The background is a dark blue-grey color with a subtle, light-colored graphic. On the left side, there is a compass rose with a needle pointing towards the bottom-left. The compass has letters for North (N), South (S), East (E), and West (W). To the right of the compass, there is a faint outline of a soccer field. The text is centered in the upper half of the image.

" As long as humanity exists something  
new will come along  
– otherwise football dies ! "

Arigo Sacchi

# THE GAME IN THE FUTURE !



# WHY ?

- ▶ The next generation of coaches in world football.
- ▶ The game is evolving *daily*.
- ▶ Coaching from, and for today is "out-dated."
- ▶ Prepare your players for the *future* demands of the game.
- ▶ Reflection and projection are vital ingredients of progress.

# The Future Game.

- ▶ Recent athletic and technical-tactical changes.
- ▶ Present tactics utilised at the highest levels.
- ▶ The future player's needs !
- ▶ Projected demands of the game in the future.
- ▶ Implications for teachers and coaches.

# ATHLETIC & PHYSIOLOGICAL CHANGES



" In ten years,the game will have moved on.It will be played at a higher pace with more ingenious tactics."

Petr Cech ( Chelsea FC 2007 )

" Players have to react faster.Every moment, every action happens faster.Think faster,act faster – this is the football of the future."

Valeri Lobanowsky – Kiev 1996 )

# 1990 -2008 Athletic Factors

13 Km per  
game is  
now  
normal.

- ▶ Increased distances covered in ALL positions.
- ▶ Increased distances covered at high speed.
- ▶ Increased speed and power - ( higher intensity.)
- ▶ Game is played at quicker pace – (ball & player speeds.)
- ▶ Number of sprints per game in Premiership has doubled since 2002.
- ▶ Average number of high intensity activities has almost doubled since 2002.
- ▶ Change in player body-type to muscular mesomorph.
- ▶ Higher levels of body strength are now required.
- ▶ Increased resistance to injury now more apparent.
- ▶ Diet, nutritional understanding has improved significantly.
- ▶ Pre – hab sessions now incorporated.
- ▶ Recovery & regeneration strategies greatly enhanced.
- ▶ Larger player pools and nationalities / ethnicities.
- ▶ Increased number and use of substitutes.

50% more than 1965 !

2 - 3 km @ high intensity

0.6 km sprinting per game  
30 – 40 per game

# 2007 -8 Athletic Output

Flamini  
8.45 miles  
v M,boro

## ARSENAL FC.

1. Covered most distance at > 7 metres per sec.
2. Fabregas – 350m highest intensity running in 30 mins.
3. Arsenal were in 10<sup>th</sup> place for overall distance covered.
4. Arsenal had 10 players in the top 60 players for 20 m speed.
5. Fabregas regularly covered 13 km 300 + m in games.
6. Defenders cover similar distance at high speed but less overall distance than attackers and wide players.
7. Thierry Henry was second fastest player over 20 metres.  
(Collins John, fastest in Premiership.)
- 8 Thomas Rosicky covered most distance on game by game average at high intensity than any other player.



# Future Physical "shifts ?"

Billy  
Beane !

- ▶ **All physical attributes will continue to be enhanced.**
- ▶ Training will be to fulfil genetic potential.
- ▶ Genetic screening will become more important in recruitment. \* \*
- ▶ Statistics (Sabermetrics) to judge a players effectiveness. (Lobanovski - Kiev)
- ▶ Physique will further impact on Talent I.D.
- ▶ **Power and speed will be major attributes.**
- ▶ All players will be "well-developed" physically.
- ▶ **Positions will need unique and specific training programmes:**
  - ▶ e.g. MF-endurance.
  - ▶ CF / CB-speed, acceleration, deceleration, agility.
- ▶ **Players will sustain higher work capacity & intensity longer.**
- ▶ **Explosiveness ( Vertically and Laterally ) will be paramount.**
- ▶ **Agility will be essential.**
- ▶ **Life-style** will be a significant and stellar factor in performance success.

A players EVERY  
Action !

15 – 20% increases  
in distance covered by 2025 ?

# TECHNICAL - TACTICAL

Changes in the game.



# Modern Tactical innovations ?

- ▶ 11 "technical players".
- ▶ GK now employs feet x7 more than hands !
- ▶ "Technically effective" defenders in possession.
- ▶ The "modern full back ". - Clichy, Evra, Cole, Abidal, Zambrotta, Boswinga etc
- ▶ Increased positional interchanges / rotations ? Eg No:9,10,8,7,11
- ▶ "Anchor" MF player (s) now more prominent.
- ▶ More "wrong footers" playing in wide positions.
- ▶ More teams building and attacking centrally.
- ▶ More teams passing into and inside the penalty area to produce strikes .
- ▶ More teams defending "later".
- ▶ More counter-attacking teams ?
- ▶ Prominence of central supply areas (Zone 14)
- ▶ Multi-purpose wide player.
- ▶ Semi-positions !
- ▶ Withdrawn striker ( " Shadow striker ".)
- ▶ " Lone Central Striker "

**Expanded systemic  
and tactical  
variety.**

# 1990 – 2008 (Game changes !)

- ▶ More teams regularly keep possession more often.
- ▶ More teams keep possession with longer passing sequences.
- ▶ More passing and receiving situations are evident.
- ▶ More goals scored from prolonged, passing sequences.
- ▶ More passes are now played below head height.
- ▶ More runs with the ball are made.
- ▶ More goals are scored from central approaches.
- ▶ More teams are regaining possession deeper and Counter Attacking quicker.
- ▶ Offsides now occur deeper.
- ▶ Tempo changes more marked.

20% more  
than 2002

Prozone

## OTHER SIGNIFICANT CHANGES:

- a) Improved playing surfaces.
- b) Ball speed increase.
- c) Improved footwear.
- d) Time keeping efficiency.
- e) Larger squads and player rotation.

# PREMIERSHIP POSSESSION FACTORS

Per game **average Team passing totals** Nov: 2008-09

Chelsea	496
Arsenal	442
Manchester United	431
Tottenham Hotspur	341
Liverpool	399
West Ham United	355
Manchester City	352
West Bromwich Albion	333
Fulham	325
Sunderland	314
Newcastle United	299
Portsmouth	294
Blackburn rovers	288
Everton	287
Middlesbrough	266
Wigan Athletic	253
Hull City	236
Aston Villa	232
Bolton Wanderers	190
Stoke City	175

**Champions League Representatives**

**Premiership average 314**

# PREMIERSHIP POSSESSION FACTORS

Champions League  
Representatives

Average **Total Pass completion %** Nov: 2008-09

Chelsea	87.7%
Arsenal	86.5%
Manchester United	85.2%
Tottenham Hotspur	84.2%
Liverpool	83.7%
Newcastle United	82.9%
West Ham United	82.8%
West Bromwich Albion	82.1%
Manchester City	82.1%
Sunderland	81.3%
Portsmouth	81.3%
Wigan Athletic	80.0%
Middlesbrough	80.0%
Everton	79.2%
Fulham	78.7%
Blackburn Rovers	78.7%
Aston Villa	77.3%
Hull City	76.6%
Bolton Wanderers	74.3%
Stoke City	71.5%

## AVERAGE SHOTS per GAME

Chelsea	20.5 (6.5)
Arsenal	18.8 (6.5)
Manchester Utd	17.9 (6.4)
Liverpool	16.9 (4.8)
Wigan Athletic	14.9 (4.7)
Spurs	14.3 (4.3)
Manchester City	14.2 (5.5)
West Brom	13.9 (4.4)
Middlesbrough	13.9 (3.7)
Bolton W	13.9 (4.2)
West Ham Utd	13.4 (3.9)
Portsmouth	12.9 (4.3)
Fulham	12.9 (4.1)
Stoke City	8.5 (2.9)

# Ball Possession – Match Averages

## Passes per game.

<b>SPAIN</b>	- <b>569</b>
HOLLAND	- 541
ITALY	- 501
FRANCE	- 488
PORTUGAL	- 487
<b>GERMANY</b>	- <b>474</b>
RUSSIA	- 453
CROATIA	- 450
TURKEY	- 449
GREECE	- 448
AUSTRIA	- 447
POLAND	- 438
ROMANIA	- 433
SWITZ'LD	- 409
SWEDEN	- 393
CZECH R	- 379

Xavi (Spain) v Germany

62 passes made

**94 % pass completion !**

Xavi – overall Tournament passing.

