

TRANSITION MOMENTS

Defending to Attack and Using Opponent's Tendencies to
Create Chances

My Objective For You Today

Present you with a variety of situations and considerations to breakdown teams and create a game plan that is sustainable and can give you a higher chance of winning games.

What is a **SOCCER ACTION**?

SOCCER ACTION can be defined as **C, D, and E**

C

D

E

ALL ACTIONS MUST BE IN THAT ORDER

SOCCER ACTION...

WHAT YOU COACH IN A SOCCER ACTION:

P

M

D

S

SOCCER ACTION...

There is an **F** component to the game of soccer:

Which is defined as the ability to perform **Soccer Actions** repeatedly at a high level.

X = High level **Soccer Actions**

x = Low level **Soccer Actions**

Sometimes players look like this:

x....X....x....x...x...X...x..x.X.X...x...

In a perfect world players look like this:

X....X....X....X...X...X...X..X.X.X...X...

A realistic goal would be to look like this:

x....X....X...X.x...X...X..X...x.X...XX.

The Four Moments of the Game

1)

2)

3)

4)

What Do Good/Great Teams Create?

Good teams have predictable movements/automatisms to help their players make decisions on the field and have a common team function (GAME MODEL).

Great teams make the opponent predictable by putting them in situations where the outcomes consistently favor them (GAME MODEL).

How to Be a Good Team

- 1) Create a game model that brings out the strengths of your team during the four phases of the game.
- 2) Ensure that you are good at that game model by consistently putting your team in situations where the weaknesses of that game model are exposed.
- 3) Adapt your game model accordingly.
- 4) Repeat steps 2 and 3.

How to Be a Great Team

- 1) Do all the previous steps on being a “Good” team.
- 2) Develop a game model where you consistently **control 2 or more** of the following:
 - a)
 - b)
 - c)
 - d)

Considerations for Predictability and Control

Questions to Ask Yourself When Analyzing Opponent

How Do They Build?

Narrow?, Wide?, Direct?, Out of the Back?, Mixed?

Sub-Questions:

When Narrow, What is Happening? Why?

When Wide, What is Happening? Why?

When Direct, What is Happening? Why?

Etc...

Etc...

Etc...

Miscellaneous Tendencies That Create Predictability

Most Common

- “Shaky” Opponents (S, INT)
- One Footed Players (S)
- Over Dribblers (S, INT)
- Players w/Poor Body Positioning (S, INT)
- Weak Aerial Ability (S, DBS)
- Lack of Speed (S, INT)
- Inexperienced Goalkeeper (DBS)
- Poor Marking on Set Pieces (DBS)
- Frequent Fouling (INT)
- Over-Reliance on Key Players (S, INT)
- Lack of Depth from Bench (S, INT)
- Team w/Single Tactic or Pattern Play (B, S)

Least Common

- Right Footed players on left side of field **OR** vice versa (S, INT, DBS)
- Distance of Comfort (S, INT)
- Number of Touches Per Action (S, INT)
- Preference for Short Passes (S, INT)
- Over-reliance on Wing Play (S, DBS, INT)
- Slow Defensive Transitions (S, DBS, INT)
- Clear Balls to Dangerous Areas (DBS, INT)
- Predictable Set Pieces (DBS, S, INT)
- Inability to Play out of the Back (S, INT)
- Inconsistent Defensive Shape (S, DBS, INT)

Team Functions that Create Defensive Transitions

1)

2)

3)

4)

Controlling the Game With the Ball

***THINK OF ALL OF THE CONSIDERATIONS TO
FORCE DEFENDING TRANSITIONS IN THE
OPPONENT....***

Questions?

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