

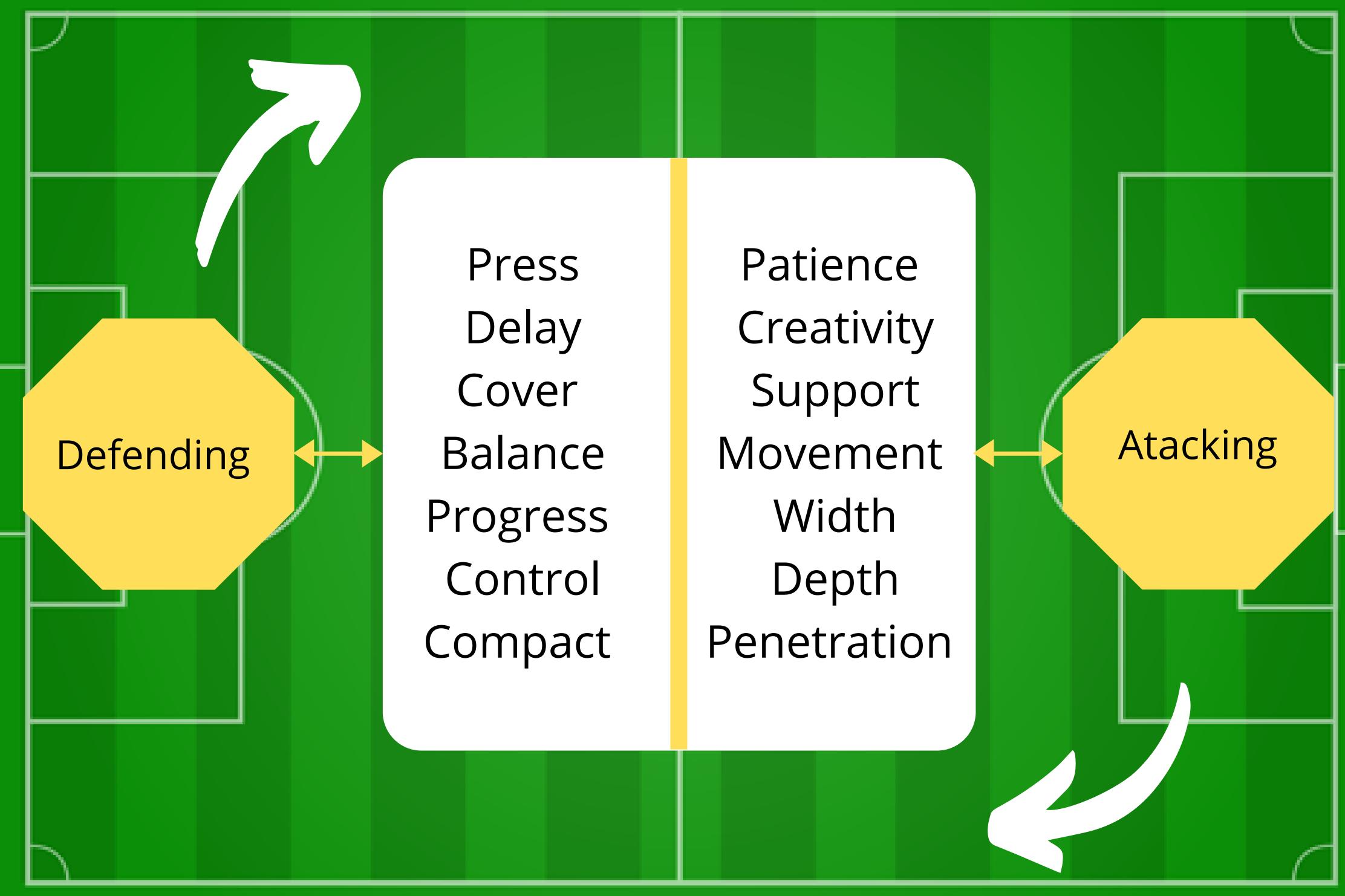
# GAME MODEL RICHARD CASHMAN PGCE FE, BSC (HONS), UEFA B







### PRINCIPLES OF PLAY

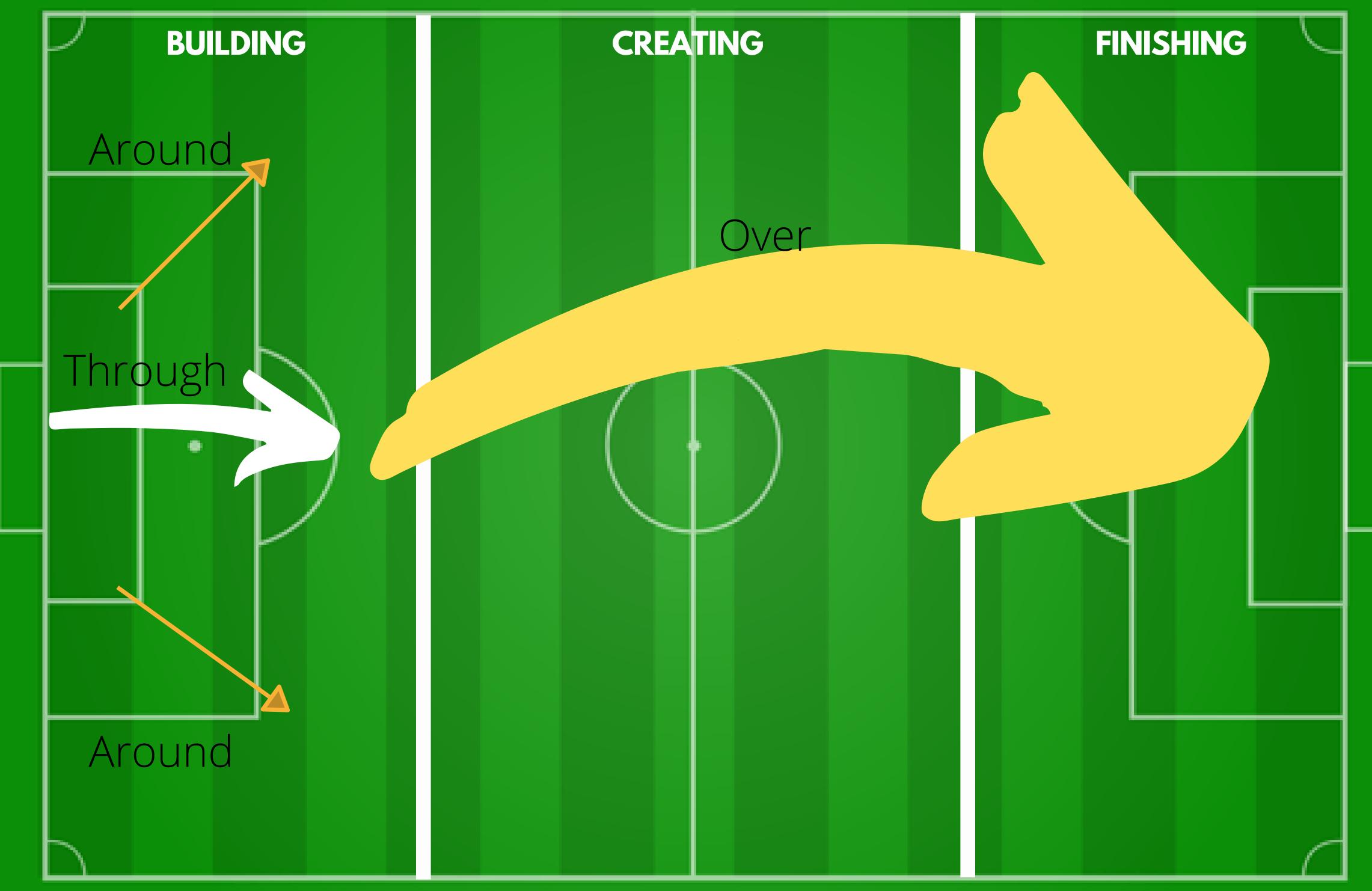








## IN-GAME ETHOS









### IN-GAME ETHOS: POSSESSION

BUILDING CREATING

Reacting to tempo of the game

Creating Overloads

Passing (Short, Medium, Long)

Switching the play

Positioning

Movement to

receive Movement to

create space

Play with GK

Break lines

Support

Combinations

Width (Can we make

the pitch big?)

Capitalise on space

Can we progress

forwards?