316 passes made

**90% pass completion !**

Senna (SPAIN)

2 matches – 111 passes made.

**90 % pass completion !**



# Ball Possession – Pass Completion

## Averages per game.

<b>SPAIN</b>	<b>- 81.3%</b>
<b>GERMANY</b>	<b>- 76.3%</b>
RUSSIA	- 74.2%
TURKEY	- 70.4%
HOLLAND	- 78.5%
ITALY	- 76.0%
PORTUGAL	- 76.0%
CROATIA	- 72.0%
FRANCE	- 77.7%
GREECE	- 74.6%
POLAND	- 74.6%
ROMANIA	- 73.3%
AUSTRIA	- 73.0%
CZECH R	- 69.6%
SWEDEN	- 69.3%
SWITZL'D	- 68.6%

**Spain were superior to all teams  
in medium range passing completion %**

**Spain were superior to all teams  
in long passing completion %**

**Spain made more long and  
medium range passes than  
any other teams**

**Greece and Holland were the only teams  
superior to Spain in short range pass completion**



Longer passing sequences leading to goals.



# Champions League Semi - Finalists

Average no: passes per goal - **4.6**

**42% goals** *in free play* from **5 passes** or more.

**AC Milan - 47 %**

**Manchester United - 47%**

**Chelsea FC - 50%**

**Liverpool FC - 25%**

From 5 or more passes

More goals now scored from longer passing sequences.

Minimal touch passing leading to goals.



## One touch play.

64 goals in free play scored by the semi finalists.

299 individual player possessions in scoring the goals.

38% of all these possessions were 1 touch.

30% of all these possessions were 2 touch.

14% of all these possessions were 3 touch.

68%

***48% of all possession contacts in the build up to goalscoring by Manchester United, were 1 touch.***

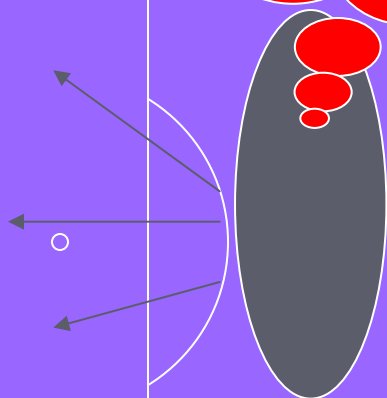
The significance of 1 and 2 touches  
in the build up.

Entering the penalty area.



# ZONE 14

How and  
when to  
best enter  
this area ?



CHELSEA 2005 / 6 ?

## WC 2002

-most important  
area for goal assists.

## Euro 2004

49% entries into  
box from zone 14

## 1998 WC & Euro 2000

50% France goals

# **ZONE 14**

10 Premier League Games

Teams on average had 30 possessions per game in Z 14

26% possessions in Z14 resulted in a strike at goal.

73 % of all goals scored came via a possession in Z 14

30 % of all possessions in Z 14 produced a goal.

An attempt at goal occurred every 4 possessions in Z 14

A goal occurred for every 31 possessions in Z 14

Playing from Z 14 into the penalty area produced more attempts at goal and goals than passes played from elsewhere.

How and  
when to  
best enter  
this area ?

The background of the slide is a dark blue-grey color. It features a faint, light-grey graphic on the left side that includes a compass rose with a needle pointing towards the top-left, and a stylized mountain range or topographical map lines extending across the bottom and right. The text is centered in the upper half of the slide.

# The significance of Counter Attacking.



# **COUNTER ATTACK**

**“Every time we made a mistake,  
Juventus were at us like a  
flash”.**

**Alex Ferguson**

# COUNTER ATTACK

"Transitions have become crucial. When the opponent is organised defensively, it is very difficult to score.

The moment the opponent loses the ball can be the time to exploit the opportunity of someone being out of position.

Similarly when we lose the ball we must react immediately. In training I sometimes practice keeping a minimum of five players behind the ball so that when we lose it we can keep a good defensive shape."

J Mourinho.

# Jurgen Klinsmann

" I want players that can attack opponents before they are set – win the ball and attack in a fast break mode.

We need players who have all these skills by the age of 19."

# CHELSEA FC. (2005-06.)

## Counter Attacking Play.

**42% of open play goals from fast Counter Attacks** ←

originating from outside the attacking ¼.

33% from the defending ¼ regains.

38% from the defending MF ¼ regains.

29% from the attacking MF ¼ regains.

**71% from DF1/2**

**81% penetrated centrally for the strike.**

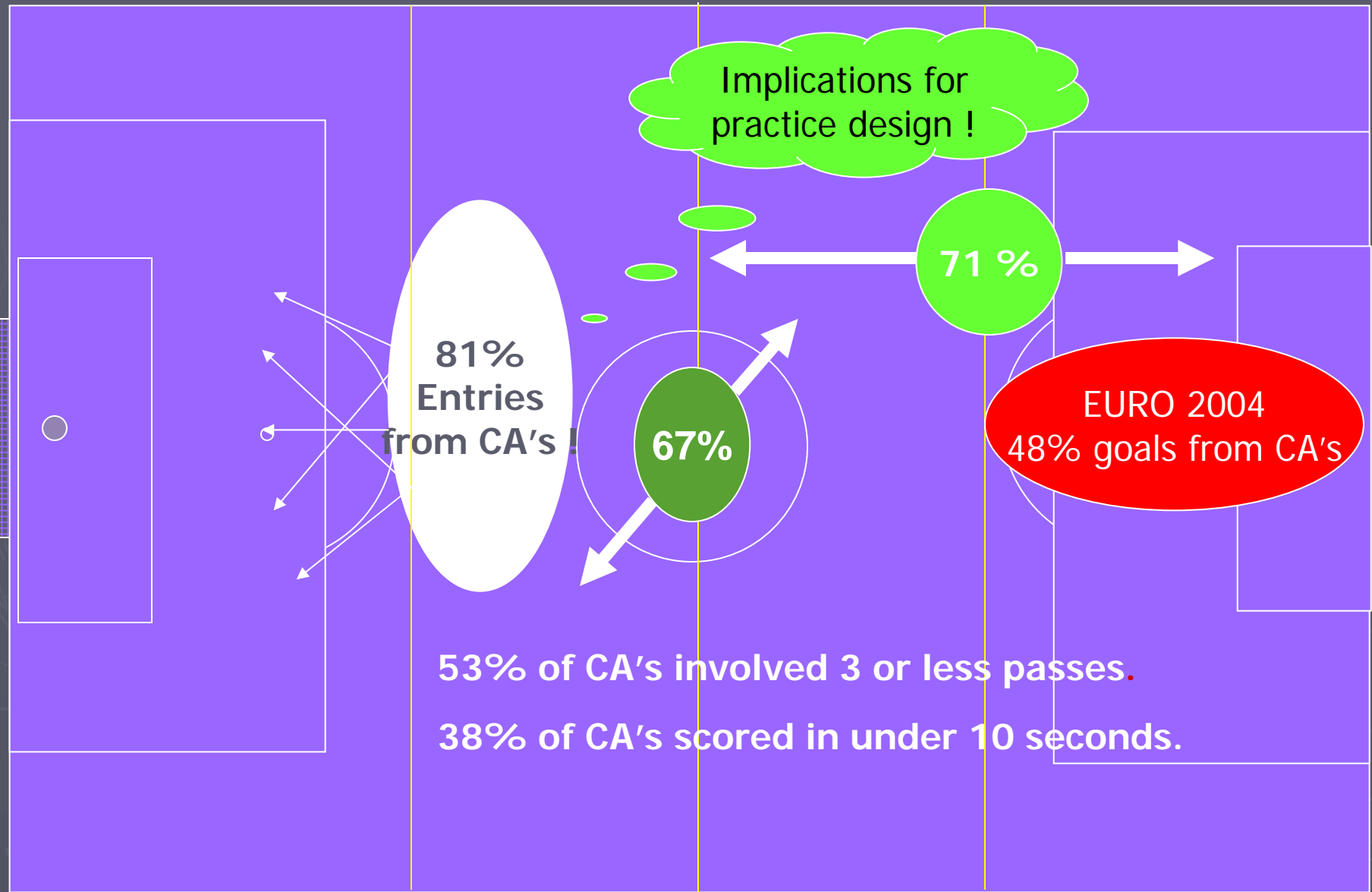
**38% scored in under 10 secs.**

52% of counter attacks involved a long pass. (40y+)

53% of counter attack goals involved 3 passes or less.

