



# Soccer New Brunswick's 12<sup>th</sup> Annual Coaches Symposium

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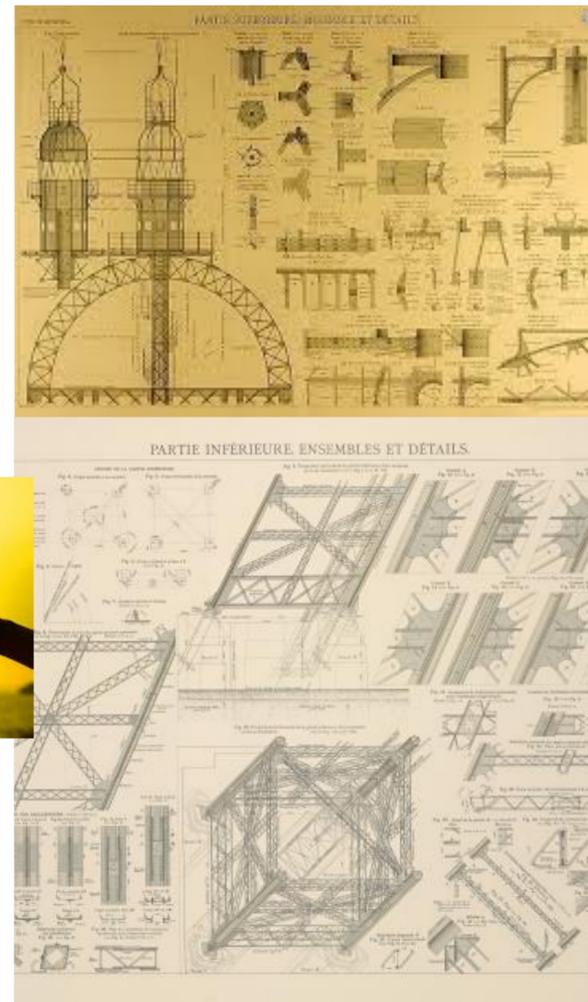
January 28<sup>th</sup> 2021



## Attacking Organization

### END IN MIND

How do you build a jigsaw puzzle if you don't know what the picture on the box looks like?



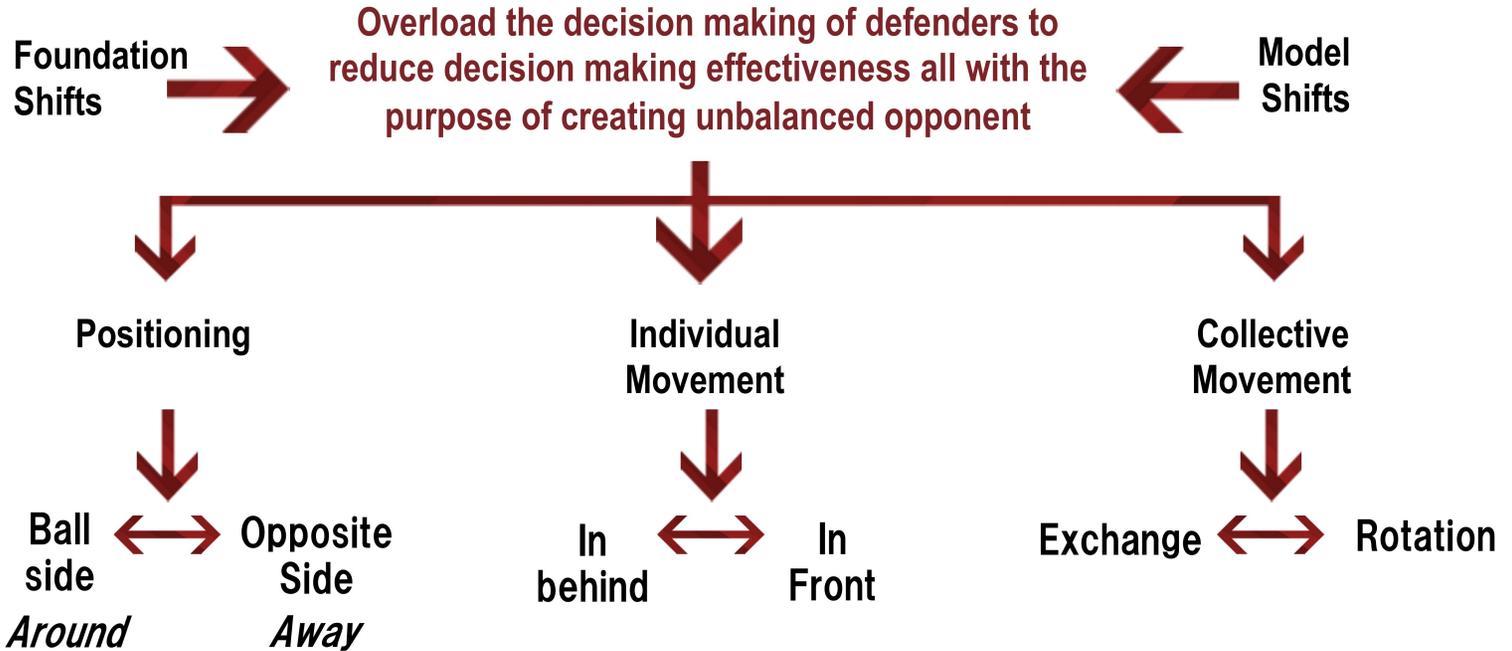
*You have to work hard, run forwards, run backwards and have a unified approach. Collectively they were excellent." Brendan Rodgers January 2021*





