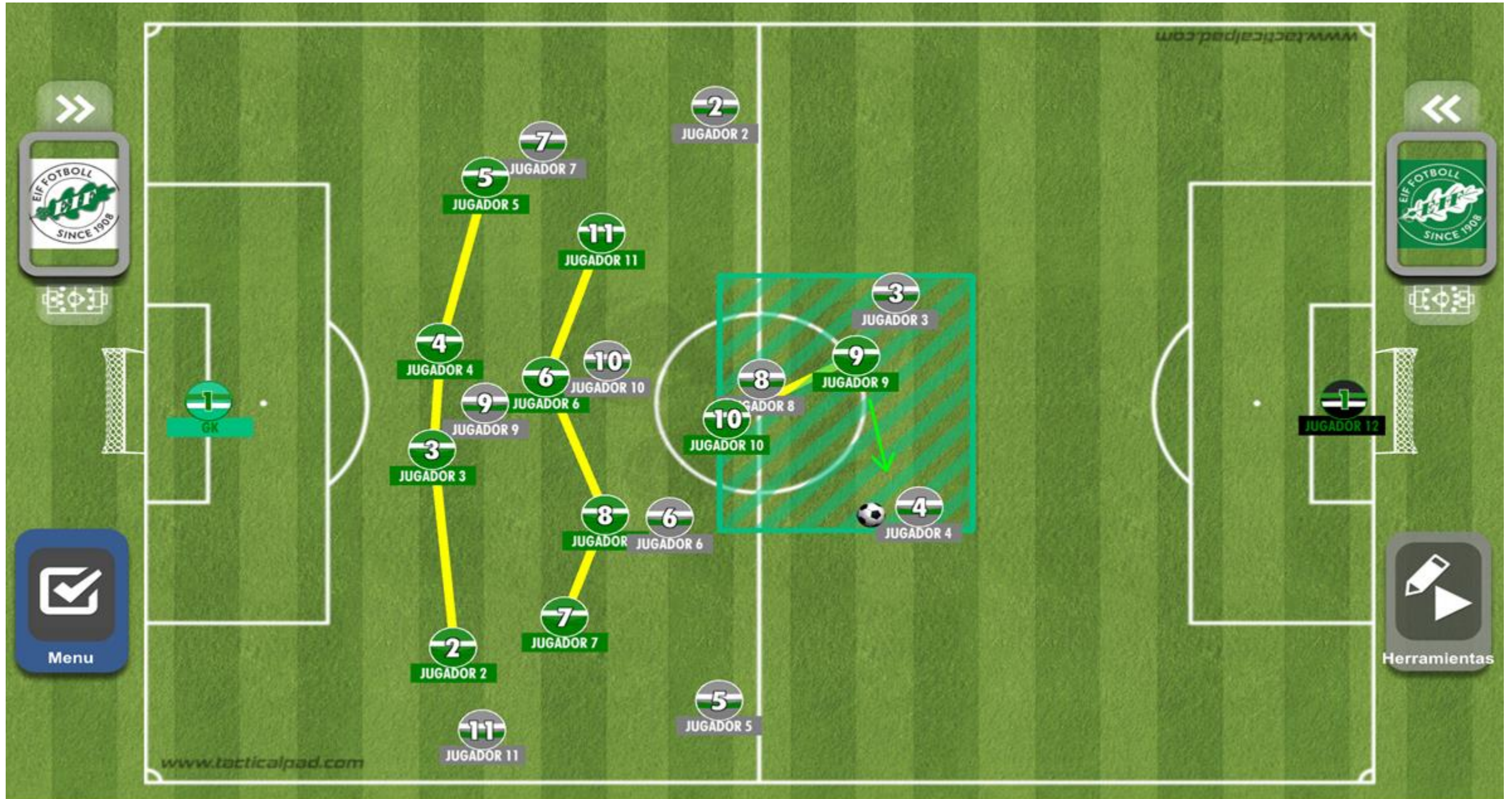
PRESSING HIGH VS 1-5-3-2 with 6



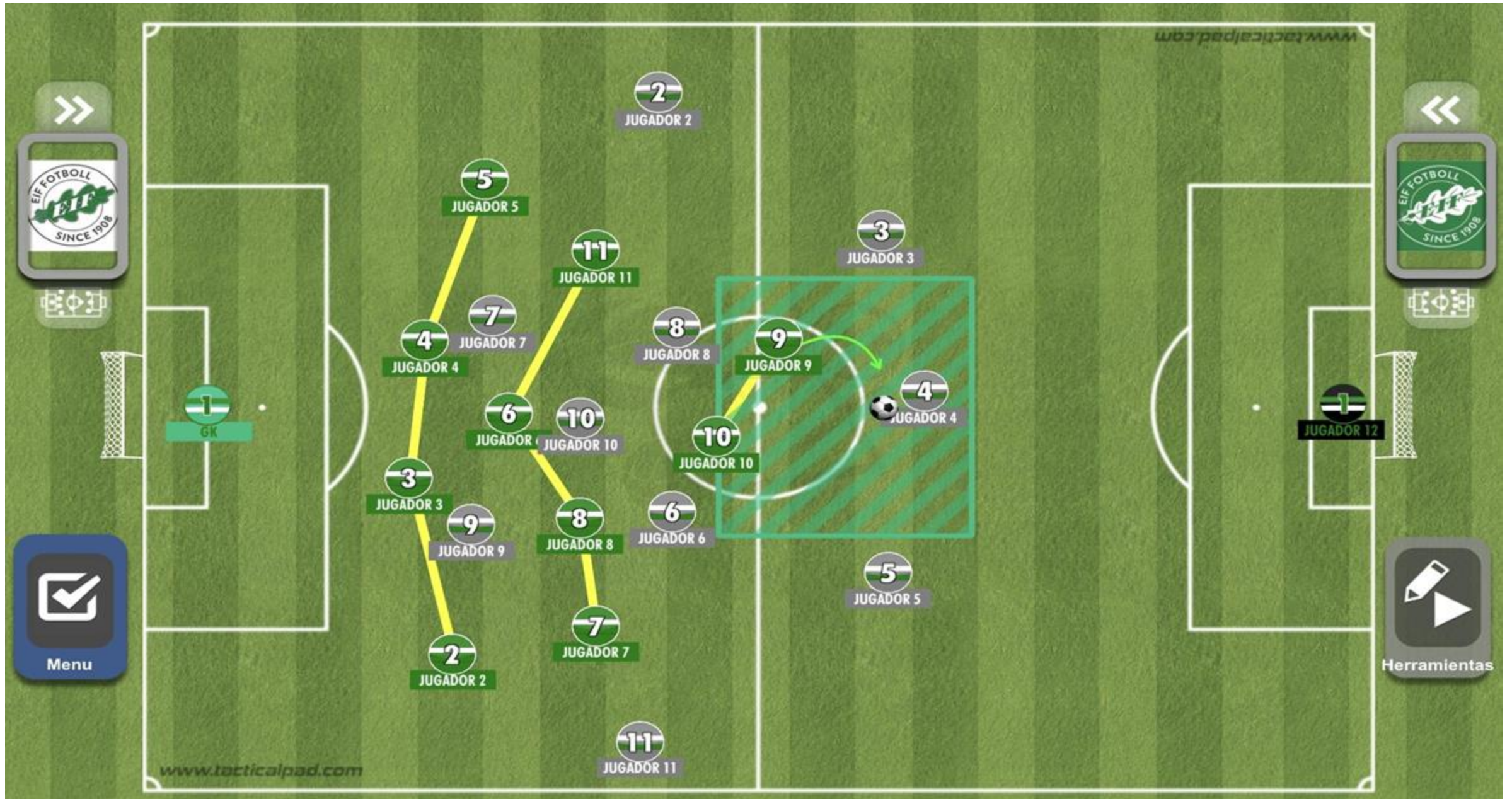
PRESSING HIGH VS 1-5-3-2 with 10



Low-medium Block (SHAPE)



Low-medium Block (SHAPE) vs back 3



POSITIVE TRANSITION ZONE 3

Main principles

- To play the first pass forward / to the centre channel (box) (straight or with security pass).
 - To fill the centre channel and box fast.
- To finish the action with shoot or death action (corner/fault/penalty...)

LINE CONCEPTS

GK	BACK LINE		MIDFIELD LINE		FORWARD LINE	
	<ul style="list-style-type: none"> • To vigilance and occupying spaces for possible negative transitions. • To involve to the attack if we can generate superiorities with our vertical movements. 		<p style="text-align: center;">SIDE CHANNEL</p> <ul style="list-style-type: none"> • MCs and passive Winger attack the area/edge <p style="text-align: center;">CENTRE CHANNEL</p> <ul style="list-style-type: none"> • Wingers diagonal movement to the box to finish or last passing. 		<p style="text-align: center;">SIDE CHANNEL</p> <ul style="list-style-type: none"> • Diagonal movements between CB-CB or CB-FB. <p style="text-align: center;">CENTRE CHANNEL</p> <ul style="list-style-type: none"> • Striker with ball run and attract to finish or pass. • Striker without ball diagonal movement in opposite side back of the CB attracted. 	
GK	<p>CBs</p> <p>-CBs in controlling area.</p>	<p>FBs</p> <p>-Vertical movements filing to give superiority in side channel to the active Winger.</p> <p>-Passive Winger controlling area.</p>	<p>MCs</p> <p>-Vertical movements filing the edge/box to finish actions.</p> <p>-Other MC controlling area.</p>	<p>WINGERS</p> <p>-To fill the box to play the actions with diagonal movements in centre channel.</p> <p>-To choose the better action, cutback pass and shoot-dribbling-shoot or attract to pass.</p>	<p>STRIKERS</p> <p>-To fill the box to play the actions with diagonal movements.</p> <p>-To choose the better action, pass and shoot-dribbling-shoot or attract to pass.</p>	