### **AROUND**

Progressive runs with / without the

ball

Breaking lines

Overlaps

3rd Man Runs

Support

Depth

Creativity

Creativity

Creating Overloads

### **THROUGH**

Rotations

Decoy Runs

Play Long

Play short

**Combination Play** 

Movement

Patience

Creating space

Play back to attack

Penetration

**ARQUND** 

#### **FINISHING**

Unlocking
defense
Crossing
Free-kicks

Creativity
Long Range

Quick Combinations

Wallpassing

Headers

Corners

**VLK** Pen

Pull backs

Individual Skill

1v1's

Swtiching the Play

Depth

Risk v Reward

2v1's







IN-GAME ETHOS: OUT OF POSSESSION

LOW-BLOCK MID-BLOCK HIGH PRESS





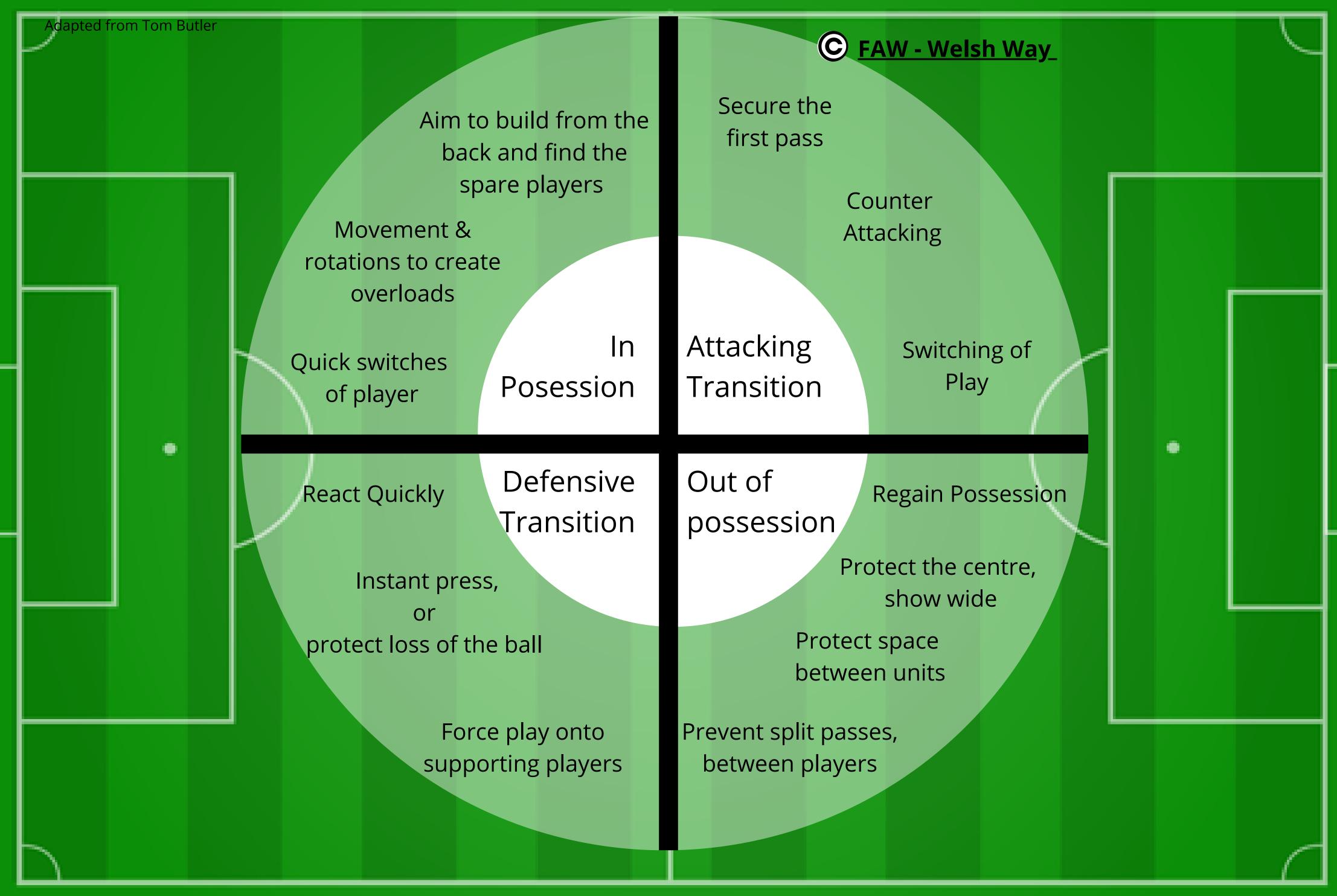








### GAME MODEL









### GAME MODEL: BREAK DOWN









## GAME MODEL: QUESTIONS











# HOW DOES IT LOOK?

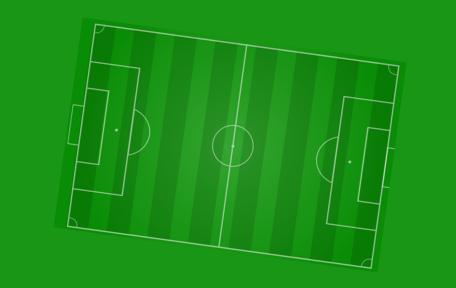
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### What?