# ATTACKING PRINCIPLES

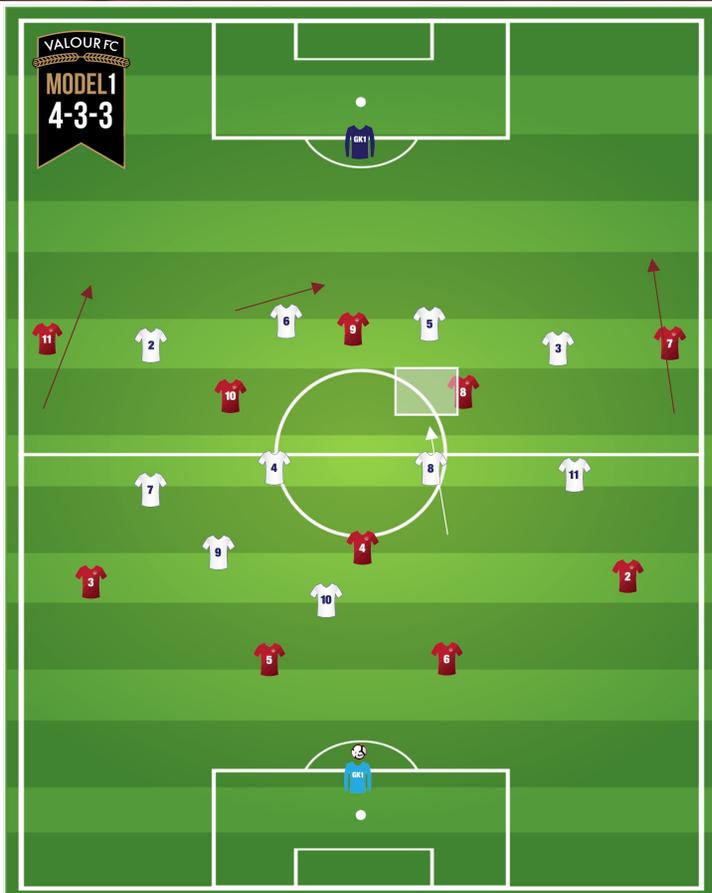
## OVERLOAD DEFENSIVE DECISION MAKING





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## Tactical Development Model 1: Back 3