POSITIVE TRANSITION ZONE 2

Main principles

- To play the first pass forward and/or out of the zone where we recover (straight or with security pass).
 - CBs and/or MCs depth moving back have space/time to change space easily.
 - To play side to centre channel/centre to side channel.
- To fill fast the 3 channels and paying attention the controlling area 2-3 usually.

LINE CONCEPTS

GK	BACK LINE	MIDFIELD LINE	FORWARD LINE
	<p style="text-align: center;">SIDE CHANNEL</p> <ul style="list-style-type: none"> • If Winger recover; FB or overcome or support depending situation. • If FB recover; to play back with CBs or MC in supporting in low height. Otherwise to the pocket with 10 or to 9 as a link player with 10 probably. <p style="text-align: center;">CENTRE CHANNEL</p> <ul style="list-style-type: none"> • CBs/MCs to play to side channels fast to FBs or straight to Wingers if possible. FBs win height fast. 	<p style="text-align: center;">SIDE CHANNEL</p> <ul style="list-style-type: none"> • If Winger recover; MC dropping to give supporting pass. Other MC and 10 filling the pocket and attacking active FB-CB space. <p style="text-align: center;">CENTRE CHANNEL</p> <ul style="list-style-type: none"> • If MC recover; to play straight to sides with FBs or Wingers finding back of the opponent FB. 	

GK	CBs	FBs	MCs	WINGERS	STRIKERS	
<ul style="list-style-type: none"> - To give information to the players. 	<ul style="list-style-type: none"> - To give supporting line and avoid 1 striker cut both lines. - Look around before to receive, open body profile and control to help your own action. 	<ul style="list-style-type: none"> - Overcome or support if Winger recover depending of distance with the teammate. - If we recover in centre channel, to win height and having a vertical control to accelerate the action. 	<ul style="list-style-type: none"> - If we recover in side channel, drop to give supporting line and opponent don't cut passing line MC and CB at same time. Further MC in different height (or filling pocket) - Look around before to receive, open body profile and control to help your own action. 	<ul style="list-style-type: none"> - If we recover in centre channel MCs-10 win height and width to receive to the feet or attacking back of the WB/FB. - If the Winger recover to find 10 in the pocket or space or as a link player with 9. Or 2v1 with FB if he is overcoming. 	<ul style="list-style-type: none"> - To fill the same channel (back of CB-FB or in front to play the way he face). 10 or filling active pocket or attacking the space FB-CB. 	

POSITIVE TRANSITION ZONE 1 (No risks?)

Main principles

- Recovering the ball in Zone 1, we will not risk with the 1st action, we will play long ball to the same channel to our striker.
- Our striker will occupy the same side channel, to play air duel/to run back of CBs (depend the style of striker. Other strike r (10) will find space as a link player and Wingers will run to the space.

LINE CONCEPTS

GK	BACK LINE	MIDFIELD LINE	FORWARD LINE
<ul style="list-style-type: none">• To play long if we have advantage with our striker or delay if is needed.	<ul style="list-style-type: none">• After the long pass, step forward keeping the line compact to leave offside the opponents and win 2nd balls.	<ul style="list-style-type: none">• After the long pass, MCs stepping forward to win 2nd balls or give continuity to our striker line actions.• Wingers ready to run back to the opponent defending line or stay narrow with MCs depending the situation is demanding.	<ul style="list-style-type: none">• Striker run to the same channel and read if the ball has to be in air duel or advantage to run.• Striker (10) filling the spaces between lines to give continuity of the action.

IN POSSESSION

Main structure 1-4-3-3

Main principles

- **The bravest team of the league to move the ball to lead the game with the ball and generate goal chances. (PROACTIVE TEAM)**
- **To understand and believe why the way we play and playing smart. (WE ARE PASSING FOR A REASON)**
- **To play/to be able to play short in opening game to achieve attack with spaces.**
- **To play short (to attract) to play long.**
- **1st to play forward. 2nd to play wide. 3rd to play back.**
- **To find the targets to have advantages. (NUMERICAL-QUALITATIVE-RELATIONSHIP superiorities).**
- **To be closer in active channel to give emergency-active supports to the player with the ball and far player (Winger or FB) in passive side totally wide.**

IN POSSESSION (OPENING GAME)

Main principles

- We play short or we attract the opponent high, to attack with spaces.
- In Goal Kick situations, to play in intermediate areas between players.
- We attract opponents by controlling and passing, not by dribbling (we dribble to split lines).
- We play long balls over the opponent back line (not divided air balls).