**44% of Chelsea's goals in free play originated from**  
**slower build ups.** ←

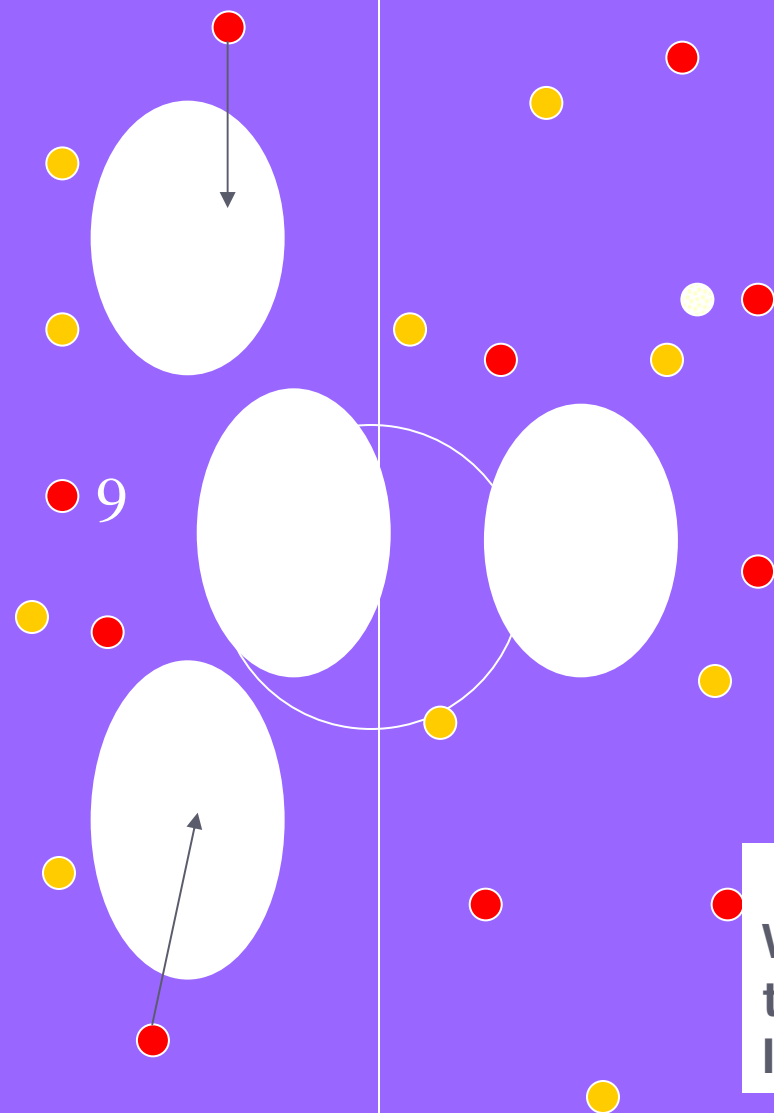
# CHELSEA FC Premiership Champions 2005 - 2006.



# CRUCIAL TACTICAL SPACES



The exploitation  
of space between  
tactical lines.  
2008



Where will the next  
tactical spaces be  
located ?





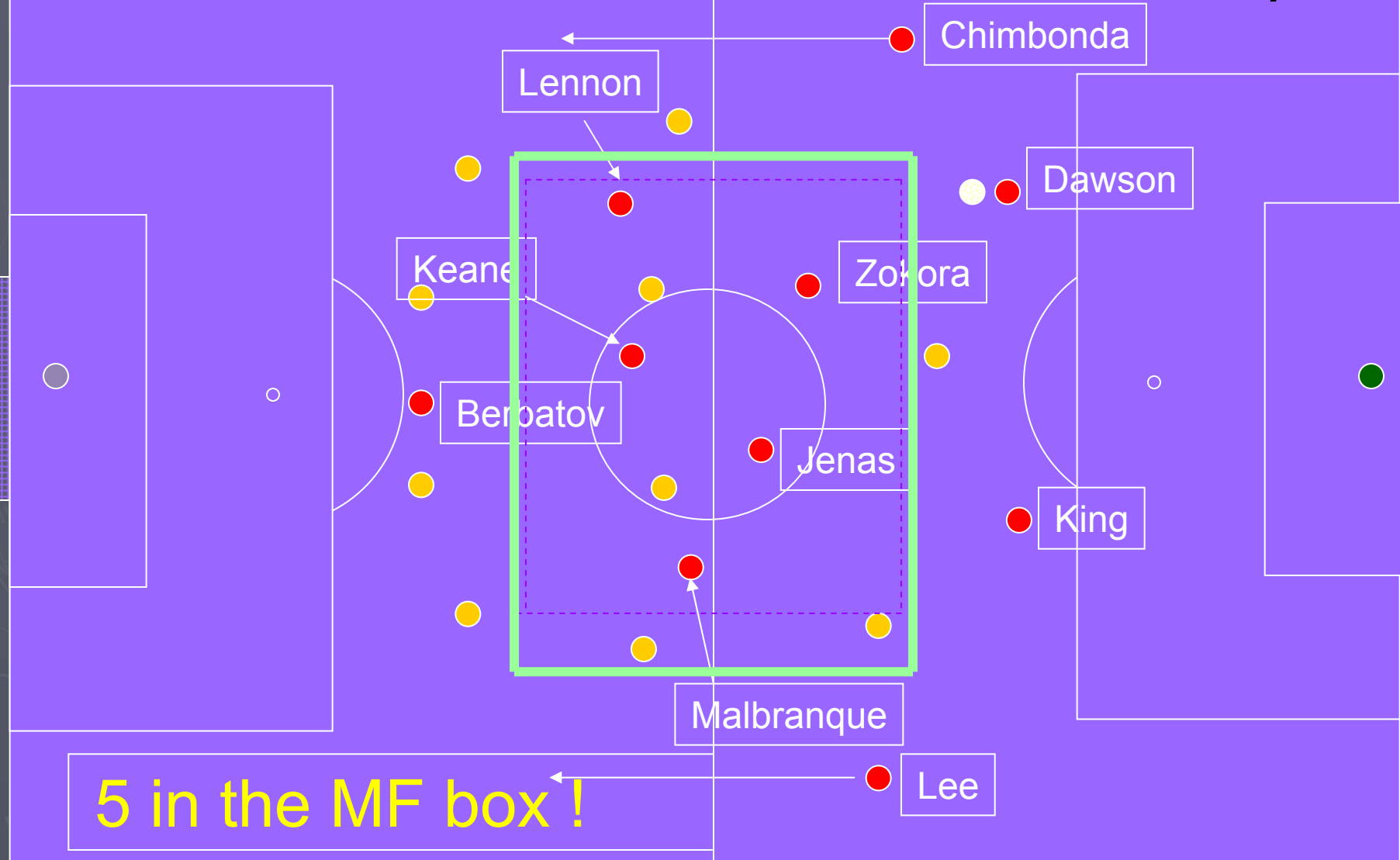
Screening player to protect the spaces between MF & Back 4 and create from there.