**Opposition Tactic:** Pressing with front 2, rigid banks of 4

**Platform:** Back 3 - Up, back, through - Up, back, through

**Tactic 1-** Back 3 established - key roles

**Opposite Side Details**

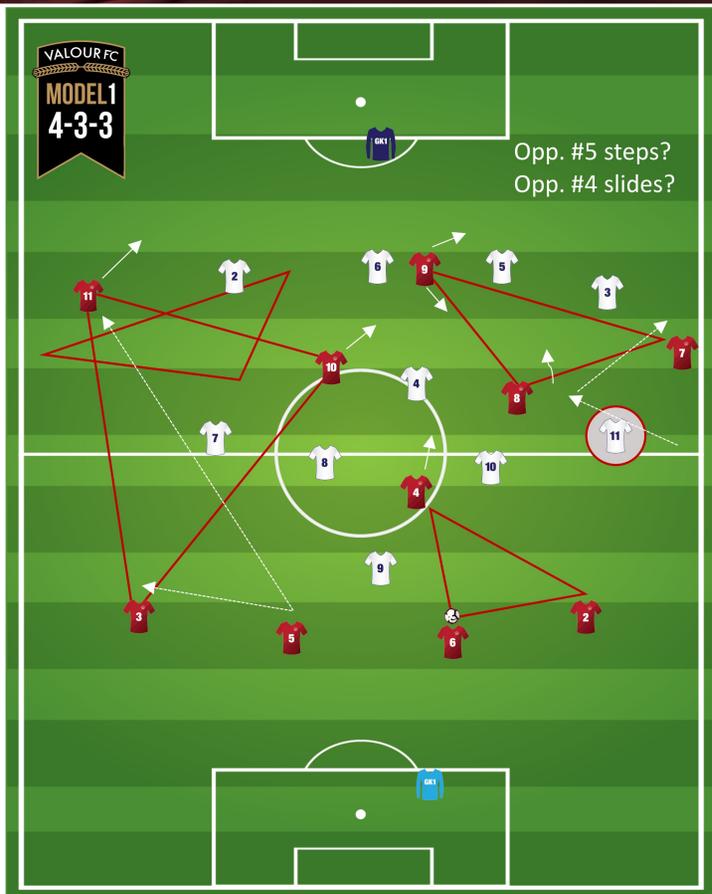
1. The #3, in DT position if not in passing range. If the ball is secure, on cues they can step forward higher and wider

**Ball Side Details**

1. Back 3 initiated by the #4, with the #5 & #6 wider than the opposition #9 & #10, & able to be three to four meters wider than the penalty area when they receive the pass. The #5 & #6 take positioning cues off the opposition #9 & #10 to allow a positive first touch in relation to their first pass.
2. GK determines first pass. (1) to #4 to narrow off their press, (2) skip the #4 and play directly to either #5 or #6, or (3) bypass first line of pressure and play #2 or #3.
3. As the #6 receives, the #8 must be an option behind opposition #9 & #10, with body-shape (3/4 turned) and positioning to allow a positive 1<sup>st</sup> touch (off the back shoulder of the opposition #4) as a switching platform, or to combine with the #10 or #9, or play the #2 into space.
4. The #2 starts between the lines of the opposition #10, #9, and #7, #11, giving Valour three lines between the opposition BK 4 and MFD. The #2 is the wide option for the #6, and must 'lose your man', to create space for himself. When receiving the ball, the #2 must be able to take a touch facing forward rather than sideways or backwards.
5. The #9 engages the opposition #5 & #3. If the opposition #5 steps, the #9 stays narrow, & if the opposition #3 steps, the #9 can go wide but key responsibility is to engage opposition #5. Threatens space behind their BK 4. The #7 spins outside, if the opposition #3 is attracted to the ball, or inside, if the opposition #5 gets high. The #9, should look to provide angles of support when ball is received by #7, #2, #8 and look to work off the shoulders of space vacated by opposition defenders.
6. **The #10** travels to receive in the pocket, with body-shape to receive facing forward on their 1<sup>st</sup> touch, facing the opposition BK4. The position of the #10 should not be directly behind the opposition #4 or #7, instead maximize space, blind side movements.
7. **The #7** travels to receive in the pocket, with body-shape to receive facing forward on their 1<sup>st</sup> touch, in front of the opposition #5 & #6. The position of the #7 should not be directly behind the opposition #8 or #11, instead maximize space, blind side movements. If you cannot drive at the B4, bounce pass to #2, set back for #8, or #7 who is pulling off the shoulders. Possible switch all the way to #3.
8. The #11 engages the opposition opposite #6 and #2. If the opposition #5 steps, the #7 stays narrow, & if the opposition #3 steps, the #7 goes wide. The #11 stretches the opposition, with runs behind their BK 4. On the 1<sup>st</sup> touch of the #6, the #7 can start offside, preparing for the 2<sup>nd</sup> touch from the #6 (could be direct behind the opposition BK 4) to travel at speed for the AVP behind. The #11 run behind is for the angled pass over the BK 4, and must take them towards goal, starting from the outside (around the opposition #2), and taking them into the FB/CB channel
9. [18.08.2019 - 1. fc union berlin 0 4 rb leipzig - matches highlights video - 2nd half 34 46 - 35 5.mp4](#)



# VALOUR FC FRAMEWORK



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# Tactical Development Model 1: Back 3, MFD LOW

**Opposition Tactic:** Middle block/high press, 4-3-3

**Platform:** FB Low - FB in range prepare space on the ball side – opposite side set up for the switch of play - Penetrate down the side or set up the opposite side

**FB Low General Overview:** FB looks to attract opposition WM, creating gap between opposition FB and WM for Valour players who receive behind opposition midfield and attract defenders.