LINE CONCEPTS

GK	BACK LINE		MIDFIELD LINE		FORWARD LINE	
<ul style="list-style-type: none"> • Restarting balls; long balls only back of the line or the team is in narrow shape. • Proactive and communication to help the teammates, giving information and/or passing lines. 	<ul style="list-style-type: none"> • Short, fast and active supports to play with advantage before the opponent is in shape. 				<ul style="list-style-type: none"> • To threat the space back of the defending line. 	

GK	CBs - .	Full Backs - .	6 - .	8-10 - .	Wingers - .	Striker - .
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IN POSSESSION (PROGRESSION AREA) + DEFENSIVE DISPOSITION

Main principles

- In progression we give importance the relation between playing outside and bring the ball towards pocket areas. We will try to bring the ball to outside intervals and breaking the defensive line with our Wingers
 - We always defend with (3-2) structure

LINE CONCEPTS

GK	BACK LINE	MIDFIELD LINE	FORWARD LINE
	<ul style="list-style-type: none"> Fullbacks maximum amplitude, opposite lateral interval to the ball always with defensive disposition and ready in central interval for winning progression FB's finds 2v2 at outside interval, play open and break the line CB's: Giving support FB's. If there is a loss to check if there is a cover-uncovered ball situation in order to pair with opponent or step back. 	<ul style="list-style-type: none"> DMF always positional at centre interval forming a triangle with CB's and ready to put some balls at pocket area. P10-P8: 'Connectors' at progression area. Always connecting and supporting the team with a balance attitude. Sometimes breaking from back line or creating superiority at both outside intervals. PASIVE CHANNEL: Always occupying passive channel with at least one-two players in order to find numerical superiority 2v1 or quality superiority. 	<ul style="list-style-type: none"> Wingers are kept in maximum width, we want a lot of actions at outside interval LW: Connecting with Striker and breaking the line without ball in order to threat defensive line. Wingers: Trying to find always 1v1 against opponent d efensive line. If a left-footed is playing as a RW position, we will try to occupy inside interval in order to create superiority with P8-P2 & P9. ST: Fixing defensive line with supporting and breaking attitude in order to release pocket zones for P8-P10.

GK	CBs	Full Backs	6	8-10	Wingers	Striker

IN POSSESSION (FINISHING AREA) + ATTACKING AREA

Main principles

- 3 box zones (near post, penalty spot & far post) always should be occupied by players + edge zone player (closer from crossing zone)

LINE CONCEPTS

GK	BACK LINE	MIDFIELD LINE	FORWARD LINE
	<ul style="list-style-type: none"> • Defensive Line: Lateral Defensive Disposition with swing out crossing (3-½ structure) 	<p>Z3:</p> <p>INTERIORS:</p> <ul style="list-style-type: none"> - P6: Balanced player at central interval. Edge area will be the space to occupy always ready for second balls and finishing actions in order to avoid negative transitions. - If P8-P10 receives the ball, attacking space between CB-FB, in order to fixing CB or be into the box 	<p>Z3:</p> <p>WINGERS:</p> <ul style="list-style-type: none"> - Winger so open (basically playing close at white line) ready for 2v2 outside and crossing and Winger from pasive channel attacking FB's back. - RW: Threating FB-CB interval. - LW: More proactive with ball and not so active breaking lines without ball. More associative with P9 and P10. <p>Striker:</p> <ul style="list-style-type: none"> - If P8-P10 receives the ball, breaking the line between CB's - If Winger receives the ball, breaking the line in order create space at pocket CB's zones <p>Finishing zones (crossing from right side): Near Post: Striker Penalty spot: OMF (P10)+MF(P8) Far post: LW Edge zone: DMF</p>

NEGATIVE TRANSITION

Main principles

- Closest player high press.
- Closer players cut passing lines and help if possible the pressing.
- 1st priority to force the situation to recover again. 2nd priority if they get advantage, stop the transition with tactical fault in opponent's half.
- Further players, to close behind the ball getting narrow in the line and close between lines. Here we can start our OUT OF POSSESSION phase.

LINE CONCEPTS

GK	BACK LINE	MIDFIELD LINE	FORWARD LINE
<ul style="list-style-type: none">• To give information to the teammates.• To pay attention to anticipate in long balls.	<ul style="list-style-type: none">• To step forward in our half at the first moment to get closer with our next line and give offside. Lateral body positions to run back.• To be narrow with all the line and give information to the closer players.	<ul style="list-style-type: none">• Closer players force the mistake and cutting possible passing lines.• Further players get narrow behind the ball with the line.	<ul style="list-style-type: none">• Closer players force the mistake and cutting possible passing lines.• Further players get narrow behind the ball with the MC line if some player is out of position.

