

Style of Play

Game Model

Game -> Moments -> Phases -> Principles

Moments:

1. Attacking

- a. Direct
- b. Decisive
- c. Willing
- d. Creative

2. Defending

- a. Controlled
- b. Packed
- c. Patient

3. Transitioning to Attack

- a. Aggressive
- b. Alert

4. Transitioning to Defense

- a. Aware
- b. Alert

Phases:

1. Attacking

- a. Start the attack
- b. Build the attack
 - i. Progress the ball
 - ii. Move forward as a team
- c. Create a chance
 - i. Make a run towards the goal
 - ii. Take a shot or force a corner kick

2. Defending

- a. Get organized
- b. Keep the ball in front
- c. Stop opponent's chances
 - i. Force mistakes



3. Transitioning to Attack

- a. Play forward
- b. Maintain possession

4. Transitioning to Defense

- a. Win the ball back
- b. Get bodies behind the ball

Principles:

1. Attacking

- a. Identify open space
- b. Create short passing options (triangles)
- c. Use short passes to draw out defense
- d. Exploit space in behind
- e. Get multiple bodies in the box

2. Defending

- a. Keep the ball in front
- b. Maintain shape and spacing
- c. Pressure opponents on the ball
- d. Keep numbers behind ball/in front of goal
- e. Maintain shape for potential counterattack

3. Transitioning to Attack

- a. Get attacking players high and wide
- b. Identify space and weaknesses in opponent's shape
- c. Use movement off the ball to get in behind opponent's defense
- d. Maintain defensive shape

4. Transitioning to Defense

- a. Pressure the ball
- b. Maintain shape while retreating
- c. Support space in front of goal