### Opposite Side Details

1. #4 Provide Support alongside when can't penetrate down the side
2. #11 balance the space (to be able to create full width) prepare for blindside run (FB/CB Channel run or blindside of the opposition FB) as the ball travels across
3. If the ball shifts back to the #6 you must be full width

### Ball Side Details

1. Penetrate down the side to progress into the Attacking ¼ or combine to switch the play to the opposite side . On the switch of play explore opportunities to penetrate centrally and progress the ball into the Attacking ¼. Draw the opposition to one side. Use any of spaces afforded to you on the side of the pitch you are attacking to penetrate and progress the play forward. If you cannot progress the play forward on the side, move the ball to escape the opposition pressing traps and exploit the spaces on the opposite side or centrally.
2. #9/7/8 should work together to provide #2 with effective forward passing options and to affect opposition marking. The goal is to penetrate without risking possession. #9/7/11 will utilize coordinated 3 player movements that draw and drag the opposition midfield and back line forward and backwards. As the ball travels all players should be preparing their space and paying attention to their opponents and each others' distances.
3. #8 is the trigger for movement and will coordinate tactical movement patterns. #10 fulfills the same responsibility on the left side of the field. The 3 core movements of #8 below dictate to the 9 and 7 specific predetermined movements as part of the attacking tactics - all of these movements and adjustments should be conducted in relation to how the opponents respond - 'play the game not the structure' – 'when we do this - they do that, so when they do that we do this'.
4. The opposition will set traps on the side of the field (front, back and side pressure for the player on the ball). Quick/accurate support and play is necessary to counter this pressure, one and two touch play, supported by coordinated movement in front of the ball that drags/draws opponents out of key spaces to open new spaces is crucial. Coupled to this is the quick and constant support provided by players behind the ball #2/4/6 to create switching platforms/exit passes for the player in possession.
5. If the ball starts to switch across the field players receiving passes should look for opportunities to exploit any stretch that has occurred in the opposition structure - spaces/gaps that have appeared as they adjust from one side to the other. As the ball shifts from #2 to #6 and then to #5, a new triangle on the side of the field appears with the #3/11/10. These players looking at ways to receive and then combine to together if a quick forward penetrative pass can be used to exploit the opposition gaps/spaces left. Once the ball is played to the #3 (FB Low) #9 looks to re-establish the attacking triangle with #11/10 now on the left side of the field. It is important that #9 can offer this support on both sides of the field. To help this and it's also important for CB's (5/6) and FB's 2/3 to have awareness if the 9 is across and whether we have the numbers to try to penetrate on the side from a FB low platform with #3. #5/6 if they can't see a penetrative pass they are not compelled by tactics to play straight to the FB 2/3 as the ball travels across the field - with experience they learn to pass between each other to buy time for our structure to be reset or the FB's 2/3 learn to bounce the ball straight back to the CB' as they realize they have too few numbers ahead of the ball with the #9 not across or they see the structure is disjointed – i.e. #7/11 not wide #8/10 not across. The back four have to build this aspect of game management/football IQ through good awareness (underpinned by effective vision and awareness), knowing when to slow the tempo of the game to achieve structure.