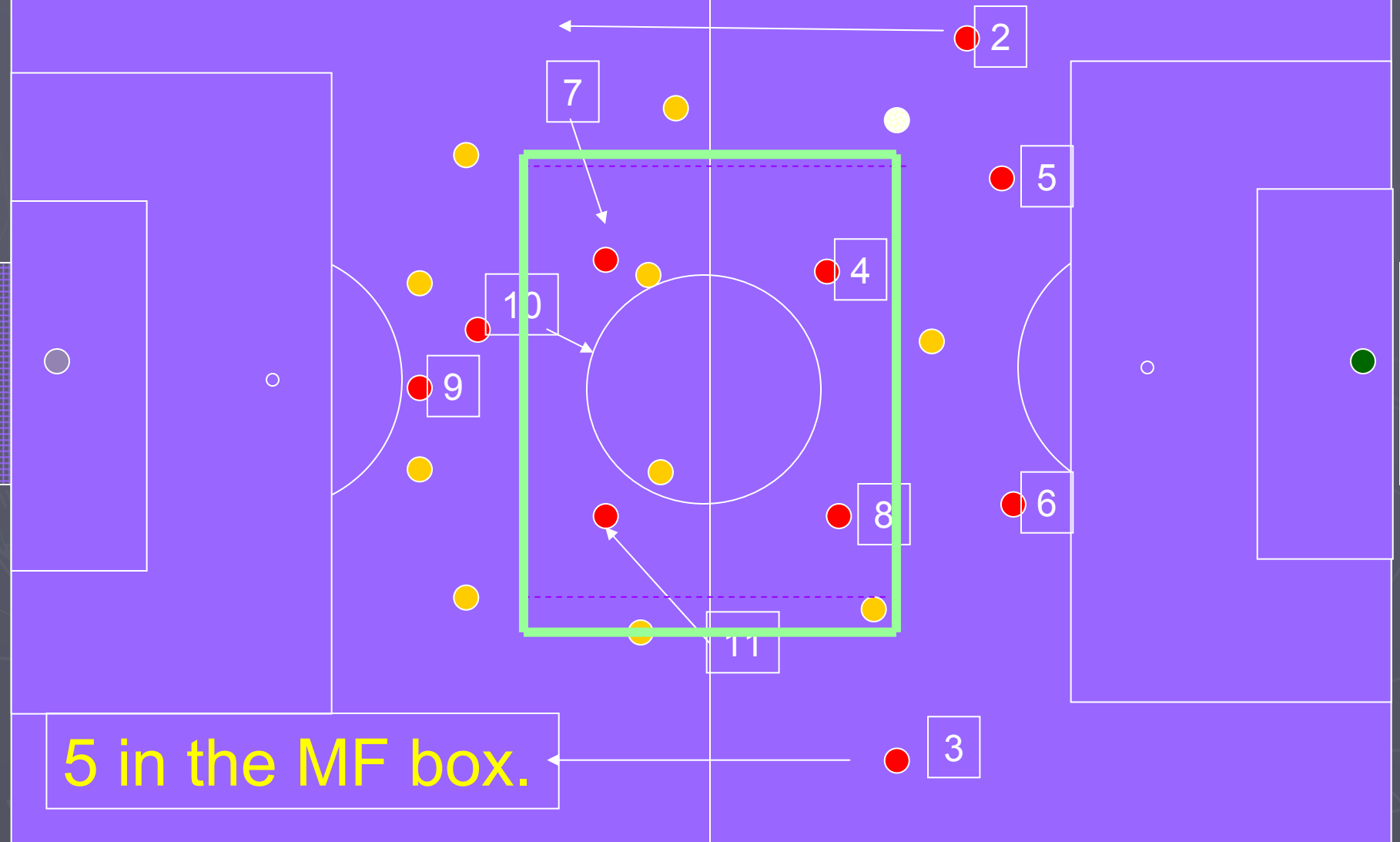
# ATTACKING CENTRALLY



## *OVERLOADING CENTRAL MIDFIELD AREAS - **Tottenham Hotspur***



## *OVERLOADING CENTRAL MIDFIELD AREAS - Argentina U 20*



*Spain Euro 2008*



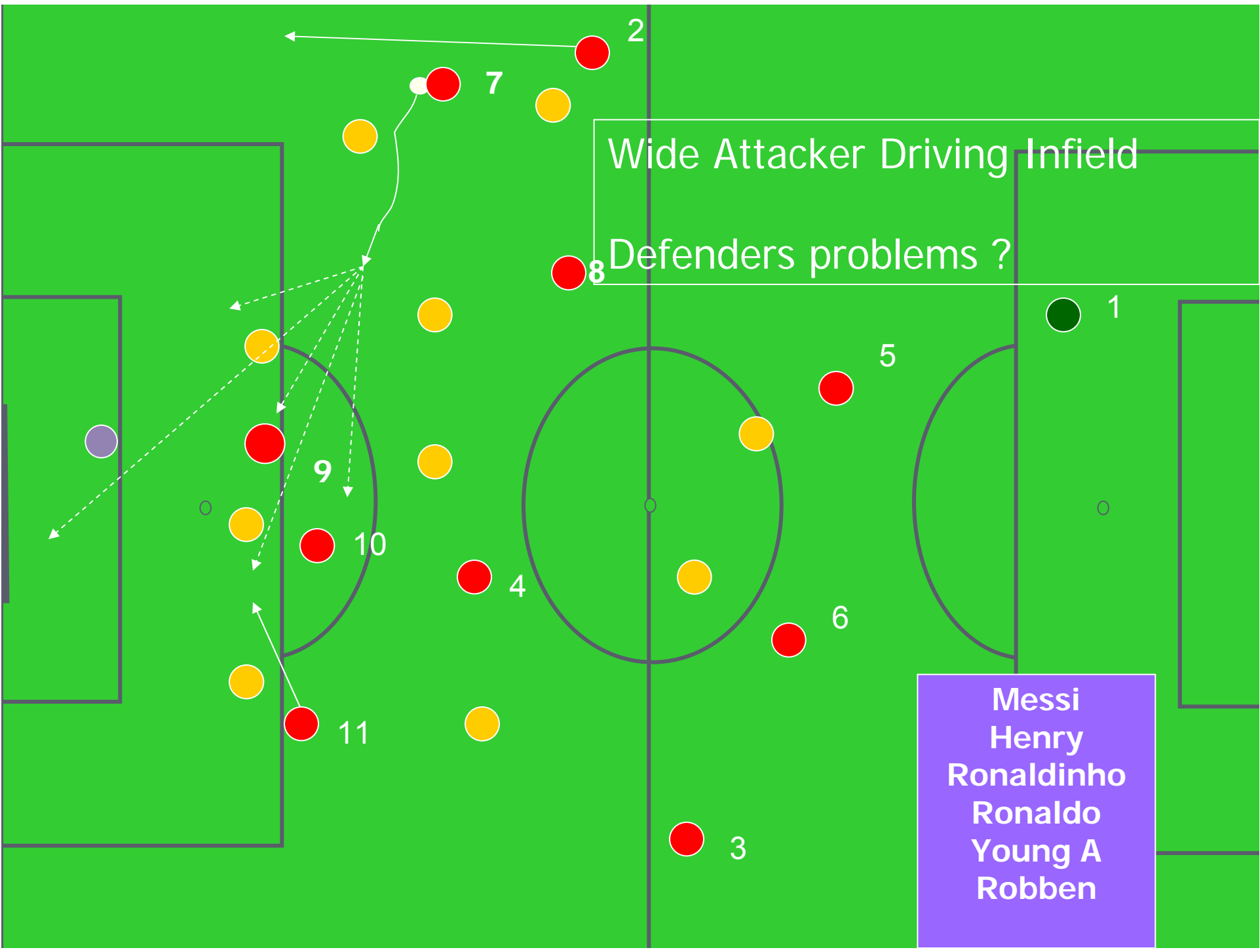
WRONG FOOTED WIDE PLAYERS !



Wide Attacker Driving Infield

Defenders problems ?