Example #1

Example #2

Example #3

Example #4

### Build up

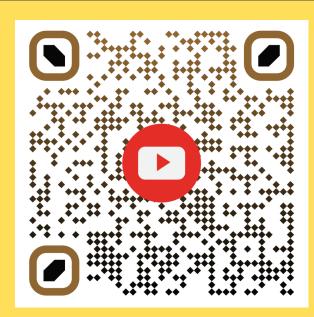






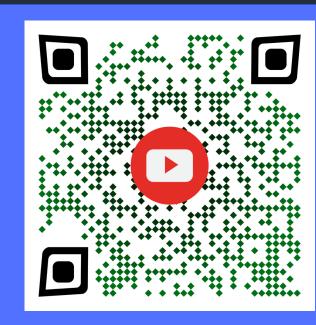












Through,
Around or
Over







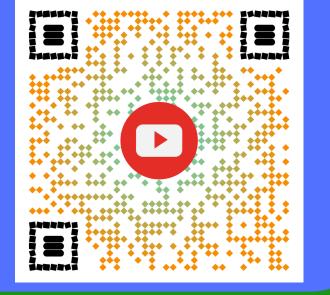


ATT - DEF

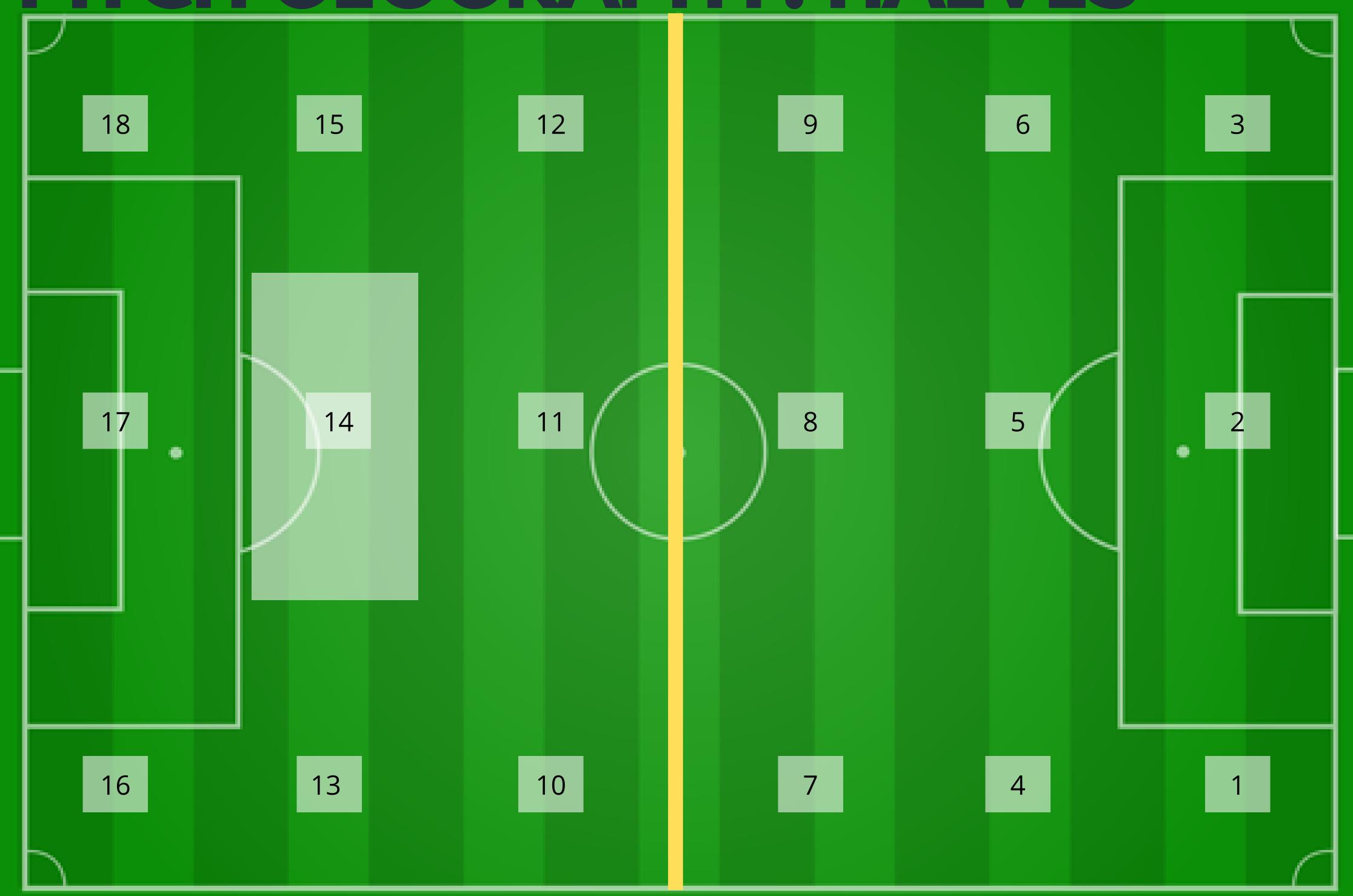








# PITCH GEOGRAPHY: HALVES

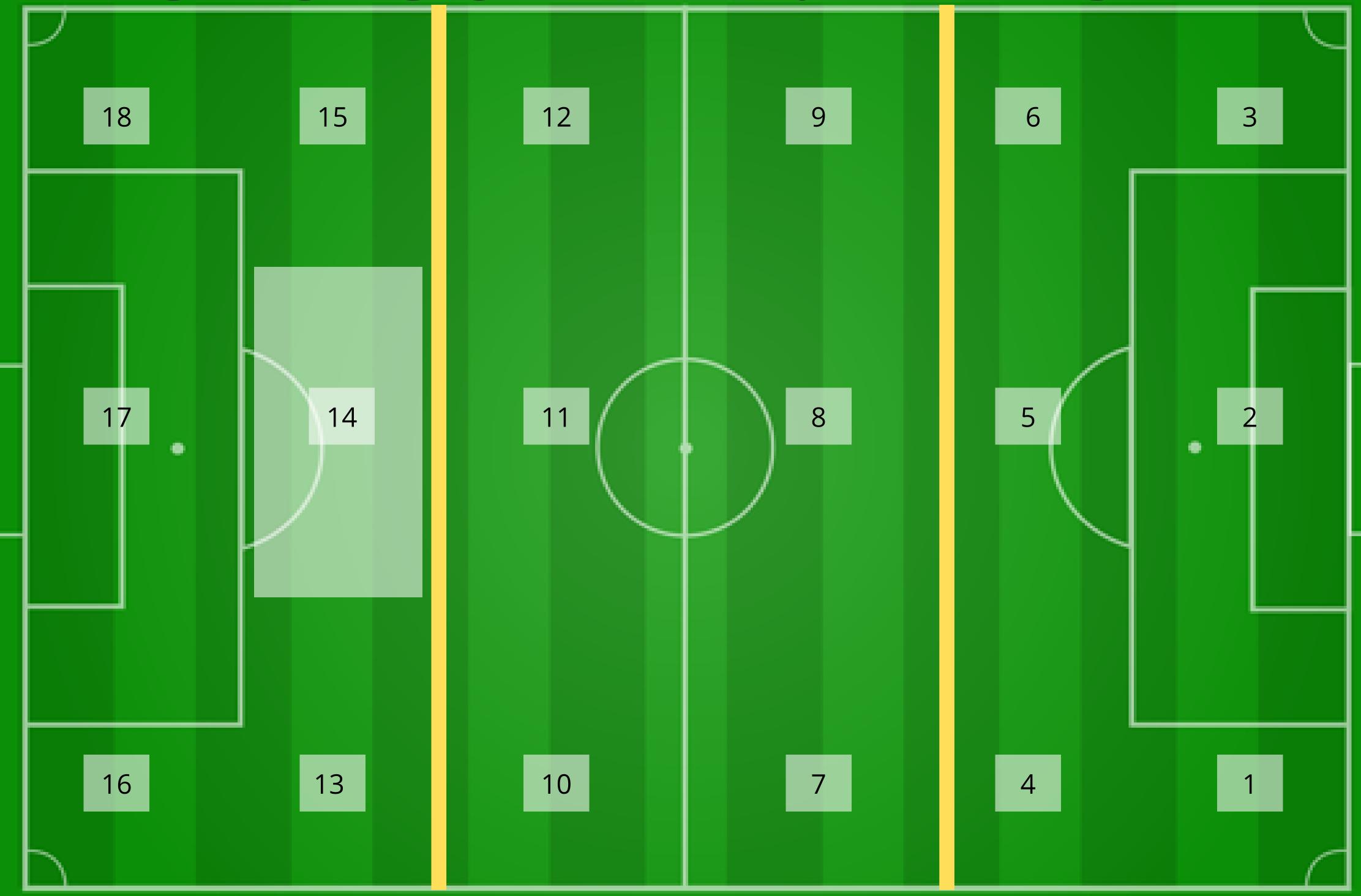








# PITCH GEOGRAPHY: THIRDS

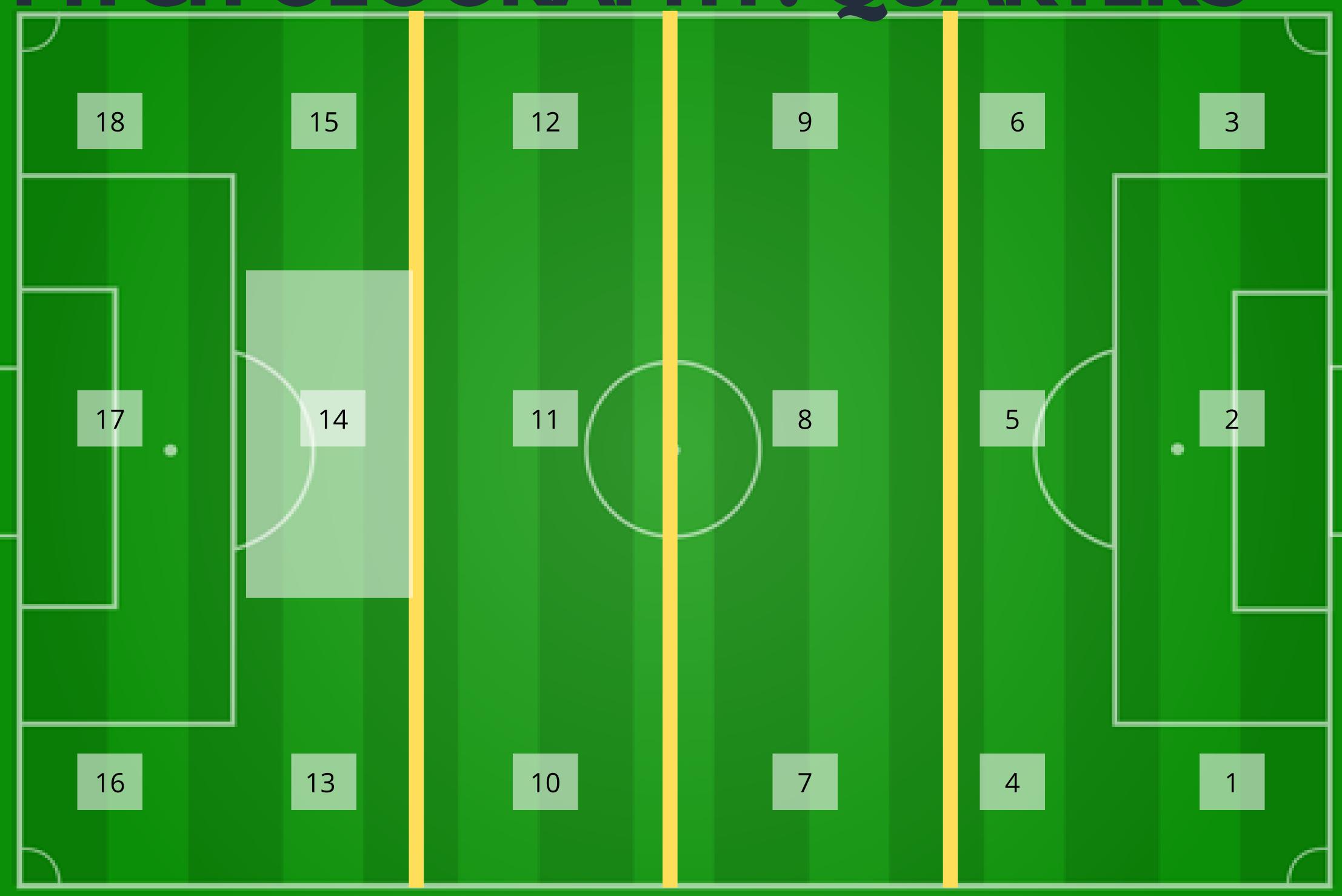








# PITCH GEOGRAPHY: QUARTERS

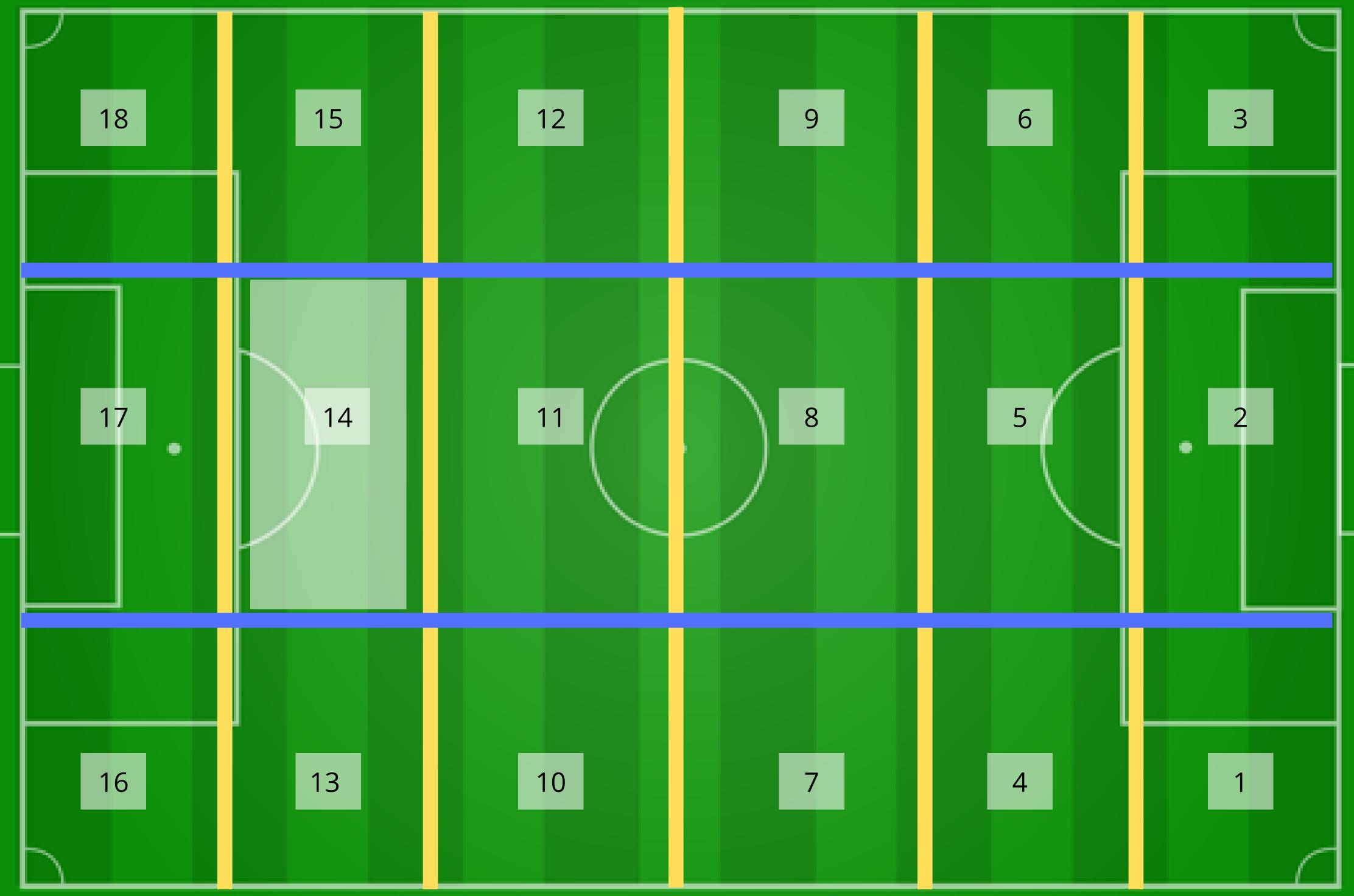








# PITCH GEOGRAPHY: GRIDS

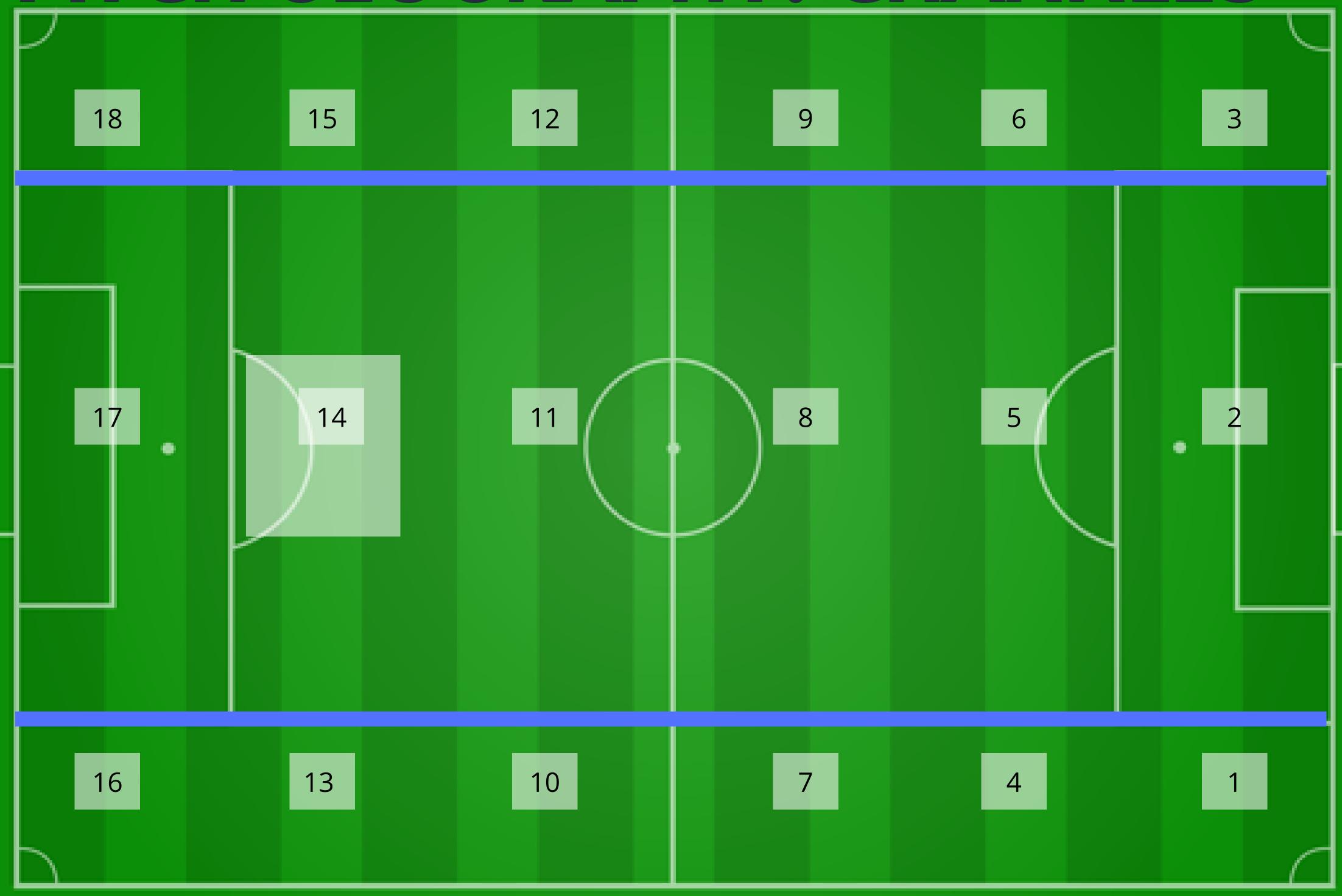