# What is the game teaching us

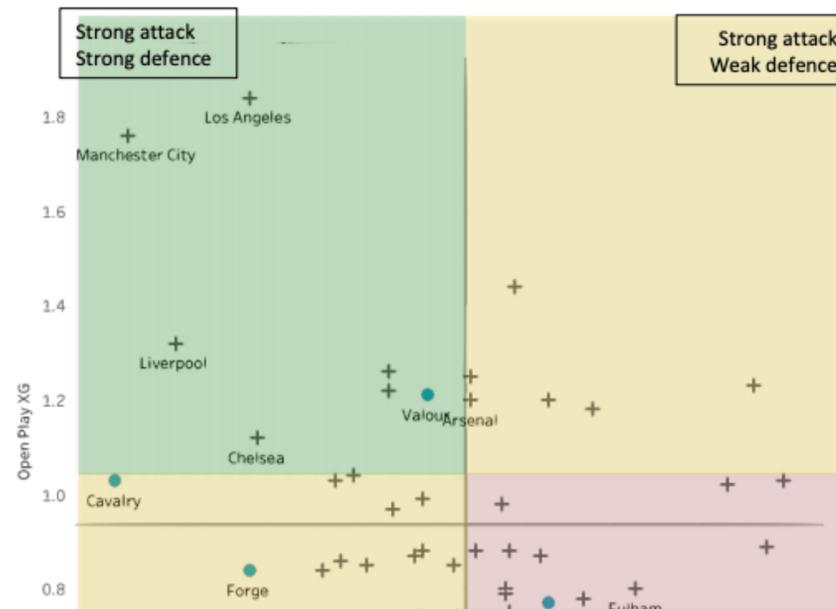
TEAM NAME	ATTACKING RANK	DEFENSIVE RANK
CAVALRY	2 <sup>nd</sup>	1 <sup>st</sup>
EDMONTON	7 <sup>th</sup>	5 <sup>th</sup>
FORGE	3 <sup>rd</sup>	3 <sup>rd</sup>
HALIFAX	6 <sup>th</sup>	2 <sup>nd</sup>
PACIFIC	4 <sup>th</sup>	6 <sup>th</sup>
VALOUR	1 <sup>st</sup>	4 <sup>th</sup>
YORK9	5 <sup>th</sup>	7 <sup>th</sup>

How are Goals Scored

Where are Goals Scored From

How do we adapt

How do we train to improve



**Early CPL results currently fairly reflect the underlying performance metrics. In other words, performances match results.**



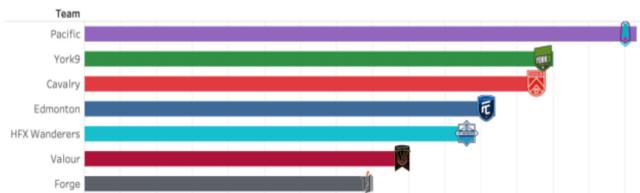
## How are Goals Scored

### Individual Teams - Chance Creation

#### Total quality of chances created from open play:



#### Total open play crosses per game



Using data from other leagues helps us to identify traits of successful teams. Not just in 2019, but historically, teams who cross less frequently score more goals. Two of CPL's three strongest attacking teams are also the least frequent crossers.

## The art of the through ball v The Cross

If we then take the top 14 players for through-balls played in 2015, we find that of the 14 top assisters, there are 10 who also lead the league in through-balls.

#### MLS open play assists 2015

Player	Assists
S. Giovinco	12
M. D'Áaz	10
C. Dempsey	9
L. Nguyen	8
S. KljeÅitan	8
B. Feilhaber	7
C. Maidana	7
D. McCarty	7

#### MLS through-balls 2015

Player	Through-balls
M. D'Áaz	40
B. Feilhaber	28
J. Morales	17
L. Nguyen	17
D. McCarty	14
S. KljeÅitan	14
D. V'Åileri	13
Felipe Martins	13

	Zone 3	Zone 3 TB	Zone 4	Zone 4 TB	Zone 5	Zone 5 TB
Number	6781	858	6369	696	588	134
%On Target	37%	68%	31%	52%	43%	57%
%Goal	16%	31%	5%	14%	8%	16%
G/SoT	44%	45%	17%	27%	17%	29%



Where are goals scored from - xG

# Explaining & Training Shot Quality

## Shot Locations

We'll start here because I think this is one of the easiest concepts to grasp from an analytical perspective and one of the hardest to teach to football people. It flows from four basic principles

- The closer a shot is to goal, the more likely it is to be converted.
- Central locations are better than wide. (This mostly has to do with angles of the goal covered by the goalkeeper from wide shots.)
- At the same distance, shots with feet are far more likely to become goals than shots with the head.
- Crosses are hard.

