

Scenario Based Rules for Transition from Attack to Defense

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Syllabus

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I. Vocabulary

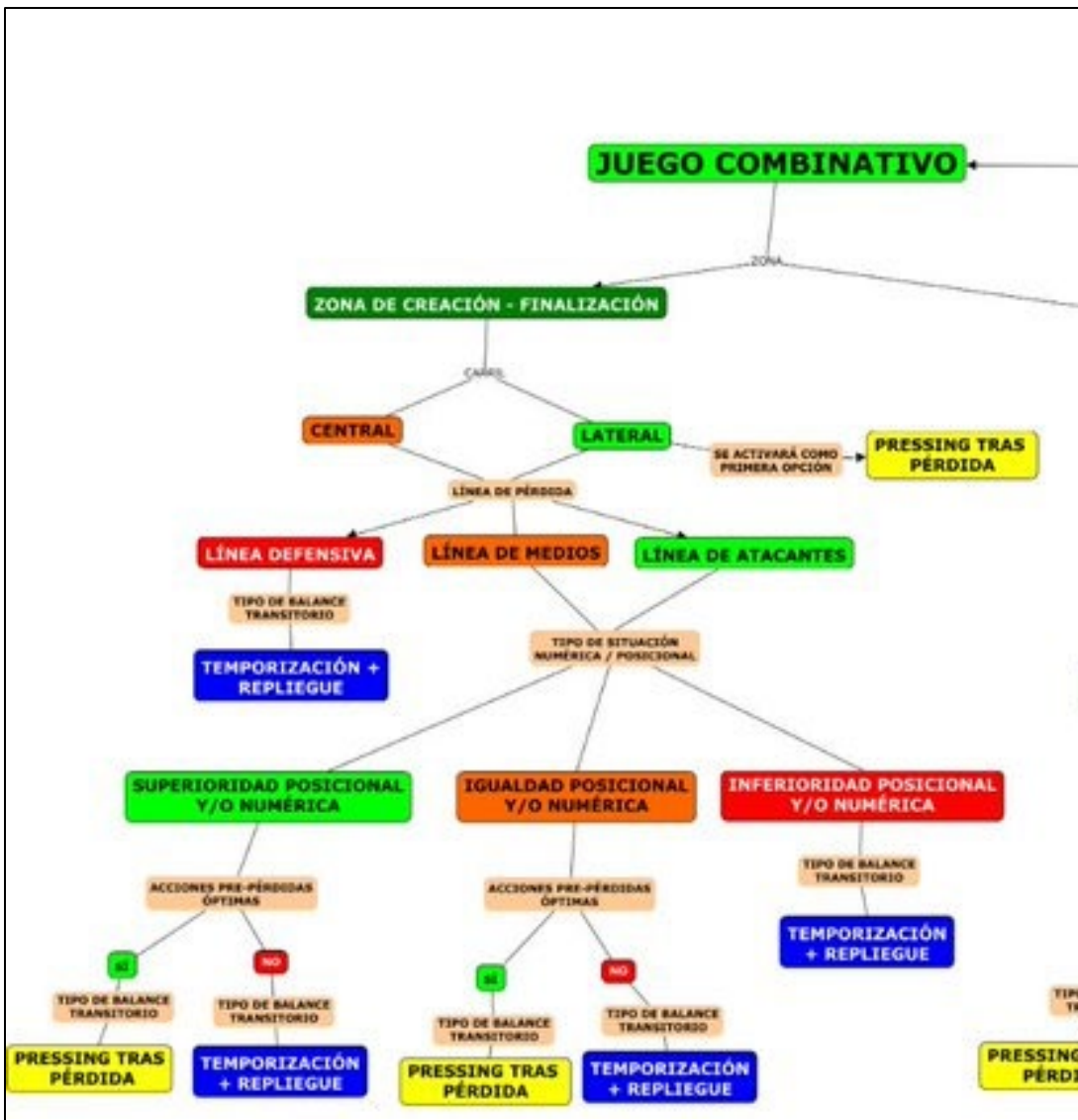
- Styles of play
 - Combination play
 - Direct play
- The Horizontal “Zones”
 - Zone of Initiation = Defensive third
 - Zone of Creation = Middle third
 - Zone of Finalization = Attacking third
- The Lines
 - Defensive
 - Midfield
 - Attacking
- The Superiorities
 - Qualitative
 - Positional
 - Numerical
- The Vertical Channels
 - Wings
 - Half-spaces
 - Center
- Tactical Actions
 - **Pressing**
 - **Basculación:** Literally meaning “swinging” or “tilting,” this word refers to the movements that a player or players of a team together carry out when they orientate and move themselves towards the part of the field where the ball possessor on the opposite team is in order to reduce the opponent’s free spaces and try to recover the ball.
 - **Temporización (delay):** To slow down, impede, or make difficult the play or rapid progression of the opponent in order to give your teammates time to recover and your team the opportunity to reorganize.