# PITCH GEOGRAPHY: CHANNELS

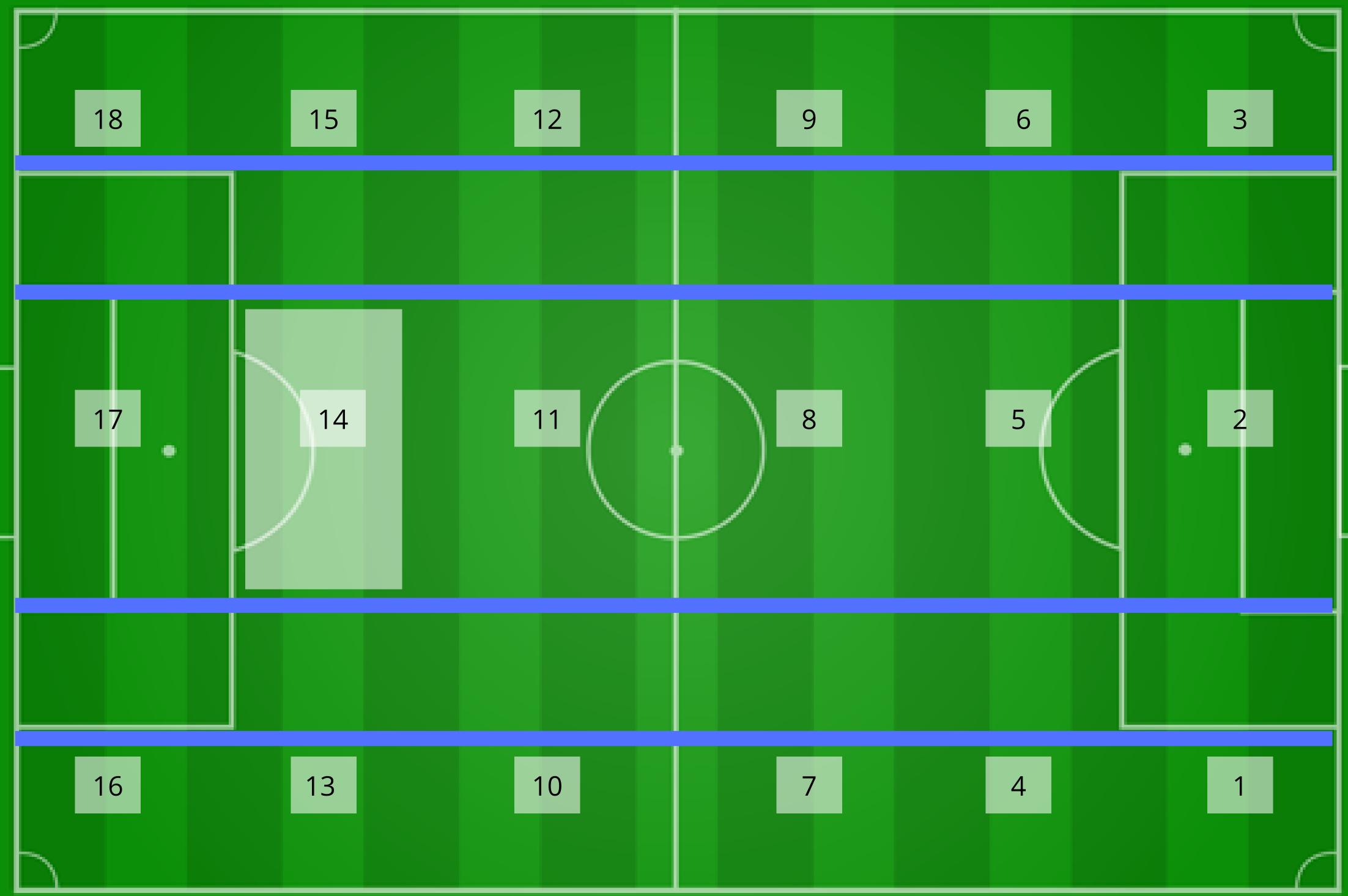








# PITCH GEOGRAPHY: HALF SPACE





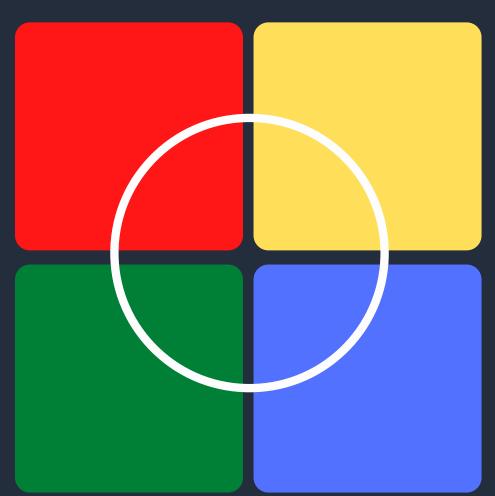


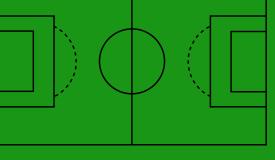


# FOUR CORNER: AT









#### **TEAM MATES +** THE GAME

Recognise and adapt

Maximising

strengths Exploiting

weaknesses

Game

**Understand** Management

Team, Unit

& Individual

R&R

Problem Solving

Receiving

Turning

THE BALL + YOUR GAME

Passing

Dribbling **RWTB** 

Heading

Shooting

Power



Behaviour Education

Psychosocial .

