

# INTRODUCTION



Dear Coaches,

how do players learn how to hold the ball, run free properly and recognize gaps in their opponent's defence and use them at lightning speed? How do you convey a clever game in depth, a surprising game shift with a final goal kick?

In this book I present 44 systematically ordered tactical games to convey important tactical behaviours in attack and defence.

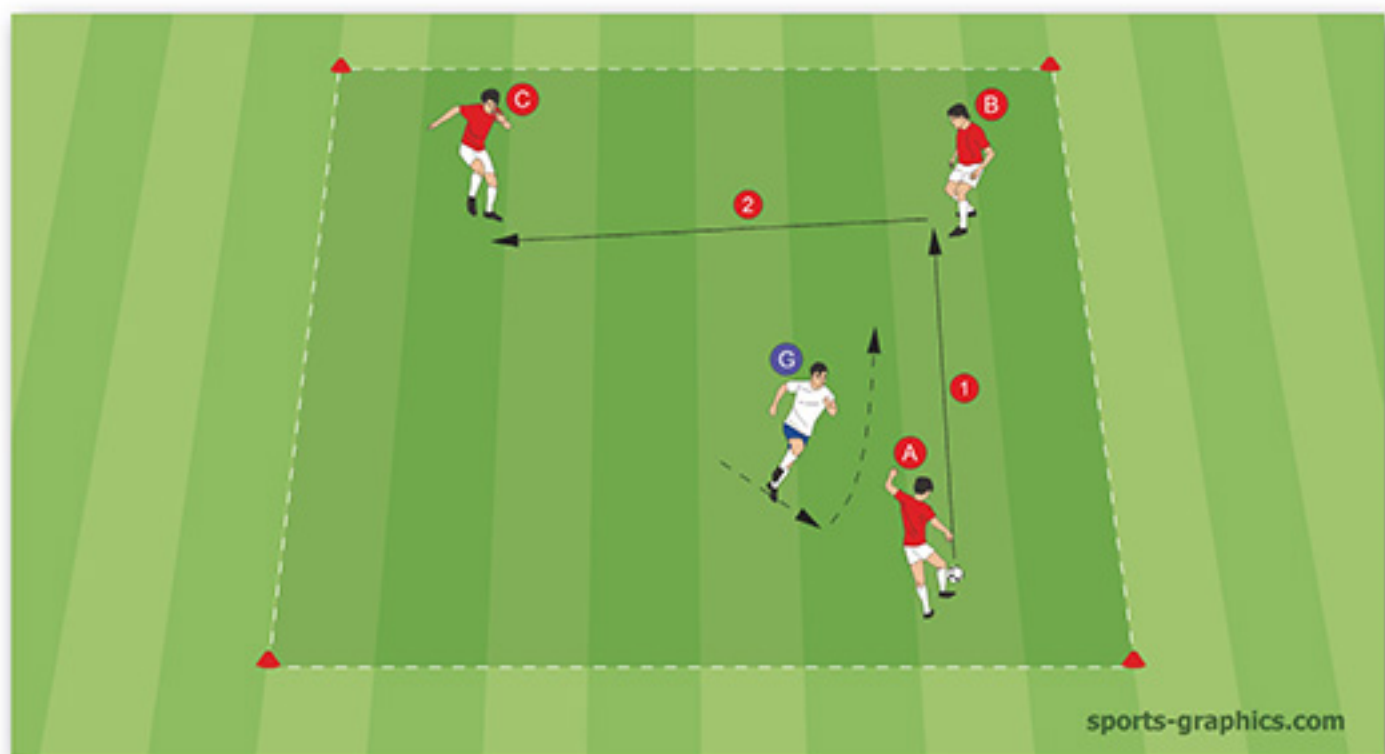
## Attack:

- Staying in ball possession (determine playing speed)
- Running intelligent (use gaps)
- Shift side of the field
- Triangular formations
- Double pass and fast combination play
- Playing in depth and exploiting goal-scoring opportunities

## Defence:

- Skilful duel behaviour
- Delay an attack
- Provoke mistakes
- Anticipate and catch balls

## 02: 3 v 1 - Basic sequence



### Setup

Field is six yards square (adjust for ability level) with three players outside and one in the middle.

### Sequence

Outside players pass ball back and forth inside square. Inside player tries to tag ball and switches positions with player responsible for error.