Messi  
Henry  
Ronaldo  
Ronaldo  
Young A  
Robben



# INCREASED PLAYING ADAPTABILITY



## MOVEMENT AND INTER-CHANGE

“How can you talk about ‘total football’ if your players don’t **understand the game from every point of view** ?

You have to be able to read each situation not only from your position but from that of your colleagues.

Each pass of the ball by your team, or by the opposition, changes the situation.”

Johan Cruyff



# "Flexible Forwards"

Connotations of  
Holland 1974



" We work together in training on combining with each other and it has really paid off.

We don't have one player who just stays up the front and stands there. We all like to move around and always try to make it difficult for defenders.

I think we realise where the space is on the pitch, so when you see a team – mate running into one area, you just run a different way !

Part of it is instinct, you naturally run towards a space where you can be a threat to the defence."

**Wayne Rooney talking about himself, Ronaldo and Tevez**



Presentation

Animation

Game Analysis

Fitness

## Game Analysis

PROZONE FOOTBALL

1st Half

2nd Half



00-15



15-30



30-45



ALL

INDIVIDUAL

INDIVIDUAL V INDIVIDUAL

TEAM

TEAM V TEAM

Distribution



Passes Received



Interceptions



Shots



Tackles



Fouls



Offsides



Blocks



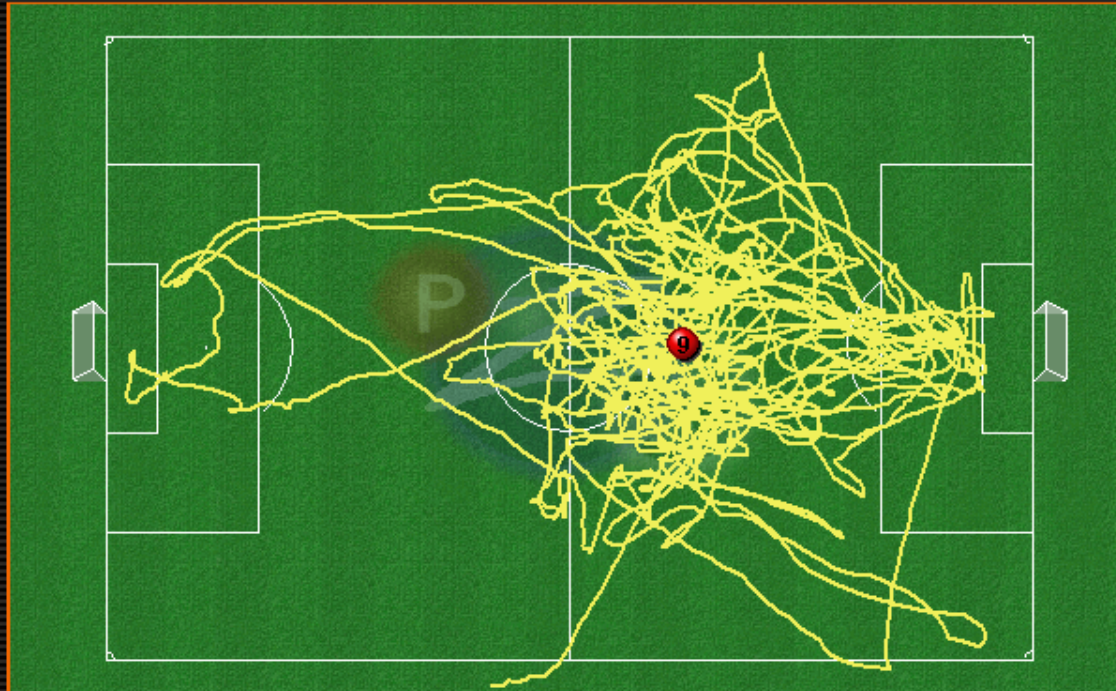
Dribbles



Playing Positions



Player Traces



Adult  
forward  
player

(Lone  
strikers)

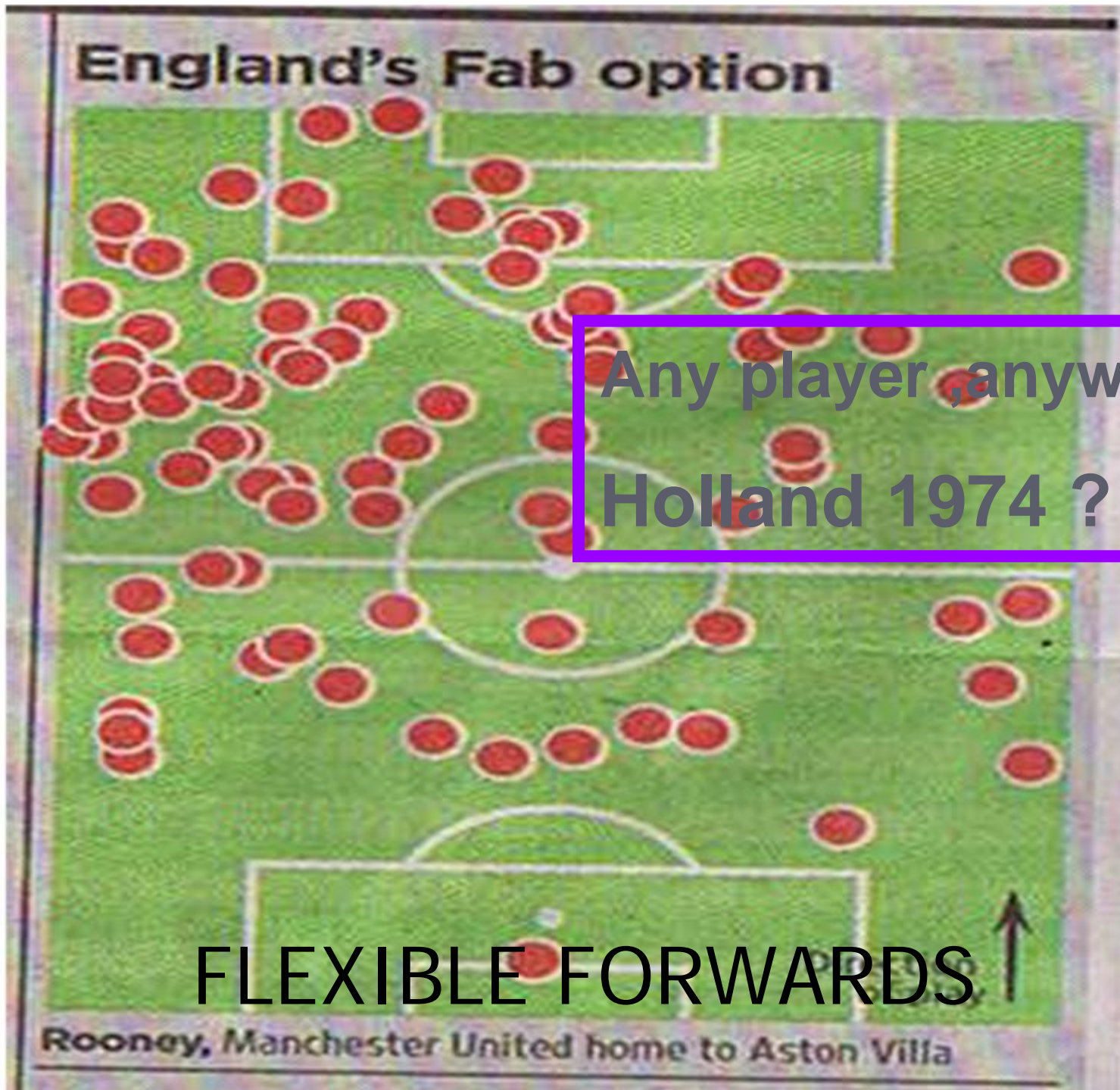
44 yd Width ?

Display Chronologically

Direction of Attack



## England's Fab option



Any player, anywhere.

Holland 1974 ?

FLEXIBLE FORWARDS

Rooney, Manchester United home to Aston Villa

# LONE STRIKER

## Jermain Defoe (Portsmouth)



THE West Ham old boy was booed every time he touched the ball but nothing could put him off.