~ octical

Rising to a challenge

Overcoming

Enjoyment

adversity

Responsibility

Lifestyle

YOUR MIND + **THINKING** 

Creativity

Relationships

physical

Agility

Balance

Endurance

Nutrition

Strength

Recovery

Resilience

YOUR BODY + **MOVEMENT** 











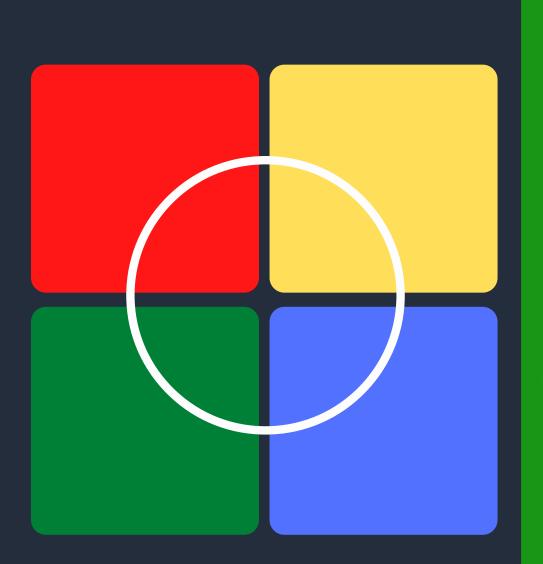




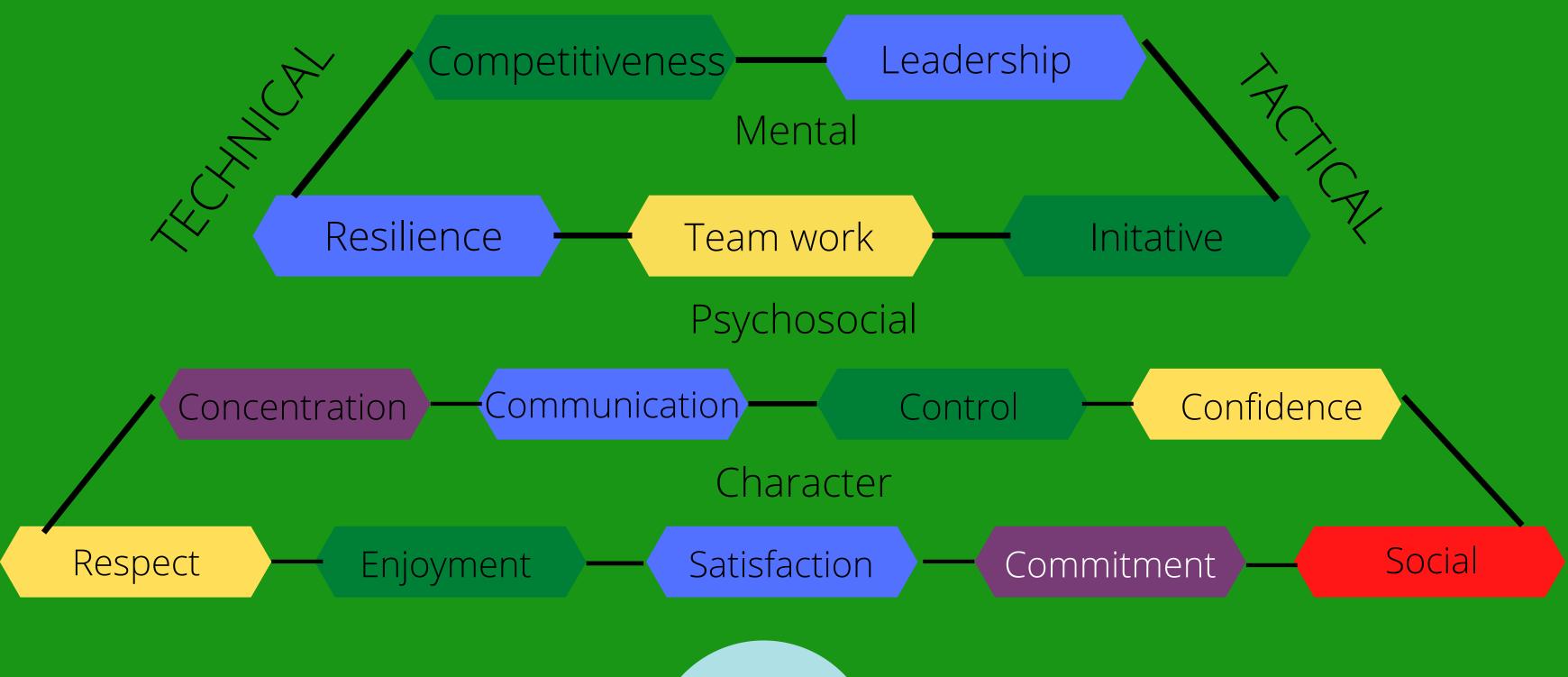
## INDIVIDUAL DEVELOPMENT: PYRAMID









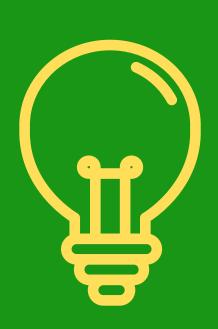


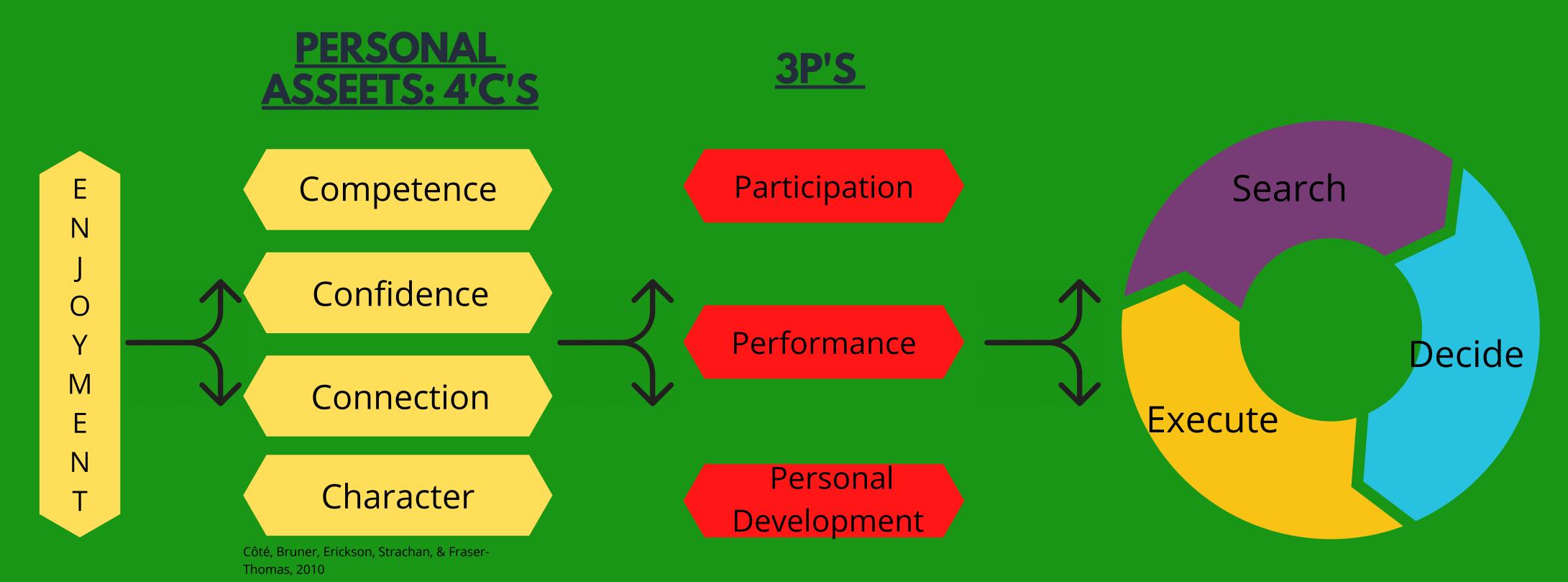






# DYNAMIC PROCESS OF DEVELOPMENT







THE SHAPE THE IMMEDIATE SPORT EXPERIENCE I.E. ENJOYMENT



PERSONAL ASSESTS:
THAT DEVELOP
THROUGH SPORT
I.E. 4C'S



3P'S:
CENTRAL TO YOUTH
SPORTS AT
PROVIDING QUALITY
EXPERIENCES



SDE:
PROVIDES
OPPORUNITIES FOR
PLAYERS TO
PROBLEM SOLVE AND
REFLECT TOWARDS
LEARNING









# PREFERRED SYSTEM OF PLAY



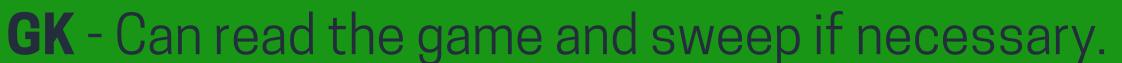








- 4-2-3-1 formation is highly adaptable and flexible as it can easily be altered
- Adapted into:
  - 5-4-1
  - · 4-5-1
  - 4-4-2
  - · 4-3-3



FB - Attack minded but confident defensively

**CB** - Calm, composed and confident build from the back

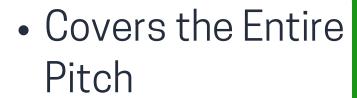
**CM** - Creative, can offer depth or contribute to attacking play whilst offering structure and balance to the team.

W - Disciplined, imaginative and quick

**AM** - Being innovate, always seeking the ball and supporting the attack

**CF** - Movement to receive/or create space, hard worker and clinical





- More Attacking Options
- EncouragesCreativity



- More Defensive Responsibilities
- Forwards Can
   Get Isolated Up
   Front
- Full Backs Have a Lot of 1-on-1s

# 4-2-3-1: IN-POSSESSION

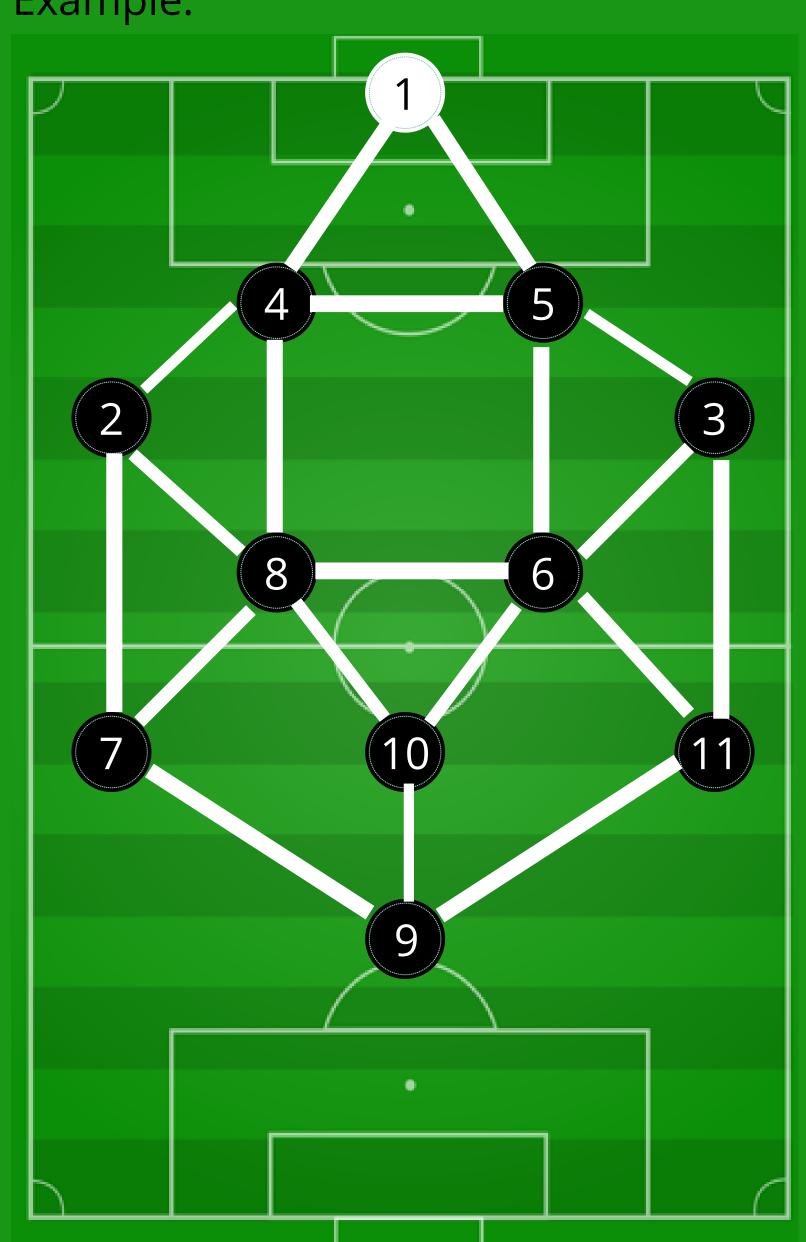








#### Example:



4-2-3-1

Goalkeeper: #1

Full command of area - Communication

Primary Players: #2, #4, #5 & #3 Create space width and depth

Secondary Players #8 & #6
Support, movement and rotation

Tertiary Player: #7, #11, #10 & #9
Penetration and creativity

\*\*These are dependent on the position on the ball

Work on

**Creating Space** 



# 4-2-3-1: OUT-POSSESSION









Example:



4-2-3-1

Goalkeeper: #1

Full command of area - Communication

Primary Players: #2, #4, #5 & #3 Regain possession, provide strong cover depth, cover and balance. More compact structure.

Secondary Players #8 & #6 Provide protection and pressure to the ball. passing lanes and between units. Remain compact and narrow

Tertiary Player: #7, #11, #10 & #9 Press the ball, force play onto area of strength