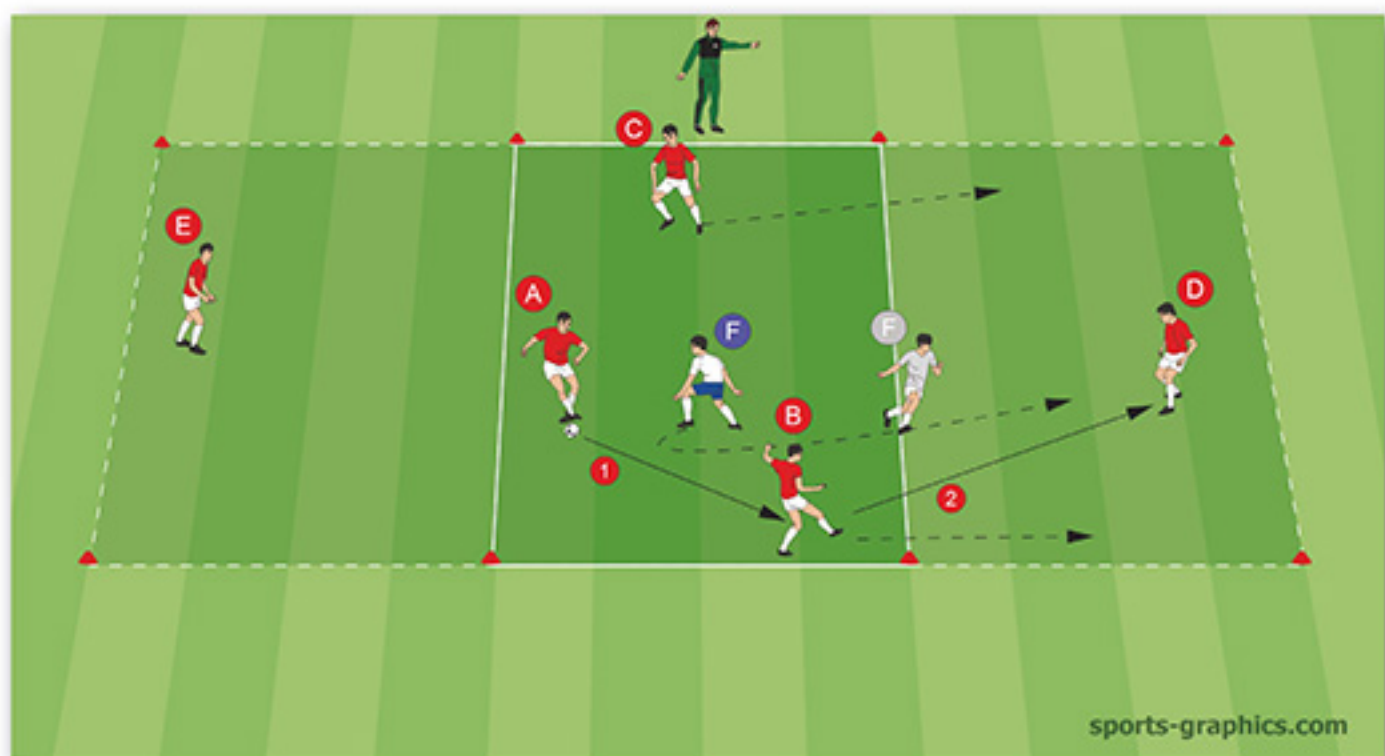
### Variation

- Touches are unlimited
- Players have two touches
- Players pass directly
- Advanced version: Juggle and play flighted balls over opponent

## TIPS AND SUGGESTIONS

- Outside players must stay open (two passing options at all times).
- Inside player plays skillful defense and tries to provoke passing errors.

## 09: 3 v 1 - Switching fields 2 (3 + 2v1)



### Setup

Field is three 4 x 6-yard grids (adjust for ability level); players play 3v1 in middle grid with an open receiver in each of the others.

### Sequence

Players play 3v1 in middle grid. Each outside grid contains an extra receiver. If ball is successfully passed to extra receiver, inside player and two outside players switch grids to create new 3v1. Players who commit errors rotate to the inside. Inside player tries to tag ball and switches positions with player responsible for error.