- **Repliegue (Withdrawal, retreat, fold)**
- **Previous Actions:** The actions that have previously occurred and created a certain situation in the game that a player or team must consider when considering tactically what decision to make next.
 - Previous actions to consider when deciding how to transition from defense to attack:
 - Supporting options
 - Defensive “basculations” AKA spatial relation of players to their opposite marks
 - My thought: Like Pep says, passes are made to give your teammates time to “get into position.” Therefore, upon recovering the ball, a player may consider the position of his teammates when deciding what to do with the ball that he/she has just recovered.
 - Previous actions to consider when deciding how to transition from attack to defense:
 - Location teammates in relation to the ball (angles of support)
 - Location of teammates in relation to their marks
 - Location of teammates in relation to YOU
 - Location on the field

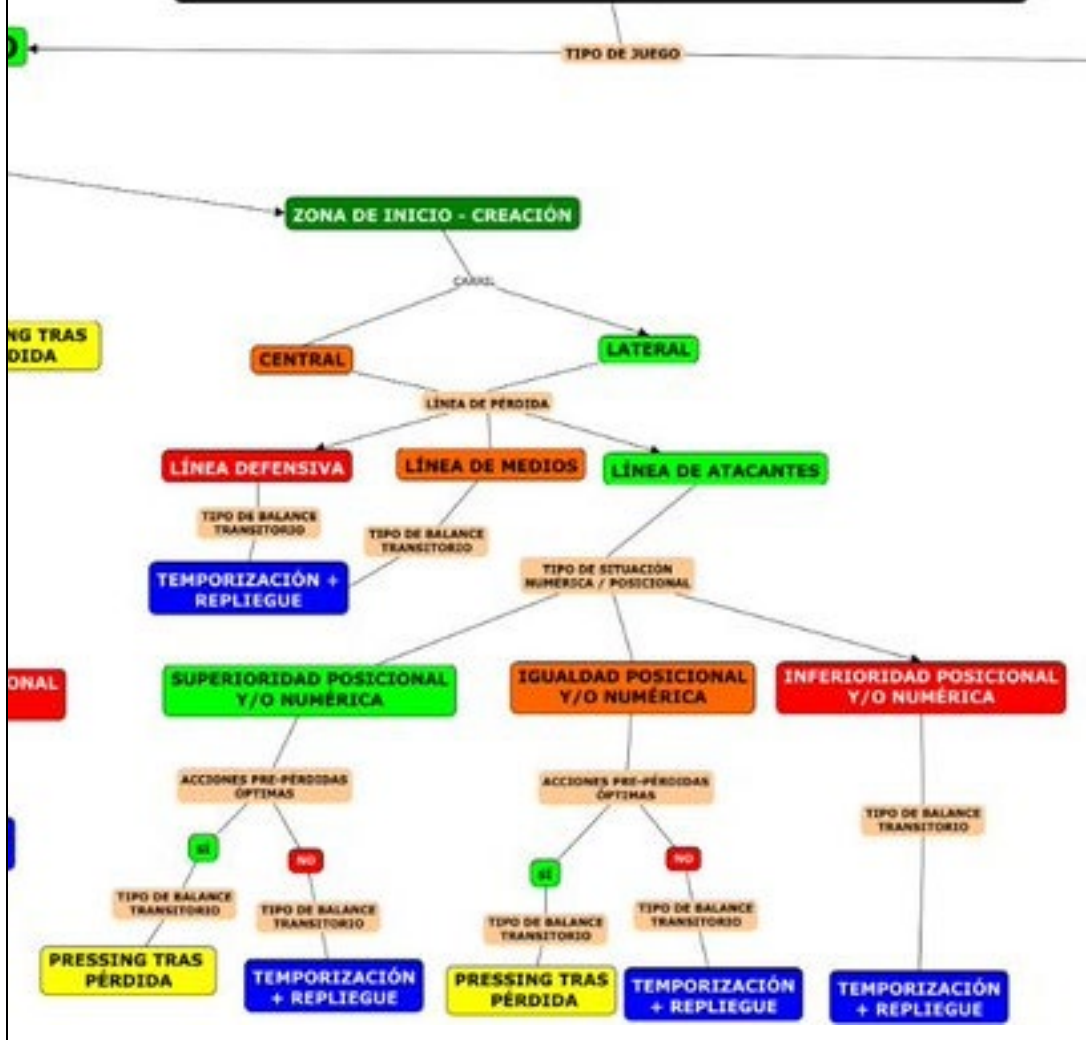
QUESTION: Am I interpreting previous actions correctly? Are there any other previous actions to consider in the two types of transition above?

