# TACTICAL THINKER

# ROIAIONS

# THE MOVEMENT OF PLAYERS EITHER WHILE IN POSSESSION OF THE BALL OR DEFENDING IS KNOWN AS ROTATION

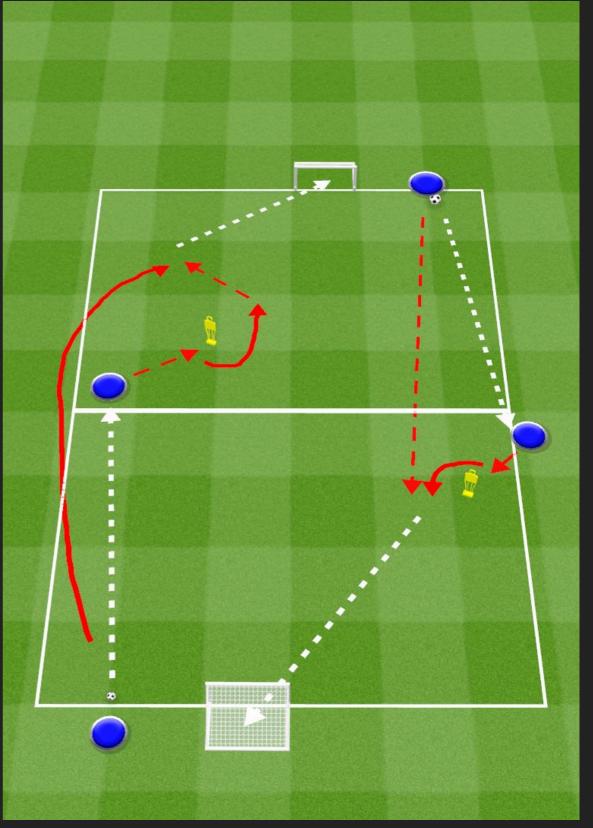
# **IDEA:**

Formations / Rotations;

1-433 / 1-4231

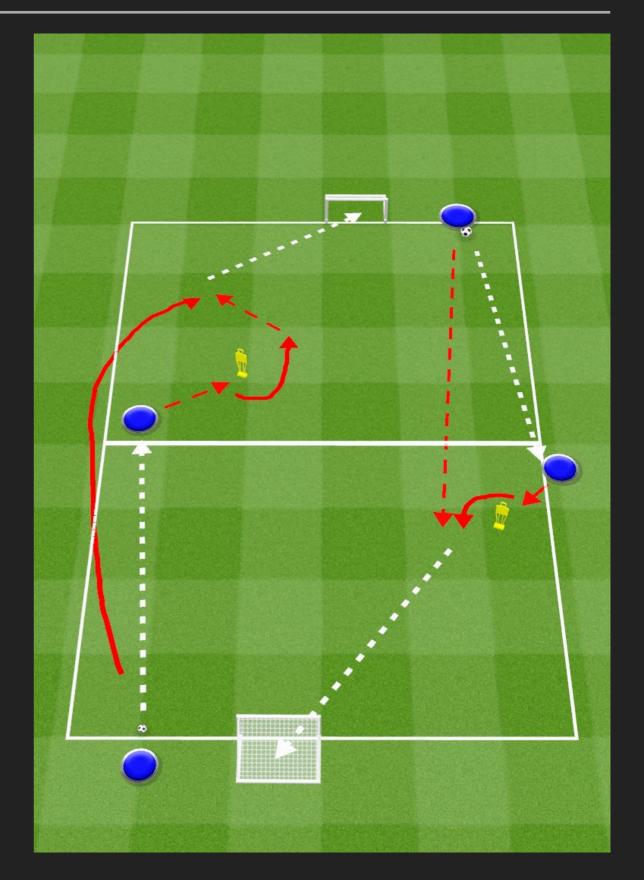
# **THE OVERLAP**

- Receive ball on half-turn ready top play forwards
- Turn hips to face forward
- Pass ball to safe side of winger, so winger can drive forwards and inwards



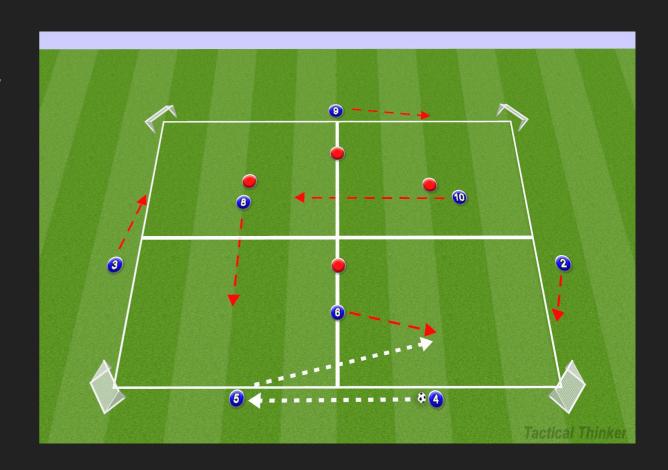
### **THE UNDERLAP**

- Side-on body shape before receiving to see defender/ball/space
- Drive inside with first touch into space
- Slide ball with disguise into space and into path of fullback for a positive outcome i.e. pass/cross (whipped, driven, stood up back post) /shot/pull-back/combination



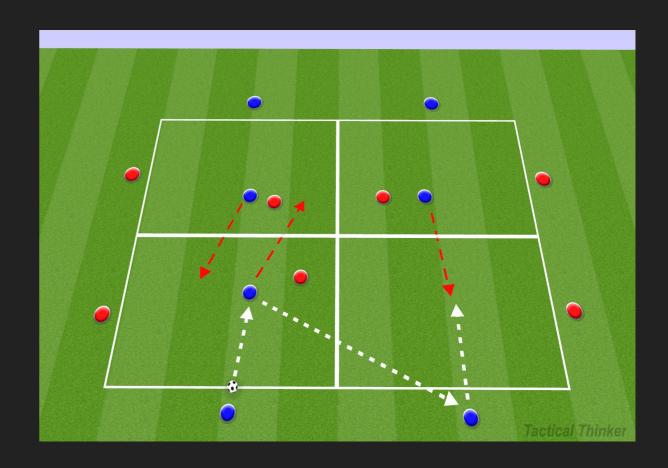
#### THE ROTATION RONDO

- Quality of pass
- Can players face forward turn hips in a forward direction to pass forwards
- Movement after pass into space clear space, enter space
- Awareness and deciding when, where and how to move - move early or move to arrive late to receive the ball to pass forwards
- Tempo/intensity of passing and movement do not stand still or stare at the ball



#### THE POSITIONAL RONDO

- Quality of pass
- Can players face forward turn hips in a forward direction to pass forwards
- Movement after pass into space clear space, enter space
- Awareness and deciding when, where and how to move move early or move to arrive late to receive the ball to pass forwards
- Tempo/intensity of passing and movement do not stand still or stare at the ball



## **CENTRAL ROATIONS**

- Quality of pass
- Can players face forward turn hips in a forward direction to pass forwards
- Movement after pass into space clear space, enter space
- Awareness and deciding when, where and how to move move early or move to arrive late to receive the ball to pass forwards
- Quick rotation to confuse defenders with whom is receiving the ball and look to penetrate forwards with runs on or off the ball and looking to arrive to score from a cross or a ball being played in at inverted angle
- Quality of finish by observing the GK

