

Tactical Principles: WE have the ball

WE have the ball

- Play From Back
 - Possession
 - Attack
 - Score

WE	AIM	WE	AIM
PLAY FROM BACK	 Players to get in position to support play from the back per player roles Looking forward first Make it big and create many lines horizontal and vertical & Create triangles to support passing Go forward when possible or keep the ball Playing, short, long, or in the depth passes (break lines of pressure) 	ATTACK	 Combination play & 3rd man run Recognize and use the 2v1 or 1v1 (dribble & speed mismatch) Using either a cross, through ball, or combination when there is space behind the defensive line Create a situation with numerical superiority with movement by ball carrier, player movement, and ball movement As many players forward as needed as fast as needed Play the early ball where there is space behind the defense Support point of attack by positioning players in box or finishing zone to maximize scoring opportunity
POSSESSION	 Utilize space and create triangles and passing options Moving to be an option for a teammate Angle of support, body position As many triangles as possible Find and use the free player and 3rd man Maintain balance in secure and creation zone to be positioned in transition 	SCORE	 Occupation in front of the goal Finishing (anticipate, adjust, or re-adjust to shoot) Collective movement to occupy the spaces (near post, far post, cut back) in combination with the player on the ball at the right moment Before shooting, players must look, think and decide on where/how to shoot based on the situation Maintain defensive balance in creation zone





Tactical Principles: THEY have the ball

- THEY have the ball
- DENY Play From Back
- DENY Possession
- DENY Attack
- DENY Scoring

WE	WE AIM		AIM
DENY PLAY FROM BACK	 Make it small & keep it small Whoever is closest attack Press the player with ball, teammates create cover and balance Force ball to the strength of your formation Isolate the players with the ball 	DENY ATTACK	 Delay the opponents attack when outnumbered Players must recognize when we are outnumbered, and then slow down the attackers enough to allow teammates to recover Teammates must recover fast and attempt to outnumber opponent until we are organized Stay in your defensive zone when the opponent changes position Being able to pass players on to another defender, or recognize when not to follow a player When necessary switch between zonal and player marking Players can switch their position based on game situation
DENY POSSESSION	 Make it small / Keep it small When the ball moves, all players must move to a new position based on where the ball is going Press the player with the ball, teammates cover & balance Outnumber the opponent 	DENY SCORING	 Anticipate the long ball played behind the defensive line Be able to recognize/predict when opponent may try to play behind our defensive line Choose correctly between dropping back, or stepping up to use the offside trap (based on cues) Keeper covers behind the defense The team moves as a collective unit Support Goalkeeper & teammates if out of position





Club Style of Play

Team-based soccer that emphasizes player intelligence, possession, dynamic attack, and high-pressure defense.

General Principles

We build from the back—organized but adaptive. Players know their position—and when to leave it. Players move on and off the ball to provide support and play high-pressure defense to recover the ball.

Key Qualities

Technically skilled, tactically & positionally aware, dedicated, tenacious, hard-working, passionate, healthy, fit, love of the game, and superlative sportsmanship.

Team-Ba	ased	ntelligence	Possession	Dynamic Attack	High- Pressure Defense		
	Team-Based		Communication	n: self-coaching, instruction			
1	Intelligence		Reading the gan	Reading the game; decision making: WE > THEY, THEY > WE			
F	Possession		Dynamic mover	Dynamic movement, irrespective of position			
	Dynamic Attack		Overloading stre	Overloading strengths; creating 1v1 isolations			
	High-Pressure Defer	nse	Adapting to fore	Adapting to force opponent to panic			
	Love of Game		Social media; pl	layer-generated engagement	PREI		