Shooting		
METRIC NAME	NUMBER	RANK (7)
SHOTS	10.5	1 <sup>st</sup>
% OF SHOTS INSIDE BOX	54%	5 <sup>th</sup>
ATTACKING CHANCE QUALITY TOTAL	1.21	1 <sup>st</sup>
SHOTS CONCEDED	12.7	6 <sup>th</sup>
% OF SHOTS INSIDE BOX CONCEDED	55%	2 <sup>nd</sup>
DEFENSIVE CHANCE QUALITY TOTAL	1.37	4 <sup>th</sup>

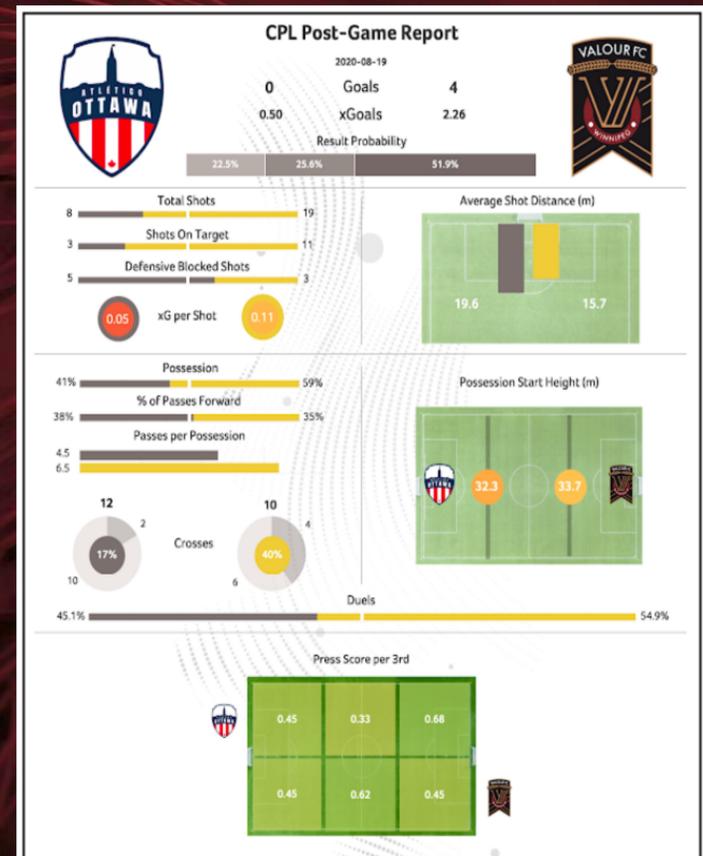
All numbers are 'per 90minutes' on the field and from open play (not counting set-pieces)

**Chance quality** - The value of shots taken which accounts for assist type, defender location, distance from goal and many other factors. Based on historical shooting data on over 500,000 shots. Example - a score of 2 means that the value of shots taken would be worth 2 goals based on historical chances identical to the ones taken.

Shots taken from open play



Shots conceded from open play



# Attacking Play Considerations

- When working and preparing a team tactically you can develop attacking play through 4 rather than 3 zones. The curriculum through all the 3 stages will deal with specific work in each zone in our attacking play.
- **Zone 1** closest to our own goal is a No Risk Zone occupied most commonly in possession by our GK, 2 CB's and occasionally a FB or HM - THE DEFENDING ZONE- while we are want to play the ball out from the GK through this zone and advance up the field we do not need to take risks which could prove costly to our team
- **Zone 2** is the Developing Zone - where we develop our attacks- most commonly occupied by the HM - both FB's and rotating Two CM's ahead. This is a zone where slightly more risk but still low risk can be taken in possession to develop the play forward.
- **Zone 3** The Creativity zone where we have progressed into the attacking half but not the final goal scoring areas. Attacking CM's especially a #10 - both wingers and also FB's should occupy this area as we develop possession.
- **Zone 4** - The Finish Zone- Occupied by predominantly the front 4 and an additional CM or FB, this is the zone to take risks and aim to get end product