II. His Charts

Note: The chart cannot be read when pasted into this document entirely, so below the whole thing, I will paste three pictures—one for each section of the chart.



HOJA DE RUTA TRANSICIÓN ATAQUE - DEFENSA

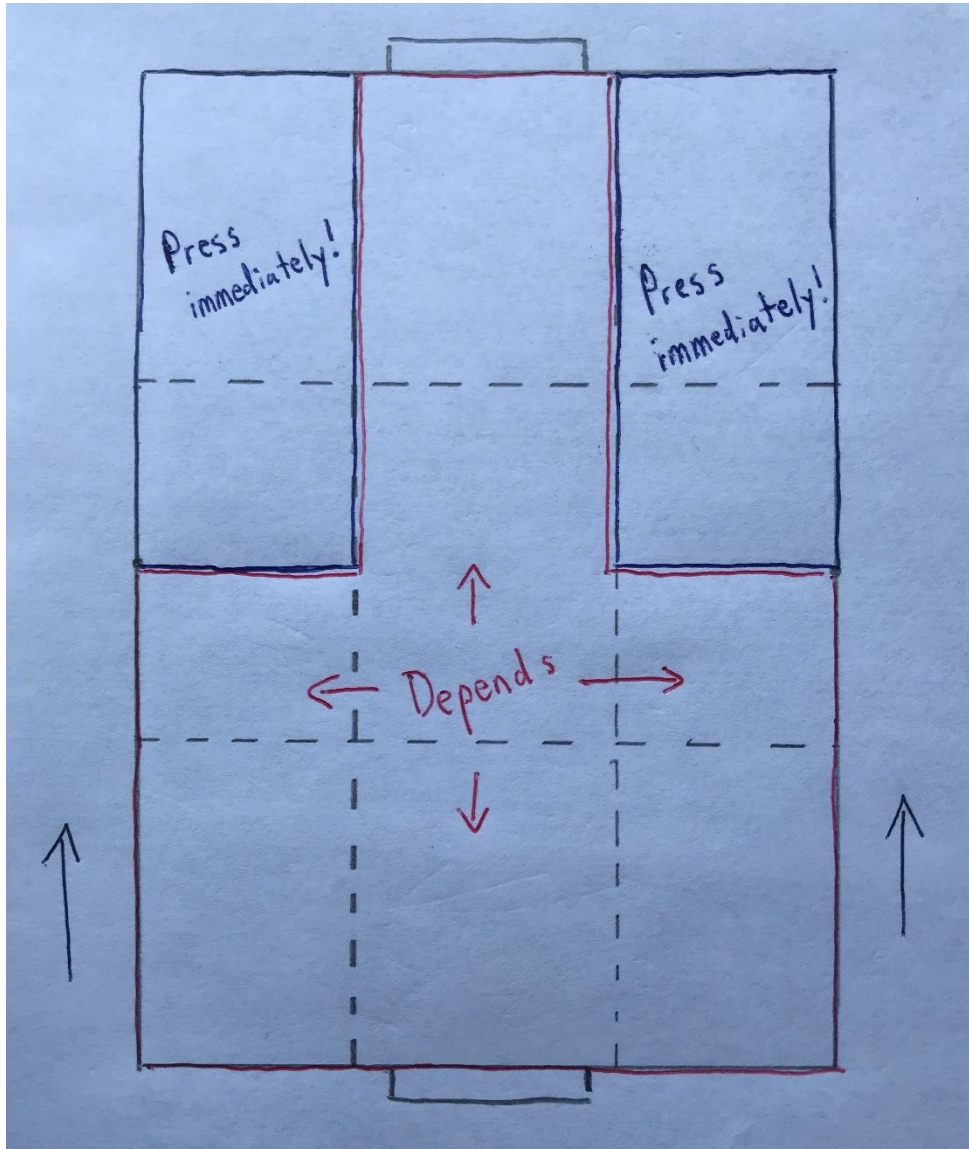


III. My conclusions for a combination play game model

a. Three possible team choices:

1. Press
2. Continue analyzing
3. Delay and retreat

b. **Field picture:** This picture shows how a team may decide to transition from attack to defense based on the part of the field where they have lost the ball. (Imagine the team is defending the goal at the bottom and attacking “up.”)



c. If-then statements:

1. If you lose the ball in the wings of the middle and attacking thirds, **always press**.
2. If you lose the ball in your defensive line anywhere, **delay and retreat**.
3. If you lose the ball in your midfield line in any vertical channel...

- a. In the middle and attacking thirds, **continue analyzing**.
 - b. In the defensive and middle thirds, **delay and retreat**.
4. If you lose the ball in your attacking line in any channel and any zone of the field, **continue analyzing**.

d. How to Continue Analyzing

- Do you have BOTH positional and numerical superiority or equality AND optimal previous actions? If yes, then **press**.
- Do you NOT have BOTH? Then, **delay and retreat**.
- Do you have positional and numerical inferiority? Then, **delay and retreat**.

VII. Questions

- What are all the previous actions to consider when deciding how to transition from attack to defense?
 - Vigilance
 - Angles of support
- What does it mean to “press upon a set piece?” Look at the direct play model diagram. Under ABP, which stands for “stopped ball action,” in other words any restart from a dead ball (corner kick, free kick, etc.), you should “press after loss,” at least according to this guy.
- What should a team who loses the ball in their defensive line in the wing of the zone of creation and finalization do? According to the chart, their primary action should be to “press after loss,” but I don’t see how it should not be “delay and retreat.” Maybe this chart is a very rough draft...