\*\*These are dependent on the position on the ball

Work on

Pressing

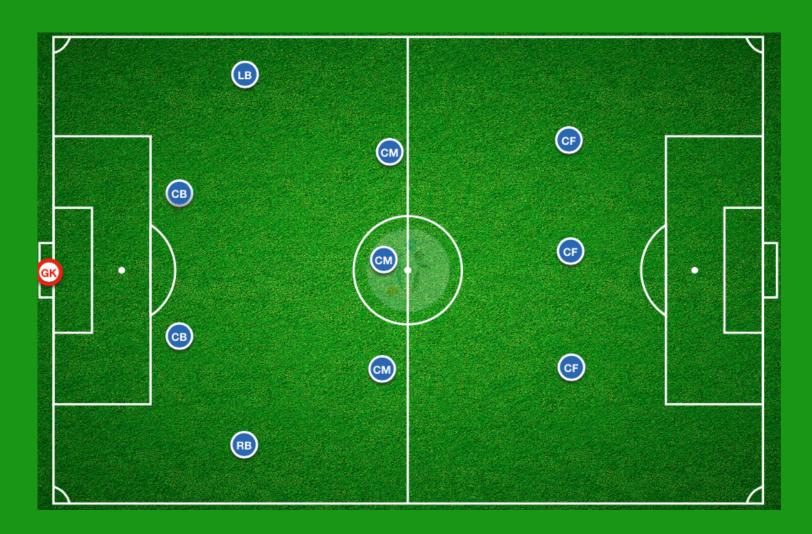


Delay

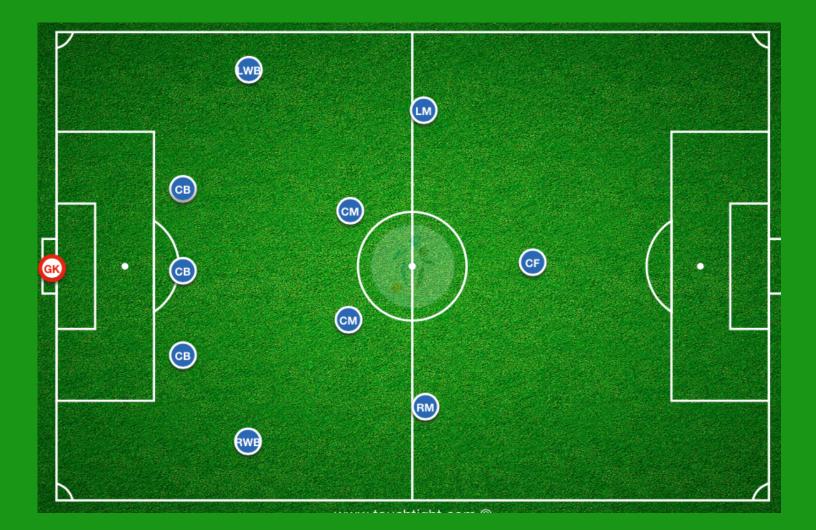
Cover

Balance





4-3-3



5-4-1







4-5-1

# THE FOUR CORNERS

4-2-3-1

#### **Technical**

### Tactical (Out Play)

Passing variation

Receiving skills

Efficient dribbling

Passing Accuracy

#### **In Possession**

- A. Retain Possession
- B. Create opportunities
- C. Switch the play

Team Shape

Principles of Play

Transitions

Positional awareness

#### **Out of Possession**

- A. Recover Possession
- B. Protect shape
- C. Pressing

### **Psychological** (Game Intelligence)

Confident

Control

Spatial Awareness

**In Possession** 

B. Create opportunities

A. Retain Possession

C. Switch the play

Attitude

#### Out of Possession

Adaptability

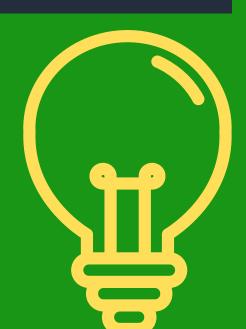
Decision Making

Competitiveness

Reflectiveness

- A. Anticipate danger
- B. Delay or minimise space
- C. Decisive when to

regain the ball



### Physical

(Out Work)

Power

Multi Directional

**In Possession** 

B. Movement to create

C. Breaking lines

Balance

Coordination

Endurance

Physical Strength

Acceleration

Speed

#### Out of Possession

A. Passing Options

A. Regain possession

B. Recovery Runs

C. Mark, press or

intercept

### **Social** (Application)

Communication

Listenning

Leading

Feedback

Cohesion

Praising

Encouraging

Motivating

#### In Possession

- A. Where is the space?
- B. Who's the spare

player?

C. What pressure?

#### Out of Possession

A. Can you recover?

C. Can we close the

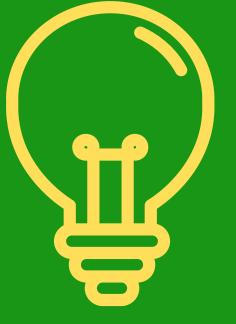
- B. Pressure on the ball?
- spaces?





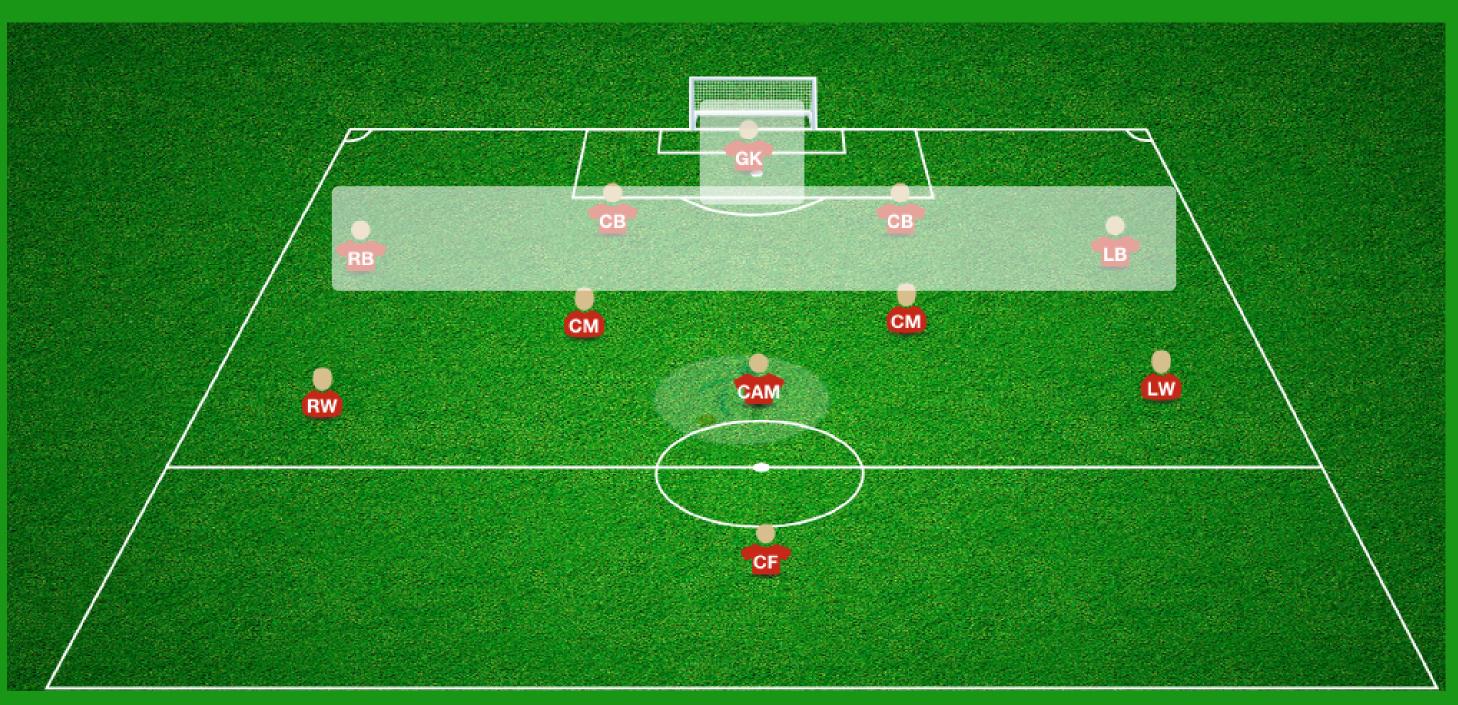


# KEY POSITIONAL ROLES



# 4-2-3-1

Richard Cashman Adapted from Sean Doyle



# Where?

Goalkeeper (1)
Defensive Unit (4)

- **GK -** Execute a variety of distribution (short, quick, clinical, long), depending on situational factors. reading the game, being aware and communicate with the team. Decision making in relation when to sweep and when to organise defensive unit to minimise space.
- **CB** Composure and assertive in building the attack from the defensive unit. Decision making in relation to when to play, when to offer depth and when to play through, around or over the opposition. Anticipate the game to challenge aerially, on the feet or delaying the opposition. Confident communicator and listens to those around him.
- **FB** Assured in forward play, disciplined defensively also awareness of 1v1 possibilities. Being able to support attacking phases by creating overloads to receive or create space.



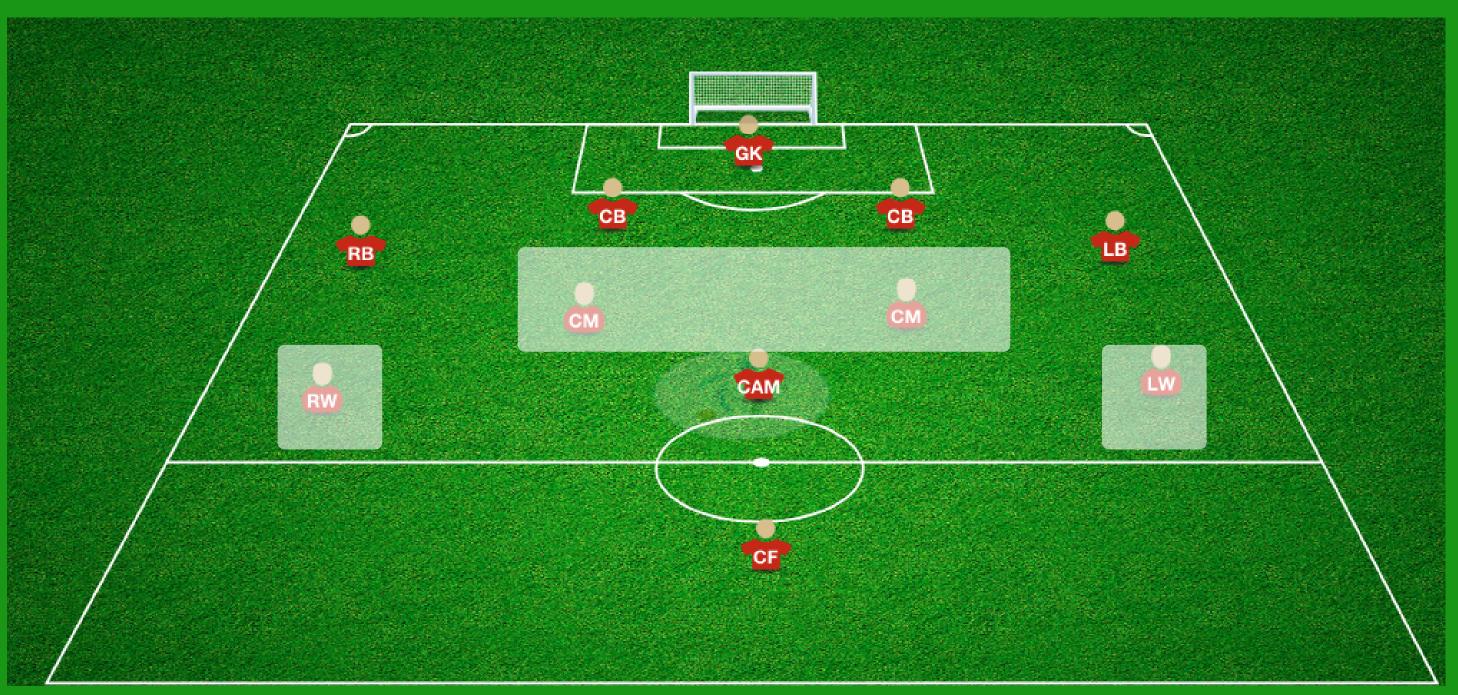


# KEY POSITIONAL ROLES





Richard Cashman Adapted from Sean Doyle



# Where?

Midfield Unit (2)
Wingers (2)

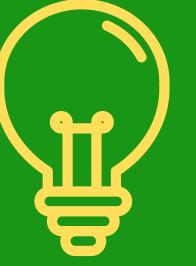
**CM** - Offering a balance, structure and protection to the team shape. Central to the continuation and progression of building possesion through or around the thirds. Confident in manipulating the ball in tight spaces to create or maneuver opposition players. Continually offering depth, cover and whilst attempting the delay the opposition out of possession and contribution to the attacking phase in possession.

**W** - Understanding when to offer width and when to protect the team shape. Being positive whilst in possession of the ball, in an attempt to create goal scoring opportunities. Skillful in managing 1v1 situations i.e. when to beat an opponent and when to recycle possession. Being able to contribute towards defending from the front to re-gain possession, force a mistake or force the opposition long.