Position	1/GK	2 & 3 / Outside Backs	4 & 5 / Inside Backs	6 / Def Mid
Technical Roles/Attributes	 WE: Collecting, handling & serving with hands & feet. THEY: Tackle, regain possession 1 v 1 	 WE: Full passing range, crosses from flank channel THEY: Tackle, intercept, regain possession of ball 	 Marking, tracking, intercepting and tackling Heading, Passing to penetrate (all service types) 	 Marking, tracking, intercepting and tackling Collect, turn, re-direct to all regions of field (360)
Tactical Roles/Attributes	 WE: Command, direct team during re-starts Organize, direct team actions in own half THEY: coach defensive players and direct 	 WE: Recognize, execute penetration on flanks Organize and direct #7, #11 in defending role + Central channel balance, cover for #4, #5 THEY: disrupt attack, man/zone coverage on crosses, balance with 4/5 	 WE: Build-out, possession, tempo in central channel Organize, direct outside backs and c. midfielders Agility- change direction in response to cues THEY: 1v1 defending Positional understanding in relation to the backline (shifting, covering, distances) 	 WE: Primary option for build out and possession Penetrate- movement, passing or running w/ ball Communication during build out THEY: Defensive control centrally in front of backs Anticipate & intercepting the ball on THEY attack
Physical Roles/Attributes	 Aerial mobility maximize height and reach Maximal Speed of Reaction 	 Speed endurance- repeated explosive runs Acceleration- change speed response to ball 	 Aerial- max. use of height, explosive movement Rx Speed- adjust to ball, opponent movement 	 Mobility- multi-directional, box-box, centrally Speed endurance- intermittent, intense actions + Explosive movement- max. acceleration
Mental Roles/Attributes	 Alert and focused, constant assessment of play Lead- confident, decisive mentality 	 Confident competitor in one-one isolation Confident in attacking and defending roles 	 Decisive leader- command and direct teammates Control and composure under pressure 	 Game Awareness- control tempo & speed of play Self-less- effort to connect all parts of the team





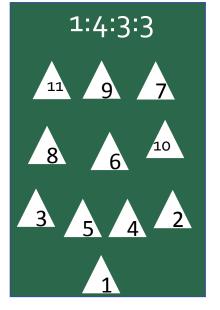
Position	8 / Central Midfielder	7 & 11 / Outside Mid- Wingers	10 / Attacking Midfielder	9 / Central Attacker- Striker
Technical Roles/Attributes	 WE: Collect, turn, re-direct to all regions of field (360) Creative decision making in attack and under pressure THEY: Marking, tracking, intercepting and tackling 	 WE: Flank service at high pace w/ either foot Running with the ball, high pace (penetration) Ball preparation, dribbling and ball manipulation THEY: defend 1v1 Strong ability to disrupt 	 WE: Collect and turn under pressure. Passing- penetration and goal-scoring chances + Dribbling or striking to score goals. THEY: defend 1v1 Strong ability to disrupt 	 Scoring- one-touch on demand (head and feet) + Receive, secure ball under pressure Able to turn and face the goal (Penetrate) THEY: defend 1v1 Strong ability to disrupt
Tactical Roles/Attributes	 WE: Primary option for build out and possession Penetrate- movement, passing or running w/ ball THEY: Defensive control centrally in front of backs Delay and disrupt opponent attack 	 WE: Mobility to create team crossing opportunities Mobility, timing of runs for central goal scoring THEY: create balance with 6,8 & 10 Provide cover /support for 9,10 	 Mobility- create separation from opponent Create scoring opportunities for teammates THEY: create balance with 6,8 & 10 Pressure, contain opponents' build out 	 Mobility, timing to optimize scoring chances Recognize, attack the spaces behind the defense THEY: create balance with 6,8 & 10 Pressure, contain opponents' build out
Physical Roles/Attributes	 Mobility- multi-directional, box-box, centrally Speed endurance- intermittent, intense actions Explosive movement- max. acceleration 	 Speed endurance, high pace, frequent transition + Acceleration- with and without the ball Agility- efficiency in changing direction 	 Explosive movement- separation from opponent Acceleration- change direction or change speed Strength-shoot from distance, challenge for ball 	 Speed Endurance- repetitive explosive runs Strength- compete for possession aerial service Creativity
Mental Roles/Attributes	 Game Awareness- control tempo & speed of play Self-less- effort to connect all parts of the team 	 Ambitious penetrating attitude Patience- prepared to max opportunities w/ ball Focus- constant attention to game cues w/o ball 	 360 degree awareness- mental focus Ambitious attacking mentality 	 Persistence- remain in advanced position Aggressive attitude to compete for the ball Alert, anticipate positive opportunities