The pint-sized striker tested Robert Green with three smashing second-half shots, having fired over in the 11th minute when well placed.

Defoe showed his predatory instincts to the full and did his England hopes no harm at all.

Minutes on pitch .....90  
 Pass completion..... 100%  
 Total attempts.....5  
 Verdict ..... Lion



## Gabriel Agbonlahor (A Villa)



HANDED the lone striker's role, Gabby Agbonlahor produced a tireless performance.

He gave the uncertain Arsenal defence a torrid time and created acres of space for his team-mates.

His presence forced Gael Clichy into the own goal. He then scored the second after embarrassing William Gallas.

Minutes on pitch .....90  
 Pass completion..... 85%  
 Total attempts..... 1  
 Verdict ..... Lion





# European Cup Final

" Sammy, you mark their playmaker.

OK boss who is it ?

I don't know - the one whose got the ball ! "

Bob Paisley to Sammy Lee in the tunnel before the  
game !

# TOTAL FOOTBALL ?

## Frank Lampard (Chelsea)

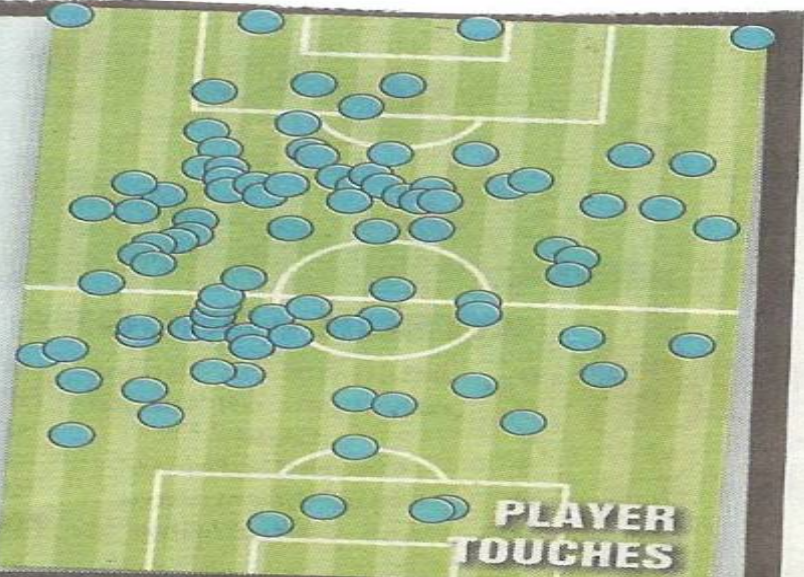


THE tireless Chelsea midfielder was at the heart of this hard-fought Chelsea victory.

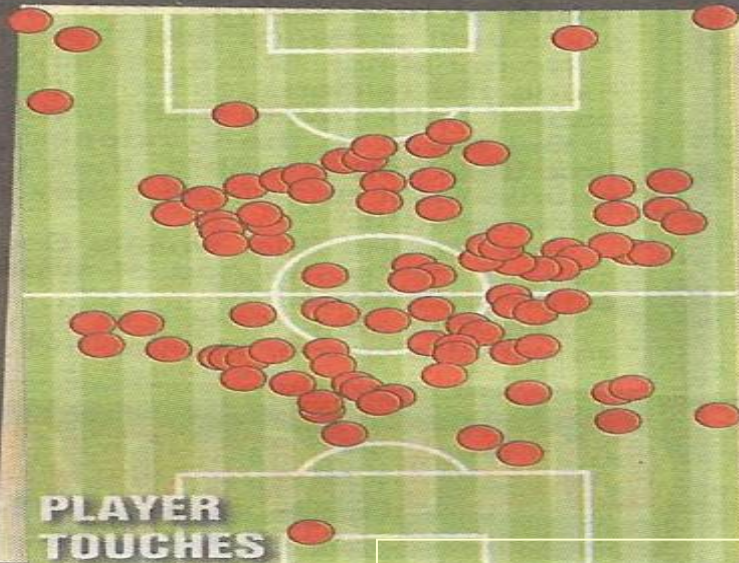
Frank Lampard was always available, always alert and always dangerous.

Mind you, the England man should have scored close to the end when teed up by Michael Ballack — but, for once, Lampard made a right old hash of his finish.

Mins on pitch ..... 90  
Pass completion. 88.4%  
Attempts on goal..... 1  
Verdict ... Took centre stage



## Steven Gerrard (Liverpool)



STEVEN GERRARD, like his teammates, struggled to find any penetration in meaningful areas — until Torres' crucial strike.

But from the first whistle, there were enough hints to suggest the England man would take the game by the scruff of the neck, which he eventually did.

Gerrard almost rounded off what became a perfect afternoon with a goal on 85 minutes.

Mins on pitch ..... 90  
Pass completion..... 78.1%  
Attempts on goal..... 3  
Verdict ... Took centre stage



**MIDFIELD PLAYER INVOLVEMENT**



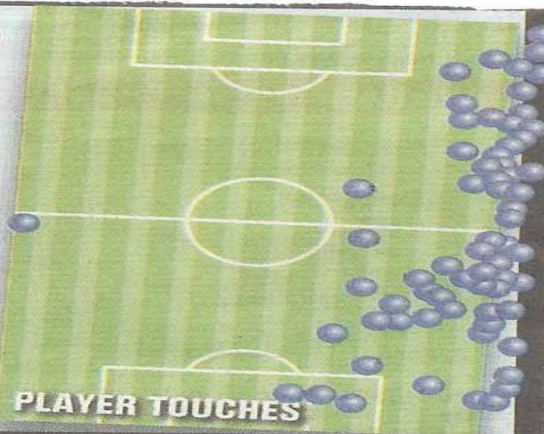
### Phil Neville (Everton)



AT 31, he has lost a bit of his recovery pace and West Ham's Bellamy and Sears exploited this. Etherington ensured the left flank was West Ham's most productive route.

Neville made useful long throws but these days is perhaps a better holding midfielder than right-back.

Minutes on pitch .....90  
Pass completion..... 71.1%  
Tackles made ..... 1  
Verdict ..... Full Stop

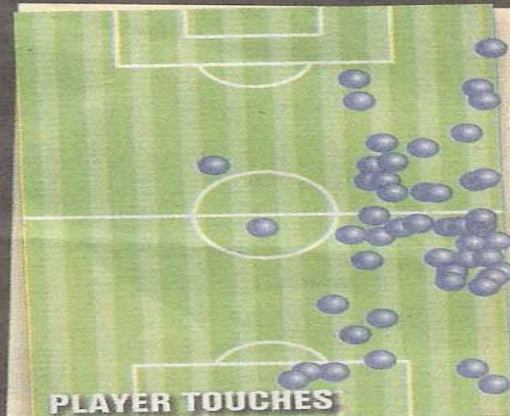
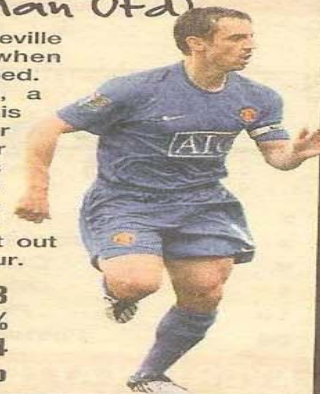


### Gary Neville (Man Utd)

NOT at his best, Gary Neville looked vulnerable when Arsenal's Clichy overlapped.

For the opening goal, a wicked deflection off his knee wrong-footed keeper Van der Sar. And for Nasri's second, Fabregas spun him like a top before delivering the killer pass. Looked like a fading force and was put out of his misery after an hour.

Minutes on pitch .....63  
Pass completion..... 80%  
Tackles made .....4  
Verdict ..... Full Stop



### Glen Johnson (Portsmouth)



GLEN JOHNSON for England? Big hair, big showing. Johnson was authoritative at the back and one of Pompey's liveliest going forward.

Life away from Chelsea suits him. Reliable and sharp in the tackle, Johnson impressed and should not give up on playing for his country again.