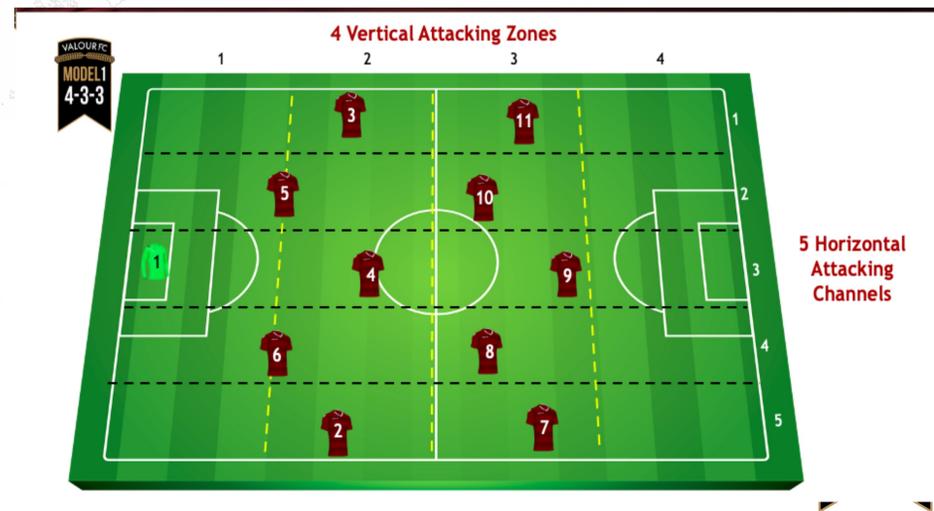
When working and preparing a team tactically you should also look to develop attacking play by dividing the field vertically as well as horizontally. The ability to divide this way helps build playing relationships and partnerships that are worked in the 4 zones horizontally but dealt with in more detail with specific game or match tactics and objectives.

## Examples

When working on creating overloads to the side of the ball to exploit an opponent.

When working on breaking down an opponent with wing play or central combinations.

highlight and isolate specific tactical objectives within that area of the field. The curriculum through the three stages will provide examples of working in the zones and specifically with vertical separation through these 3 channels.





# TACTICAL BLUEPRINTS

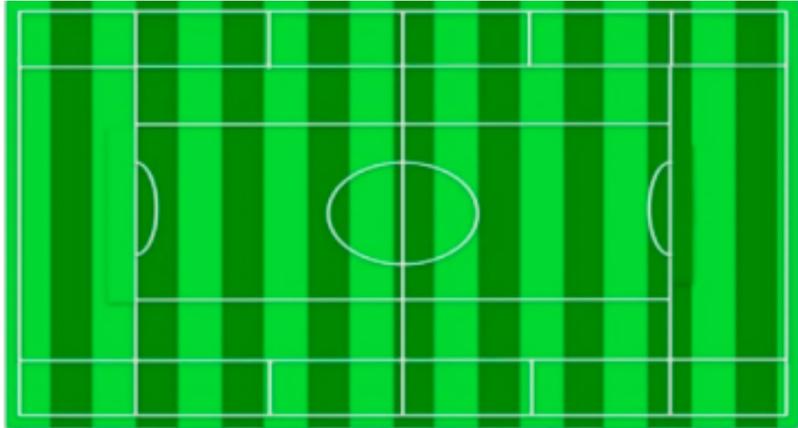


## 4 Vertical Attacking Zones



5 Horizontal  
Attacking  
Channels

# The training field



## Attacking Midfielders and the "Half Spaces"

- ▶ Attacking midfielders aim to receive in this area and turn
- ▶ From here, the most creative players look to pass in behind

## Wide Zones

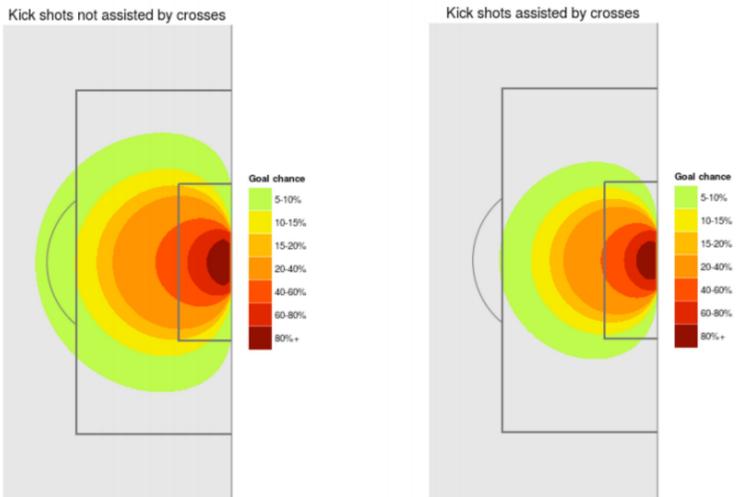
- ▶ Wingers stay within higher wide zone (wing backs in 3-5-2 = lower)
- ▶ They occupy opposing defenders
- ▶ They make runs in behind in the final stage of the attack



## Inverted Full Backs and the "Half Spaces"

- ▶ In Man City's 4-3-3, the inverted full backs are positioned in the "Half Spaces" to help move the ball from the centre backs to the attackers
- ▶ This allows the defensive midfielder to stay in a central position