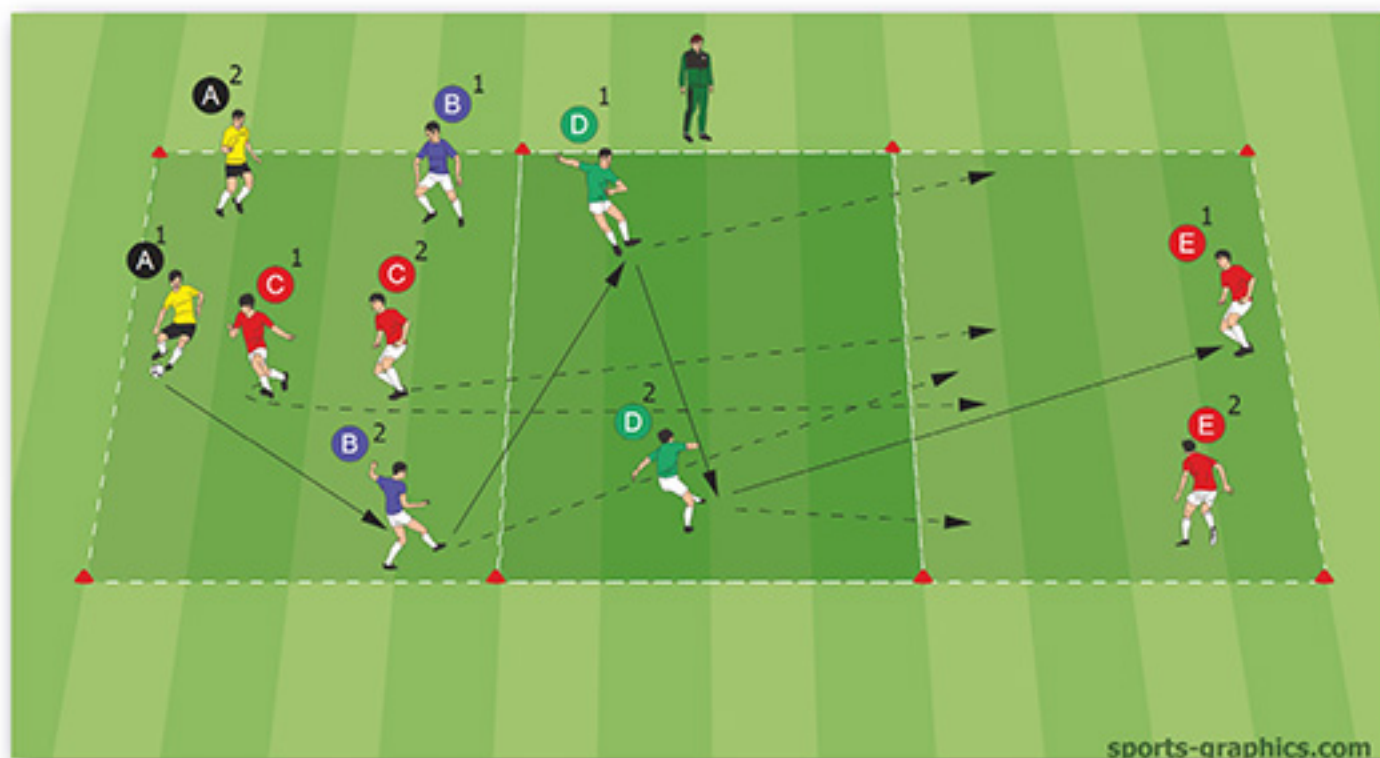
### Variation

- Players have two touches
- Players pass directly

## TIPS AND SUGGESTIONS

- Training objectives: shifting point of attack, following ball, forming triangles, forward passing, skillful defensive play and provoking passing errors

## 28: 4 v 2 - Switch of play 3



### Setup

Field is three 10 x 10-yard grids (adjust for ability level); players play 4v2 in left-hand grid with two open receivers in each of the others.

### Sequence

Players play 4v2 in left-hand grid. Each of the other grids contains two additional receivers. A1 and A2 play with B1 and B2 against C1 and C2. D1 and D2 wait in middle grid for a pass from starting grid. Attackers try to play ball through middle grid into right-hand grid, starting a new 4v2 there. Players in middle grid must both touch ball before passing it to right-hand grid. Both teammates rotate to the middle on errors.