# KEY POSITIONAL ROLES





Richard Cashman Adapted from Sean Doyle

# Where?

Attackig Mid (1)
Forward (1)



**CAM** - Being creative to operate between units, and creating space to receive or create space. Having the vision to create attacking opportunities. Have the ability to self-create goal scoring opportunities from a distance. Intelligently support the CF within the attacking phase and can penetrate with quality forward passing. Implementing an effective press from the front.

**CF** - Performing as the most advanced player within the team, have the ability to receive to feet or behind opposition defensive lines. Being able to execute goal-scoring opportunities when presented and convert into goals. Preparedness to work and handle tight space or opposition players. To control and retain possession of the ball to ensure that the attacking play continues with momentum through efficient passing skill.





# POSITONAL RESPONSIBILITES







Richard Cashman Adapted from Scott Mowberry 2020

Where	Individual Possession	Team Possession	Opposition Possession
GK	Secure the first pass Find the spare player Effective distribution	Provide good support angles Operate as a sweeper Communicate with the team	Organise defesive shape Bravery in all actions Defend the spaces between
DEF	Provide outlet for GK Support & cover Break the lines	Retain & progress possession Passing ranges Provide depth and balance	Control space between Mark, track and control Co-operate with players
MID	Present passing options Situational awareness Support attacking positions	Moving opponents away Patience in possession Support to receive	Recover, track, or replace Mark, press, intercept Protect team shape
ATT	Furthest player Score goals Create goal scoring opportunities	Contribute to attacking play Movement to receive/create Continue attacking momentum	Delay and contain Understand how to press Force opposition to play



#### **Key Attributes**

Handling
Aerial Ability
Throwing
Reflexes & Kicking
Passing & Pace
Decision making
Positioning
Footwork
Confidence
Communication
Agility
Commanding

## GOALKEEPER



#### In Possession

**Option to receive** 

Offer depth to retain possession

Identify and find the spare player

**Limited touches** 

#### **Building the ATT**

**Break the lines** 

Play through, around or over

**Range of passing** 

#### Creating

**Switch the Play** 

**Break the press** 

Long ball into MID, or ATT

#### Out of possession

**Command the area** 

**Quality handling attributes** 

**Realistic positioning** 

**Confidence to make saves** 

#### **Delay & Deny**

**Protect positioning** 

**Confident in 1v1 situations** 

**Sweep if neccassary** 

#### Managing the Press

**Protect the goal** 

**Sweep long ball over defensive line** 

**Confident to deal with 1v1** 

#### ATT > DEF

Adapted from Stuart Amos

Richard Cashman

**Structure team shape** 

Decision making in protecting or pressing

**Anticipation of game scenarios** 

Mindful of threats

#### **DEF > ATT**

**Secure the first pass** 

**Counter? Can we play quick?** 

Maintain possession if needed to build

#### **Set Pieces**

**Communicate defensive set-up** 

Minimise un-mark players

**Command area** 











# GOALKEEPER





Good acceleration over various distances.

Explosive leap
Good agility
Good Balance
Balanced nutritional and lifestyle.

#### **Technical**

Strong handling
Good distribution
Strong in 1v1 situations
Comfortable with both feet
Comfortable on the ball
Passing range
Quick reactions

#### **Psychological**

Good at communicating
Leadership qualities
Reliable on the ball
Effective decision maker
Composed under pressure
High level of concentration

#### **Tactical**

Awareness and alterness
When to play short v long
Supports the defense in possession
Aware of counter attacks for and
against
Good relationship with all units.











#### **Key Attributes**

Tackling
Tactical knowledge
Positioning
Stamina
Dribbling
Passing
Movement
Teamwork
Crossing
Marking
Concentration
Anticipation

# FULL BACKS



#### In Possession

Movement into a wider position to receive

**Combination play** 

Look to play into the next unit or ATT

#### **Building the ATT**

Create space by offering to receive in a wide position

Patience build up

Switching the play to find the spare player

Combination play and movement (underlap/overlap)

#### Creating

**Crossing** 

Switch the play option

**RWTB, Dribbling, Passing** 

#### Out of possession

**Recovery Runs (2v1)** 

**Adopt a more compact structure** 

Block crosses (Force backwards)

**Challenge arielly** 

#### **Delay & Deny**

**Awareness of distance to press** 

Minimise space increase between units

**Limit passing lanes** 

**Compact defensively** 

**Collective press** 

#### Pressing

**Body position** 

**Angle of approach** 

**Aggressiveness & Interception** 

#### Richard Cashman Adapted from Stuart Amos

#### ATT > DEF

**Delay to slow the opposition** 

**Deny to reorganize** 

**Decision to press or protect** 

**Get behind the ball** 

#### **DEF > ATT**

**Confident 1v1** 

Invite opposition to press to positional space to ATT

Dictate tempo of the game

Support ATT (Overlap, underlap or inverted)

#### **Set Pieces**

Maintain defensive structure to minimise the counter threat

Corner responsibilities i.e. short option, front post area





# FULL BACKS



#### **Technical**

Passing range
Strong in 1v1 situations
Crossing ability
Avility to combine and more
forwards
Comfortable on the ball
Strong in attacking 1v1 situations

#### **Psychological**

Good at communicating
Confidence
Responsible and reliable
Good decision maker
Desire to join in with the attack
Willing to work back and make
recovery runs.
High levels of concentration.

#### **Physical**

Good acceleration over short and medium distances.
Good endurance
Change of direction
Positioning
Strong in tackles
Speed to recover

#### **Tactical**

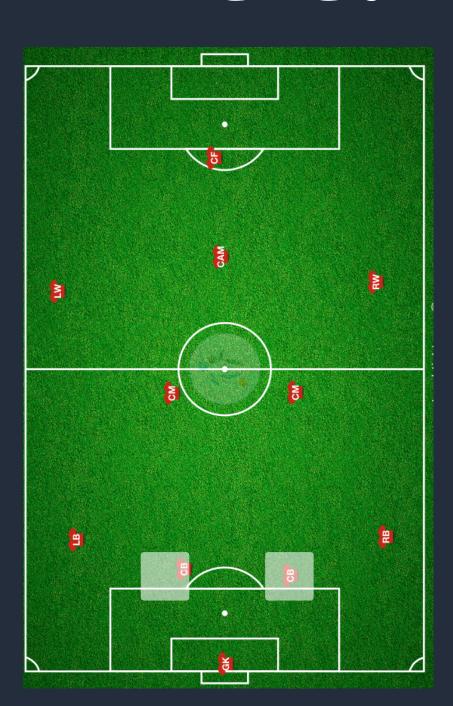
Aware of surroundings
Knows when to press, cover and
tuck in/spread.
Understands when to switch the
play or when to break lines.
Quick transitions.
When to drop and when to step up.











#### **Key Attributes**

Aerial
Tackling
Decisions
Positioning
Strength
Composure
Communication
Versatile
Tactical knowledge
Technical Ability
Defensive R&R
Acceleration
Jumping

# CENTRAL DEFENDERS



#### Richard Cashman Adapted from Stuart Amos

#### **In Possession**

Able to receive under pressure

Maintain possession in tight areas

**Confident to break lines** (Passing/RWTB)

Wide variety of passing options

Continuously support players off the ball

#### **Building the ATT**

**Balance and Depth** 

Always being a passing option

Finding the spare player

Quick tempo to move opposition

#### Creating

Create an overload in MID

**Switch the Play** 

**Diagonal Play** 

Long balls in-behind

#### Out of possession

**Communicate changes in team shape (Wide v Compact)** 

When to deny ,delay or intercept

**Confident to challenge arielly** 

Identifying and communicateinh threats (opposition or spaces)

#### **Delay & Deny**

Team work and communication to progress unit with play

Dominant in 1v1 (Ground & Ariel)

Cautious of height and distances (Units, behind, team mates)

#### Pressing

**Balanced distances between units** 

**Press & Cover & Sweep** 

Dominate and recover possession

#### ATT > DEF

Knowledge of slowing opposition ATT

Receiving feedback from teammates of threats

Maintaining good balance and team structure

Awarenesses of long passes inbehind

#### **DEF > ATT**

**Secure the first pass if possible** 

If under pressure can we relieve pressure by playing long

**Build possession progressively** 

**Use GK if needed** 

#### **Set Pieces**

**Challenge in the air** 

Mark, track and interpect

Make spaces hard to work from





# CENTRAL DEFENDERS





Good acceleration
Powerful leap
Change of direction
Positioning
Use of body to shield or protect
Strong in tackles
Speed to recover

### Technical

Passing range
Strong in 1v1 situations
Comfortable on the ball
Strong heading ability
Good awareness
Quick reactions

#### **Psychological**

Good communicator
Confidence
Responability
Reliable
Leadership qualities
High levels of concentration

#### **Tactical**

Aware of surroundings
Understands when to switch the play or when to break the lines
Able to dictate the game tempo
Understands when to drop and when to step up.
Able to slow the opposition.











#### **Key Attributes**

Physical abilities
Technical skills
Dictate the game
Manipulate pace
Comfortable 1v1
Play under pressure
Passing
Movement
Positional balance
Defensive R&R
Organisation
Vision
Flair

# CENTRAL MIDFIELDERS



Richard Cashman Adapted from Stuart Amos

#### **In Possession**

**Influencing possession play** 

Offer depth and cover

**Penetrate opposition lines** 

**Confident in 1v1 situations** 

Able to dictate tempo of the game

Manipulating opposition to create

#### **Building the ATT**

**Rotations in MID** 

Limited touches under pressure

Find the spare player (through, around or over)

**Creating overloads** 

#### Creating

Switching the play to find openings

**Create opportunities through Z.14** 

#### Out of possession

Minimise space between player and units

Delay and force opposition to play backwards

**Quality of communication and scanning to minimise threats** 

**Protect central areas** 

Anticipate long /diagonal passes

#### **Delay & Deny**

Operating as units to minimising passes in-between

Mark, Press, Intercept, Cover

**Angle of press (Passing lanes)** 

**Dominate duels** 

#### Pressing

**Understanding distances and angles** 

**Tigger point to press** 

**Team Press** 

#### ATT > DEF

Understanding when to press and when to protect

Force opposition into areas of strength (numerical +)

Slow opposition play in order to recover shape

Being flexible to cover positions/spaces whilst recovering

**Safe v Danger Zones** 

#### **DEF > ATT**

Anticipate tactical scenarios

**Create overloads** 

Quick penetrative passes to de-structure opposition

Variety of passing to maintain possession.