If you want to visualize these principles, they look like this:

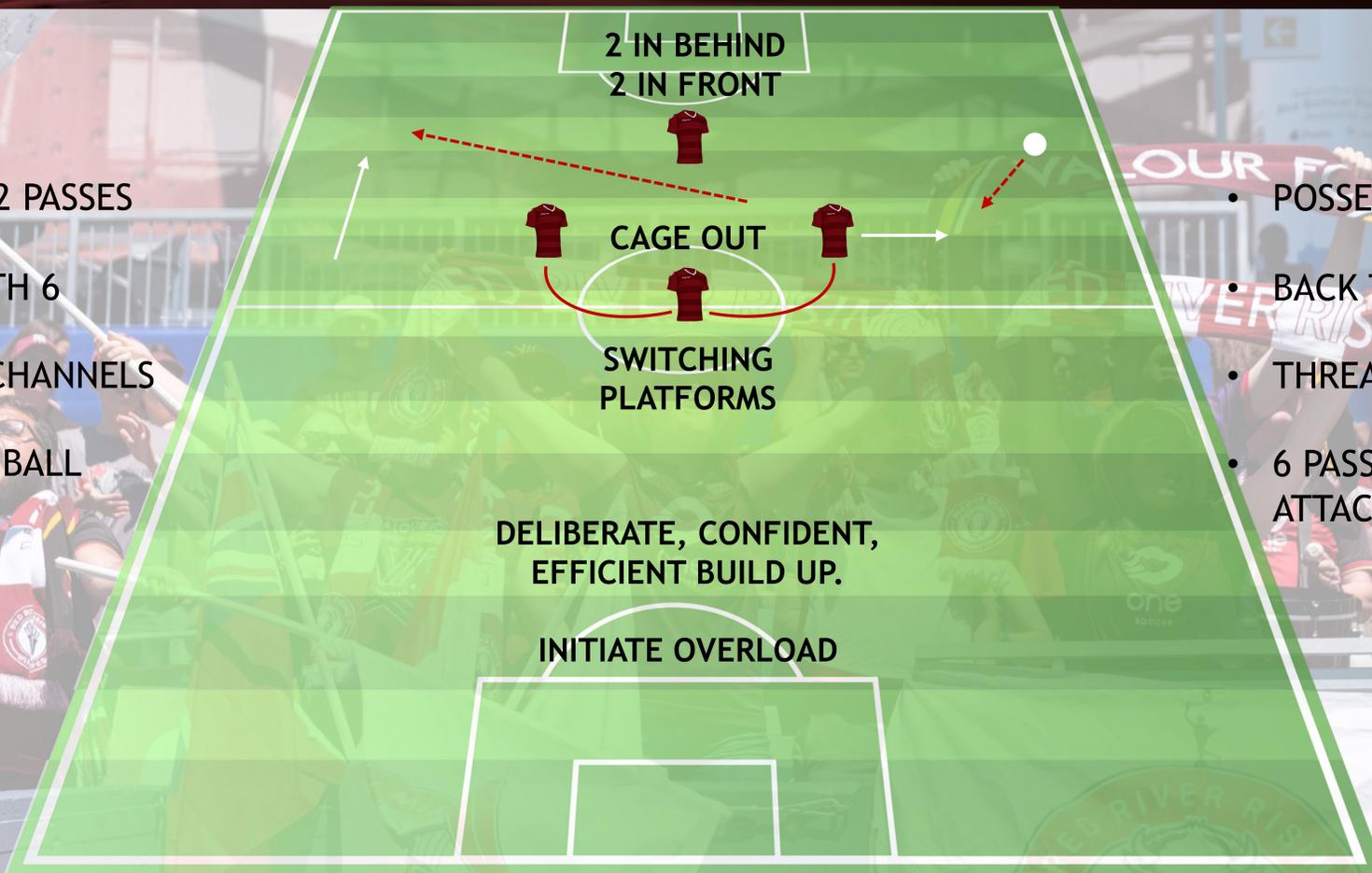




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## OWN THEIR HALF

- SWITCH IN 2 PASSES
- ATTACK WITH 6
- OCCUPY 5 CHANNELS
- ENJOY THE BALL



- POSSESSION BASED
- BACK TRIANGLES
- THREATEN SPACES
- 6 PASSES INTO ATTACKING HALF

# Discussion

SOCCER NB