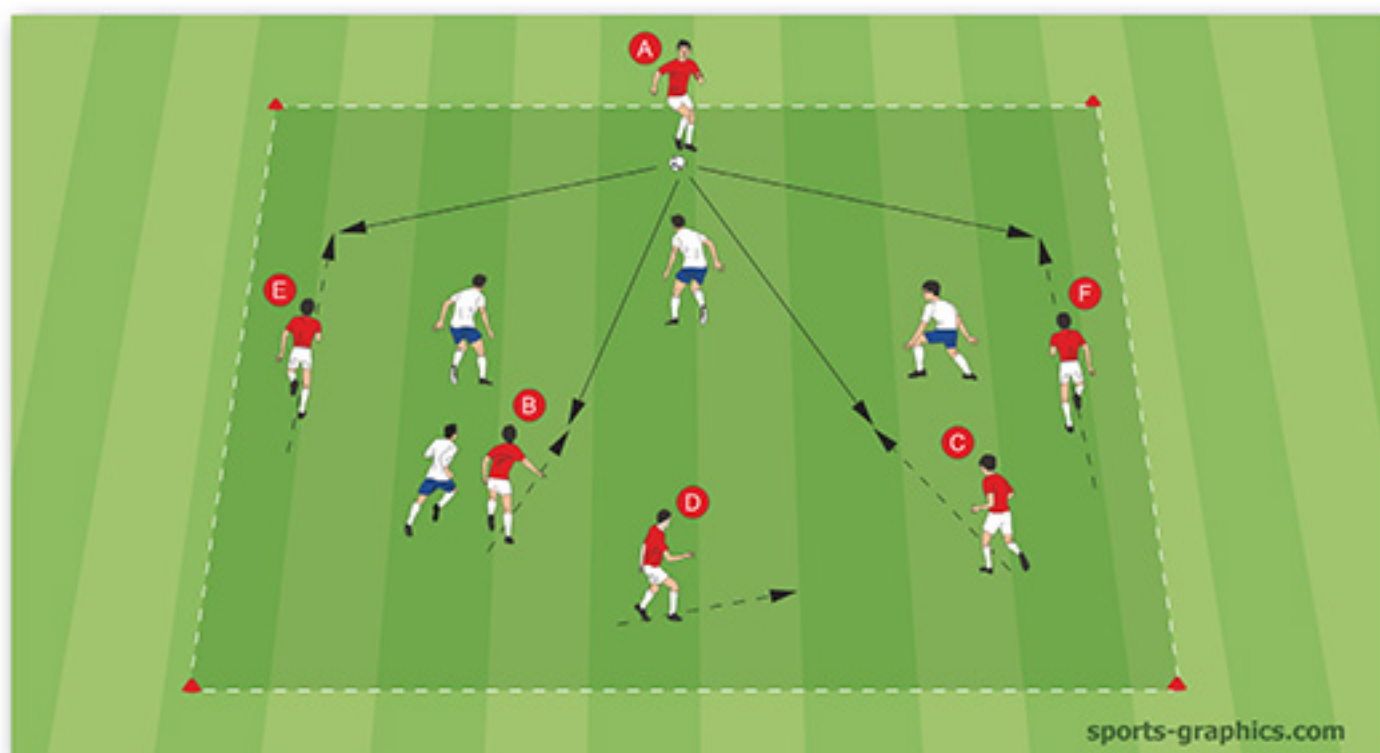
### Variation

- Players have two touches
- Players pass directly

### TIPS AND SUGGESTIONS

- Training objectives: shifting point of attack, following ball, forming triangles, forward passing, skillful defensive play and provoking passing errors

## 38: 6 v 4 - In a square



### Setup

Field is 30 x 30 yards. Team A has six players (numbers-up); Team B has four (numbers-down).

### Sequence

Team A scores one point for completing a given number of passes (e.g. 10). B uses skillful defensive play to keep A from scoring. If B's players win the ball, they try to keep it away from A as long as possible.

### Variation

- Team A's players have two touches
- Team A's players pass directly

### TIPS AND SUGGESTIONS

- Team A's players should play fast, accurate passes and take minimal risks. They use good field coverage and intelligent opening runs to create lots of passing options, identifying and exploiting openings. They must also occupy the middle.