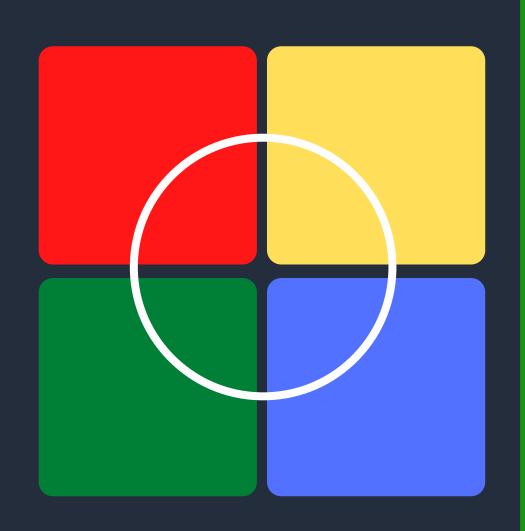
#### **Set Pieces**

Mixture of man/zonal marking

Attack goal scoring opportunities

**Create depth to recycle** 





# CENTRAL MIDFIELDERS



#### **Technical**

Passing Range
Comfortable reciving the ball in tight space and under pressure.
Combination play
Quailty first touch
Strong with both feet
Dribbling
Shooting
Shielding Ability

#### **Psychological**

Good at communicating
Confident on the ball
Responsible and reliable
decision making capabilities
Disciplined
Quickness to react to unfolding
scenarios.
High levels of concentration

#### **Physical**

Good acceleration over various distances
High levels of endurance
Aggressiveness to protect and regain possession.
agility to change direction
High energy levels.

#### **Tactical**

Awareness of surroundings
When to press, protect, delay, drop
or attack.
When to switch, recycle, attack or
combine.
Quick transitions









#### **Key Attributes**

Speed
Acceleration
Crossing
Skillful
Immaginative
Technical ability
Stamina
Vision
Confident
Aggressiveness
Movement
Passing
Tackling
Decision making

## WINGERS



#### In Possession

**Influencing possession play** 

Offer width

**Confident in RWTB/Dribbling to create** 

**Accuracy of crossing** 

**Create space for other by stretching the opposition unit** 

**Variation of movement** 

#### **Building the ATT**

Movement to support CAM or CF

**Movement to create space** 

Find the spare player (through, around or over)

**Creating overloads** 

#### Creating

Varied crossing i.e. deep, byline, ground etc.

Creative and skillful play to create goal scoring opporuntities

#### Out of possession

Protect team shape i.e. slide inwards

Work rate to decrease passing lanes for the opposition

Press opposition to strength zone

Double up on opposition players with RB

#### **Delay & Deny**

Operating as units to minimising passes in-between

Mark, Press, Intercept, Cover

**Angle of press (Passing lanes)** 

**Dominate duels** 

#### Pressing

**Understanding distances and angles** 

**Tigger point to press** 

**Team Press** 

# 4-2-3-1

Richard Cashman Adapted from Stuart Amos

#### ATT > DEF

Counter pressing to regain possession

Recover into protected position behind the ball.

Angle of press to minimise options for opposition

Contribute as unit to manges the spaces and distances.

#### **DEF > ATT**

**Anticipate tactical scenarios** 

**Create overloads** 

Quick penetrative passes to de-structure opposition

Variety of passing/crossing to maintain possession or create

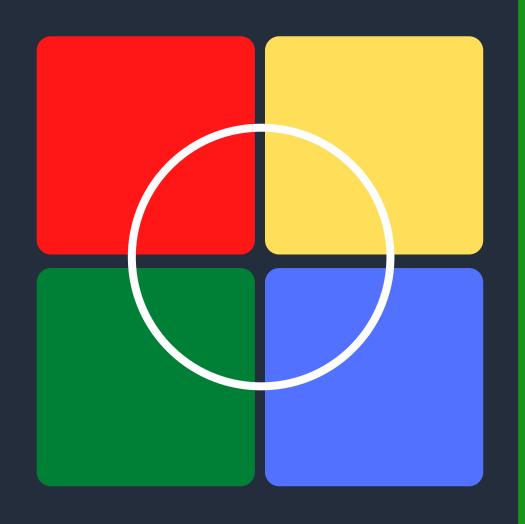
#### **Set Pieces**

Mixture of man/zonal marking

Attack goal scoring opportunities

Create width to switch





## WINGERS



#### **Technical**

Srong dribbling ability.
Creativity on the ball
Crossing ability
Strong in 1v1 duels
Comfortable on the ball
Scoring capabilities
Combination play
Able to run with the ball.

#### **Psychological**

Communicator
Confidence to take risks
Resilient to over failure
Reliable on the ball
Effective decision maker
Willingness to work individually,
with a team mate and whole team.
Composed under pressure.

#### **Physical**

Ba able to acceleration over various distances and angles.
High endurance levels.
Able to change direction
Speed to recover
Understands defensive duties
Great balance
Strong to protect the ball.

#### **Tactical**

Good awareness
Knows when to attack and when to retain possession.
Supports defensively when needed.
Quick transitions
Spot triggers to press, intercept or capitalise on space











#### **Key Attributes**

Counter-press
Combination play
Flair
Skillful
Dribbling
Play in tight spaces
Receiving
Play on the turn
Creative
Movement to create
Movement to receive
Finisher
Passing skills
Energetic

# CENTRE ATT MIDFIELDER



#### In Possession

**Create space to receive or others** 

Create goal scoring opportunities

**Link units together** 

high degree of creativity & efficiency

Manipulating tight spaces to maintain or create

#### **Building the ATT**

Continually scanning to create play within the ATT phase.

Receive to create or more opposition players.

Find the spare player

#### Creating

Creativity to create/assist/penetrate

**Combinations** 

**Support Runs** 

#### Out of possession

**Understanding defensive R&R** 

**Defending from the front** 

**Protect key areas of the field** 

**Combine press with numberical advantage** 

**Guard team shape and key spaces** 

#### **Delay & Deny**

Delay and deny opposition time and space

Force opposition to play to a particular area of strength

Knowledge of when to press and the distances to press.

#### Pressing

**Teamwork towards zone of strength** 

Double-up on press (if possible)
Counter Press or Mid Block

# 4-2-3-1

Richard Cashman Adapted from Stuart Amos

#### ATT > DEF

Understanding when to press or protect

Force opposition to play under pressure

Managing spaces between units and passing lanes

**Recovery Runs** 

#### **DEF > ATT**

Involved in combination play (directly or indirectly)

Dictate tempo and possession in key phases

Able to execute penetrative passes

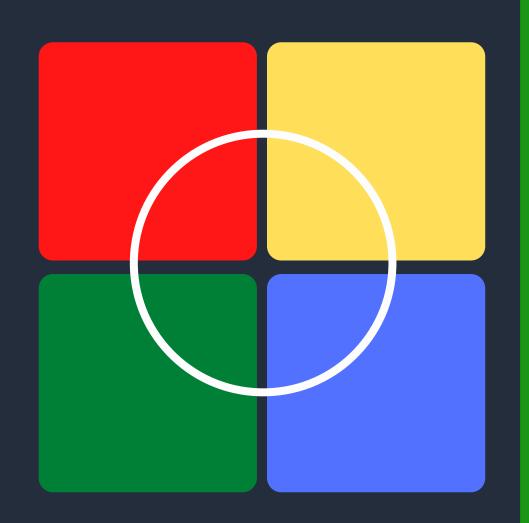
#### **Set Pieces**

Mark, press and intercept

**ATT corners/free kicks** 

Ability to score Second phase from set-pieces





### CENTRE ATT MIDFIELDER



#### **Technical**

Passing range
Creates and finds space to receive/create.
Strong finishing ability.
Ability to combine and more forwards.
Quality dribbling ability.
Vision to penetrate.

### Psychological Communication skills.

Confidence on the ball.
Willing to try new things and take risks.
Good decision maker.
Desire to join with the attack.
Positive in posession.
Creativity
Game intelligence.

#### **Physical**

Good acceleration over short and medium distances.
Ability to recover in transitions.
Resilient to regain possession.

Stamina Balance

High energy levels.

Strong to protect/delay possession

#### **Tactical**

Aware of surroundings.

Knows when to join in with the attack or when to drop defensively.

Understands when to switch, recycle or break lines.

Quick transitions.

Patience in attack

Identifying opportunities to counter.

Timing of forward runs.









#### **Key Attributes**

Power
Confidence
Accuracy
Touch
Positioning
Anticipation
Strength/Shielding
Defensive R&R
Combination play
Variety of runs
Intelligence
Tactical awareness
Tactical equipt

# CENTRE FORWARD

#### **In Possession**

Furthest play on the field most times

Able to understand how movement can create face in front and in-behind oppositions.

Maintain possession when possible

**Clinical finishing** 

#### **Building the ATT**

If needed protect possession to allow team to support

Positive movement to create space in front

Communicate when to be played & Self-create

#### Creating

**Confident in 1v1** 

Strong in protecting the ball

A variation of finishing skills

#### Out of possession

**Understand defensive R&R** 

Counter press to force opposition to player quicker

**Interceptions** 

**Anticipate any mistakes** 

Angle and distance of approach to regain possession

#### **Delay & Deny**

Delay and deny opposition time and space

Force opposition to play to a particular area of strength

**Knowledge of when to press** and the distances to press.

#### Pressing

**Press centrally or in half** 

Force into strength zones within the game

**Angles and distances** 

#### ATT > DEF

Adapted from Stuart Amos

Richard Cashman

Acknowledging to instantly recover after losing possession

When to press as a team or protect team shape

Minimise passing line opportunities

Aggressive with the press centrally.

#### **DEF > ATT**

Adapting movement to the game scenario

Combination play to maintain possession / Hold up play

**Stretch opposition defensive line** 

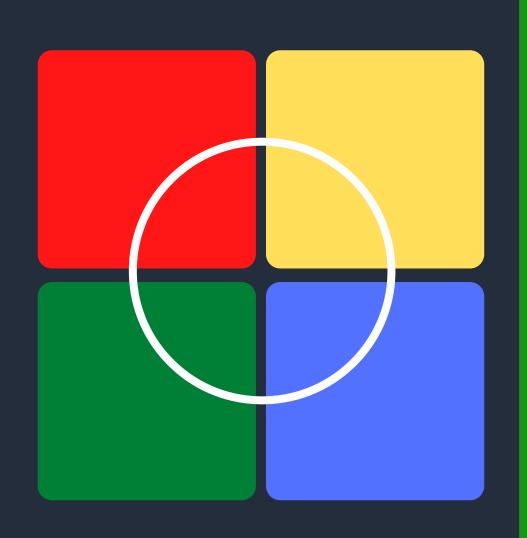
#### **Set Pieces**

Quality in challenging (Ground & aerial)

**Confident set-piece taker** 

**Anticipate 2nd balls'** 





## CENTRE FORWARD



**Agility** 



Good acceleration over various distances and angles.
Strong and powerful to protect or run with the ball.
Speed to recover
How to use the body positively
Balance
Quickness

#### **Technical**

Strong hold up play
Good finishing with both feet.
Strong in 1v1 situations.
Desire to score goals.
Combines with team mates
Capable of scoring from various angles and distances.
Competative aerially

#### **Psychological**

Capable of improvising
Confident to take risks
Reliable to hold the ball up.
Running in behind.
Vision to create chances for others.
Confidence in own finishing
Willingness to assist
Composed in tight situations.

#### **Tactical**

Good awareness
Ability to create space
Come to feet to receive or run in behind
Presses as a team - first line of defence.
Alert to sport triggers
Act as a target men/outlet.