Minutes on pitch .....90  
Pass completion..... 89.4%  
Tackles made .....3  
Verdict .. Full steam ahead



**FULL BACK**

The background is a dark gray topographic map with white contour lines. In the bottom-left corner, there is a faint compass rose with a needle pointing towards the top-left, and a dollar sign (\$) is visible near it.

# SIGNIFICANT CHANGES TO THE GAME



# CHANGES – SUMMARY

## SPEED

1. Distances covered and covered at increased speed have increased significantly.
2. The number of sprints & high intensity activities in a game has increased significantly.
3. The speed & number of direction changes - agility
4. Speed of players covering the ground - sprints.
5. The speed of the ball travelling between players.
6. The speed of tactical decision-making.
7. The speed of reacting to events during the game.
8. The speed of technical implementation.

# CHANGES SUMMARY

## TECHNICAL

1. Technical excellence seen as the solution to the game's challenges.
2. Expanded technical range in more players. ( **More** can do **more** with **more** applied ! )
3. Personal ball retention skills are vastly improved.
4. Wider range of assured and varied first touch skills at speed and under pressure
5. The ability to play 1 touch football accurately at pace is essential.
6. More craft ,deception and unexpected now displayed in performance.
7. "New" techniques now being employed – GK, "studs".
8. ALL players / positions are expected to be technically competent and assured – some outstandingly so.

# CHANGES SUMMARY

## TACTICAL

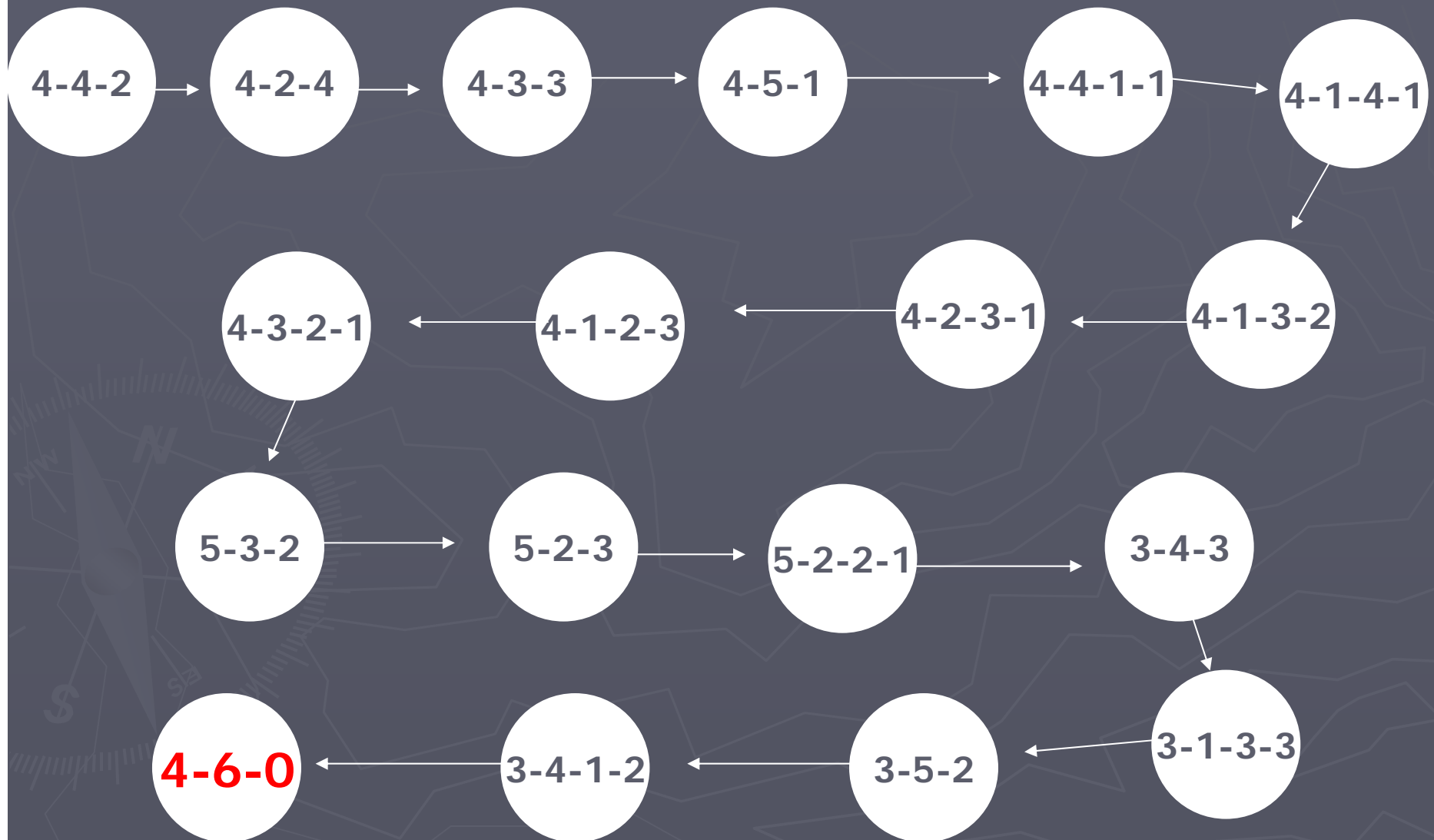
1. Now a shorter passing “possession – based” game.
2. More teams playing expansively using width and length of the pitch.
3. Longer and more frequent passing sequences employing minimal touches as a tactic.
4. Varied tempo football.
5. More tactical variations – eg. Wide forward, no: 10. “wrong footed wide players.”
6. The ability to play accurately into, inside and through congested areas.
7. An increase in the central approach penetrations into the penalty box.
8. More variation in the entries into, and playing within the penalty area.
9. The “ holding ” MF player (s) as a vital tactical concept.
10. Defensive “blocks” are set up quickly with teams defending later.
11. Positional inter-change and fluidity is more apparent.
12. The changing roles and requirements of positions eg No: 9, FB’s, W’s etc
13. Teams winning games employing a variety of playing modes eg CA and “building”.
14. The implementation of counter-attack as a tactical priority.
15. More consideration given to zonal defending at set plays.

# CHANGES SUMMARY

## SYSTEMIC

1. The system as a framework – not a format.
2. Interchangeable players in **fluid systems**.
3. Flexibility ahead of the centre-backs.
4. Continuous and sustained movement within the systemic framework.
5. The “holding” MF player position a necessity !
6. Zonal back 4 is still the preference.

# MODERN SYSTEMIC VARIETY



# DISAPPEARING !

1. Persistent and un-educated use of the long pass and 2<sup>nd</sup> ball mentality.
2. Midfield "architects." ?
3. Rigid adherence to schema football eg 4 4 2
4. Devotion to regaining the ball as early as possible.
5. Players with sub-standard athletic qualities.
6. Players with limited technical abilities.
7. One-paced football .

# FUTURE CHALLENGES AND NECESSITIES ?





# FUTURE NECESSITIES

1. The capability to Counter-attack instantly at optimum speed.
2. The capability to “build” a goal with patience, precision & penetration.
3. The ability to play accurately and at pace in congested areas.
4. The attributes to play a possession-based game.
5. The ability to play varied-tempo football.
6. The capability to break down the defensive “block.”
7. The ability to play, inter-play minimal touch football at speed.
8. The necessity for an assured and varied first touch at speed.
9. The ability to retain ball possession on a personal and team basis.
10. The ability to master space and time – making skills.
11. The necessity for deception and the un-expected when appropriate.
12. **Winning games without possession % advantage.**
13. **The capability to defend the counter attack.**
14. **The capability to defend deep with patience, discipline and certainty for prolonged periods.**
15. **The capability to defend effectively against team movement.**



# FUTURE ATTACKING SKILLS

## " THE 4 R's "

Anticipated technical requirements for the future ?