VIII. Going forward (training implications)

We need to train (listed in order of first to last, or simple to complex)...

- **How to delay and retreat**
 - 1v2s and 1v3s
 - Tapar líneas: Covering all lines of attackers when you are defending with a numerical disadvantage
 - Body shape: Side-on facing the ball carrier so that you can see him and retreat with reasonable speed, but still open enough to see the second (and third) runner, cover their line, and shift to them if the ball carrier chooses to pass.
 - Tracking back
 - SSG idea: Two teams play 3v3. When a team loses the ball, the two players in more advanced positions take a knee for three seconds, which forces the last defender to practice defending a 1v3 as his opponents move towards goal. After three seconds, the other two defenders are allowed to recover. The last defender has to practice *delaying* and *covering lines* until his teammates retreat and the team is able to reorganize their defense.
- **Previous actions**
 - Vigilance
 - Angles of support ALWAYS when in possession

- **How to press**
 - First press to force the ball possessor a certain way
 - Communicating with teammates
 - Passing lane oriented pressing
 - Covering lines
 - Touch tight marking
 - Anticipating/stepping to the ball
- **When to always press:** Contextualize practices so that when we are teaching the players how to press, we are always doing it in places and/or situations on the field where, according to the above rules, pressing should be automatic. That way, the players will be conditioned to automatically press—and not overthink too much—when they encounter these ideal situations on the field in the real game.
- **How to analyze the situation:** Now that we will have taught the players how to either “delay and retreat” or “press” separately in contextualized situations, can we now, from open play, where all situations are possible, get them to recognize and analyze the situation after losing the ball, and as a team, make quick, informed decisions about whether to “delay and retreat” or “press.”