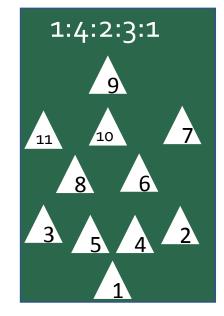




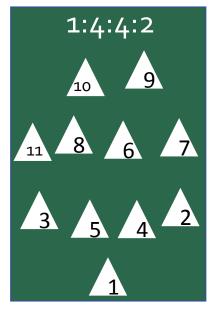
Systems of Play / Formation 11v11



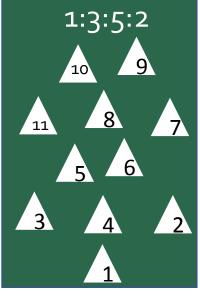
- Well balanced
- Good for possession
- Good for counter attack with 2/3 making runs
- Midfield can be stretched



- Defensive formation
- Good for transitioning into
- attack
- Lone attacker will need support, opening gap behind them



- Good to play wide
- Simple and well known
- Strong defensively
- Gaps between lines
- Predictable



- Two attackers create chances
- Ideal for def mid to involve in attack
- Risky if 2/3 are not quick or out of position



Formations should be played to ensure consistency and tactical understanding as the game size expands. Prior to 11v11, positions should be rotated. At 11v11, formations should be adjusted to facilitate a greater understanding of the tactical impact of player positioning.



Game Day Expectations

PRE-GAME

- Be on time
- Wear Premier gear (club polo), look professional
- Review of practice
- Structured warm up
- Understanding of roles & expectations
- Objectives for the game (3)

DURING THE GAME

- Coach "off" the ball, not on the ball
- Developing decision makers, not "joy-sticking"
- When to coach
- Coaching demeanor
- Treat officials with respect
- The louder you are, the less confidence your team has

HALF-TIME

- Give players a few moments on their own Our issues vs their issues
- Max 3 coaching points/adjustments
- Individual vs. team

POST-GAME

- Performance first (over result)
- Remain positive
- Have perspective
- Be humble in victory and classy in defeat
- Save your speech until the next practice.

GENERAL

• Use positive reinforcement, be honest, have belief in your team, and use your knowledge of the game.



At the end of the day, if the opposing players AND the family of the opposing players admire and respect both you the coach and your team and even better yet, wish they played- or were part of your team, then you did your job, representing the club.



U13 & U14 / 11V11 – Boys & Girls: Season Plan

Playing together – working with small groups/lines

- Move to 11v11 (learn new system add #5/8) structure, shape, movement, how we play together, create and use space, scanning/shaping body
- Continued Mastery of the Ball (Core Technical Skills)- encourage outside training
- When WE have the ball WE get BIG (team shape)
- They have the Ball WE get SMALL (team shape, individual and team pressure)
- Setting various defensive lines
- Encourage and reinforce Player Communication



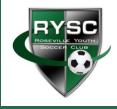




U15 & U16 / 11V11 – Boys & Girls: Season Plan

Playing together – Advanced Training & Understanding

- Tactical training and small-sided games are an essential part of the training at this stage. Attacking and defending principles must be part of all games.
- Teach aspects of the tactical training like speed of play, quick transition, counter attacking and finishing in the final third, as well as pressing.
- Technique will focus on speed and accuracy. Passing and finishing are two of the main techniques emphasized at this stage.
- Technical training shall be position-specific (e.g. defender: passing, center midfield players: receiving to turn and strikers: finishing).







U17 - U19 / 11V11 – Boys & Girls - Season Plan

Performance-Specific Training & Understanding

- Tactical training and small-sided games continue to be an essential part of the training at this stage. All tactical aspects of the game must be covered. Strategy and set pieces are now a major part of the training sessions.
- The physical aspect of the game is key at this stage: endurance, strength and speed will be part of the weekly training routine.
- The technical and physical work is based on explosive actions.
- Players should be expected to show commitment to the team, concentration in training sessions and competitiveness during the game.