# Future Attacking Skills ?

## Release Skills.

Pass, inter-pass and exchange passes at speed

1. Passes with speed (**Fast-passes.**)
2. **Passes on the move at speed, with spin and drag. (Off a run.)**
3. Release the ball **with minimal back lift.**
4. Disguised. (**hidden passes !**)
5. Delivered with **spin and drag.** (Vertical ,horizontal.)
6. **Subtlety and sensitivity.**
7. **1 touch excellence** with both surface and height variety.
8. Can play early and deliberately late.
9. Unorthodoxy , unusual , **unexpected release skills.**
10. Fast , efficient orthodoxy as the alternative and norm.
11. **Release skills from unorthodox body positions and shapes.**
12. **Ability to operate at varied passing speed. ( AC Milan v Man Utd )**

"TIMING"

"VARIETY"

"FEEL"

"RANGE"

"CUNNING"

# Future Attacking Skills ?

VARIETY

## Receiving skills.

1. **"Tight" and "soft" first touch in the tight.**
2. Assured , accurate **first touch on the move at speed.**
3. Receive and accurately **re-direct fast passes (1 touch)**
4. **"Clever" receiving skills-( 1 touch - 0 touch.)**
5. **"Collect" the ball at varied speeds / heights.**
6. **Late , fast first touch. (no clues.)**
7. **"Dummy" before and on contact as appropriate.**
8. **Unexpected , unorthodox touch - any surface.**
9. **Turns,Turns,Turns ! (Late & fast/ Fast and early )**

"FEEL"

UNUSUAL

AT SPEED

ON THE MOVE

**Any surface , any time , any speed, anywhere !**

# Future Attacking Skills ?

## Running with the ball.

1. Into space to make ground (Past & across opponents.)
2. At space to move / attract an opponent.
3. At an opponent to confront and "fix" him.
4. Counter-attack mentality ! (at optimum speed.)
5. Feints on the run.
6. "Release" with sensitivity on the run at speed.
7. Evade , avoid and eliminate opponents with a dribble ( with / without momentum.)

Increased foot and lower limb speed required.

# Future Attacking Skills ?

## Retaining Skills

1. "Body-work" in possession / on receiving.
  2. Body around ball.
  3. Ball around body.
  4. Opening up a new angle.
  5. Playing "off the screen" in the tight.
  6. Deliberate " bodywork " to neutralise pressure.
  7. Playing with opponents on your back.
  8. Quick feet and deceit in retaining possession.
  9. Variety of turns with accompanying deception.
- Ball Manipulation skills in the tight.**

# FUTURE DEFENDING REQUIREMENTS ?

The 5<sup>th</sup> “**R**” – **R**egain Possession.

# FUTURE FOOTBALL

## WILL BE :

**FASTER.**- ball speed between players,player movement,  
decision making,technicalimplementation.

**UNORTHODOX.**- un-expected,unusual skills will be necessary.

**VARIED.**- game tempo,technique requirements,game styles

**INTELLIGENT.**- individual,team-tactical decision making.

**DISGUISED.**- \_deceit to beat the block and stubborn defenders.

**POSSESSION BASED.**- ball retention,precision and incision with  
possession.

**INVENTIVE.**- more "solo" players and "mavericks" will flourish.

**UNIVERSALITY** – will be paramount - all must play as necessary.

**INSTANCY** – will be crucial. (NOW is the time.)

**ATHLETICISM.** - Significantly enhanced.

# Defending Implications.

- ▶ Longer defending phases of play.
- ▶ More defensive decisions and directional changes per game.
- ▶ More directional changes to make at high speed during a game.
- ▶ “Last second” changes of decision, direction and action.
- ▶ Increased demand for mobility range in lower body especially.
- ▶ Increased demand for agility, acceleration and deceleration attributes.
- ▶ Increased demand for lower limb and foot speed.
- ▶ Increased demand for rapid changes in stride cadence.
- ▶ Quicker reaction and defensive activity in response to unorthodoxy and speed.
- ▶ Excellence in defending alone in counter attack situations. (ie at speed some 30-40 yds from goal.) moving backwards, sideways etc
- ▶ Increased demand to defend against quick interplay near to goal.
- ▶ Defensive intelligence ( “knowing”) and ability to read and respond to events will be paramount.



# Modern and Future Defending Skills

- Defend the "feints" & directional changes.
- Defending & recovering when off-balance !
- 1 v 1 dominance. ( ALL skills) – pressing, interception, spoil etc
- Defending the "counter attack" (individually).
- Defend opponents "inter-changes ".
- Fast "shifts" & turns in the "tight".
- Increased foot and lower limb speed to match quicker player & ball speed.
- Quicker acceleration / deceleration and speed !
- Quick changes of running cadence & directional changes.
- Body work under pressure
- Calculate ball speed, flight and spin quickly.
- All ball playing requirements !

Read the Game

Anticipate

**READY** the body  
and head !

Awareness ?

**"INSTANT"** decision-making

# FUTURE TACTICAL CHALLENGES ?



# FUTURE TACTICAL CHALLENGES

Unlock “the defensive block.”

Cleverness in every respect in the final 25 yds.

Entering the scoring areas with precision, deception and versatility.

Fast attacking play – Counter attack at optimum pace and precision.

“Building a goal” – **quickly** (direct & minimal touches) and **slowly** (longer time frame.)

Capability to play with varied game styles and tempos.

Effectiveness in reduced and congested areas.

Nurture and intelligently employ the “maverick ” attacker.

Producing “universal ” players and teams.

Defending deep for long periods with certainty and “assuredness”.

Preparing for and defending against the Counter Attack.

Surviving and winning an “open” game.

Controlling possession so controlling games to advantage. (Managing +ive &- ive momentum.)

Simplicity, speed, fluency, efficiency

↑  
POSSESSION  
↓

Unorthodox, imaginative creativity.

# THE FUTURE PLAYER

" Many fail because they  
are inhibited under  
pressure."  
A Wenger.

1. Must possess an extended technical range.
2. Must be capable of operating technically and tactically at optimum speed.
3. Must be tactically literate in a number of positions and roles .
4. Must be capable in 1 v 1 under pressure. (Att & Dfd.)
5. Must possess an assured and expansive range of first touches on the ball.
6. Must possess an ability to manipulate and retain the ball skilfully, at pace and under pressure where appropriate.
7. Possess the awareness and ability to operate in congested areas.
8. Have both an individualistic and corporate playing mentality.
9. Understand individual and team tactical objectives.
10. Have speed,agility and power.

**With the capability to operate at varied game tempo's  
and essentially at optimum speed !**

# THE FUTURE PLAYER SKILLS

- ▶ Give and take “instant” fast-passes.
- ▶ An enhanced range of passing skills.
- ▶ Ability to play “minimal touch “ passes.
- ▶ An assured “tight and soft first touch” on the ball.
- ▶ Ability to subdue and secure the ball to retain it under pressure.
- ▶ Possess “certain” basics and assured unorthodoxy.
- ▶ Ability to deceive as and when appropriate.

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The background is a dark blue-grey color. It features a faint, light-grey topographic map pattern with various contour lines. On the left side, there is a faint compass rose with a needle pointing towards the top-left. The needle has a dollar sign (\$) on its tail. The compass rose also shows cardinal and ordinal directions like N, NE, E, SE, S, SW, W, and NW.

# IMPLICATIONS FOR TEACHERS OF THE GAME

# JORGE VALDANO

**" teachers of the game have disappeared** from training programmes to be replaced by coaches with a style that is too academic with a scientific basis to support their theories.

**If there is no freedom there is no creativity."**

**Jorge Valdano, Sporting Director –  
Real Madrid 2005 .**



# Implications for the Coach

- ▶ Study the game developments taking place at the highest levels – daily !
- ▶ Study outside the sport – be a “lifetime - seeker.”
- ▶ Identify and prioritise technical,tactical challenges in the future.
- ▶ Understand and become a “master teacher / coach” .
- ▶ Coach for instancy,speed,certainty,un-orthodoxy.
- ▶ Become a master of communication.
- ▶ Develop a clarity of playing values and philosophy.
- ▶ Be a “ different thinker ”.

END

