UEFA 'A' LICENCE

Phase of Play

Dealing With Direct Play

Session Objectives

Factors

- ✓ When to drop = No Pressure on the ball
- ✓ How deep
- ✓ Is play predictable
- ✓ Compactness Shape,
- ✓ Hold the line, Why?

- ✓ 1st Defender Delay, allow recovery
- ✓ Dictate Play Wide if possible
- ✓ 2nd defender Cover in behind
- ✓ Organise compactness

Confirm that You

- ✓ Coach decision Making?
- ✓ Coach Primary, Secondary & Fringe players?
- ✓ Confirm understanding?

Will the players

- ✓ Understand the aims of the session?
- ✓ Achieve success?
- ✓ Confirmed understanding?

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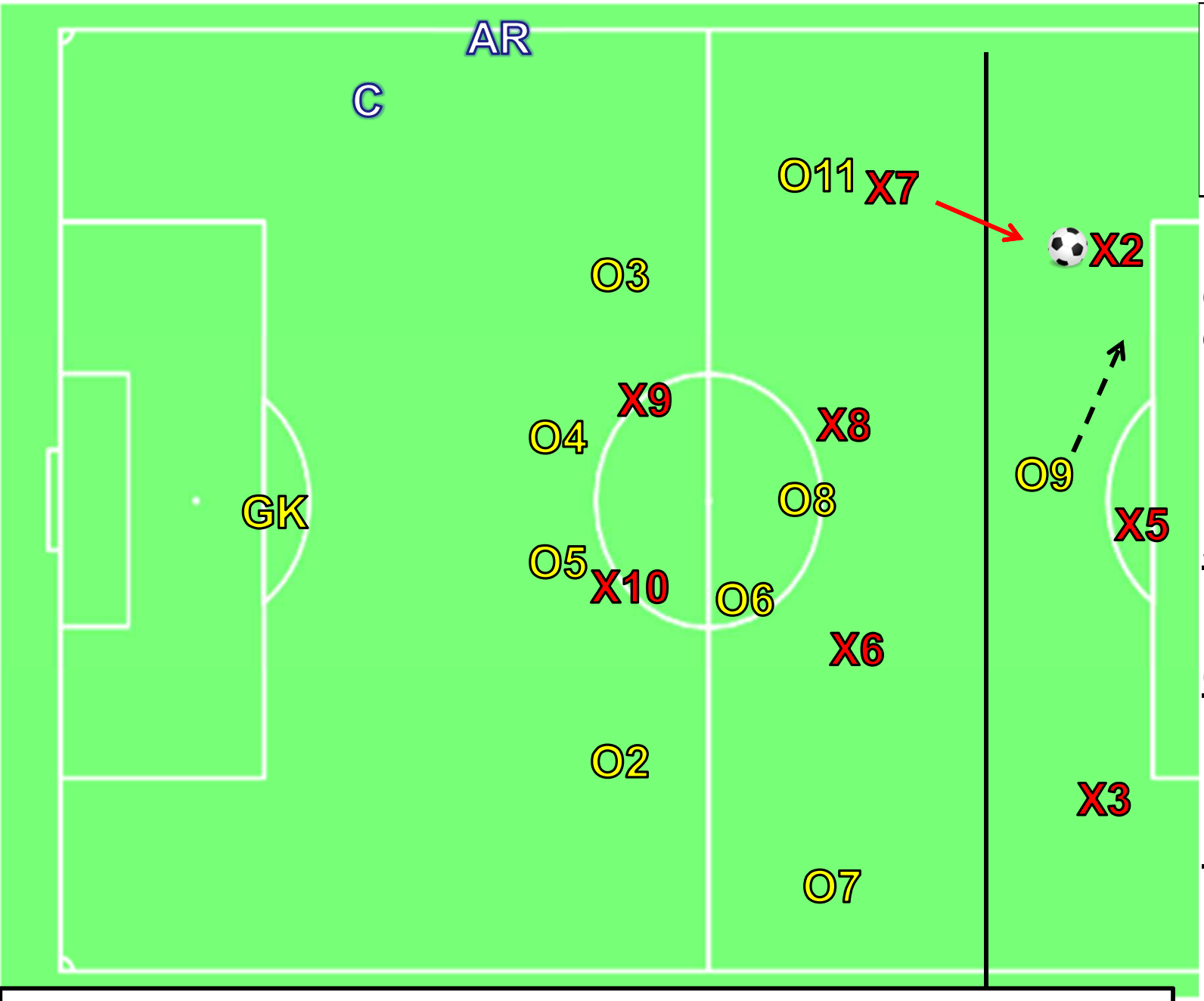

A Practice designed to coach a back 4 how to deal with long balls in behind them (The Long Ball Game or Direct Play)

Set Up

- 2/ 3 of a pitch

Coaches team

- **Os** (yellows)
- 10 players GK-4-4-1

Managed Team

- **Xs** (Reds)
- 8 players 3-3-2
- **AR** = Asst Ref

Key

Ball Travel →

Player Travel – – – ➢

Start Point No1 – Reds Drop to Receive

- **X7** Pressed by **O11** passes back to **X2**
- **Xs** push forwards towards half way line
- Objective – Reds defend and get the ball to **O9** to score

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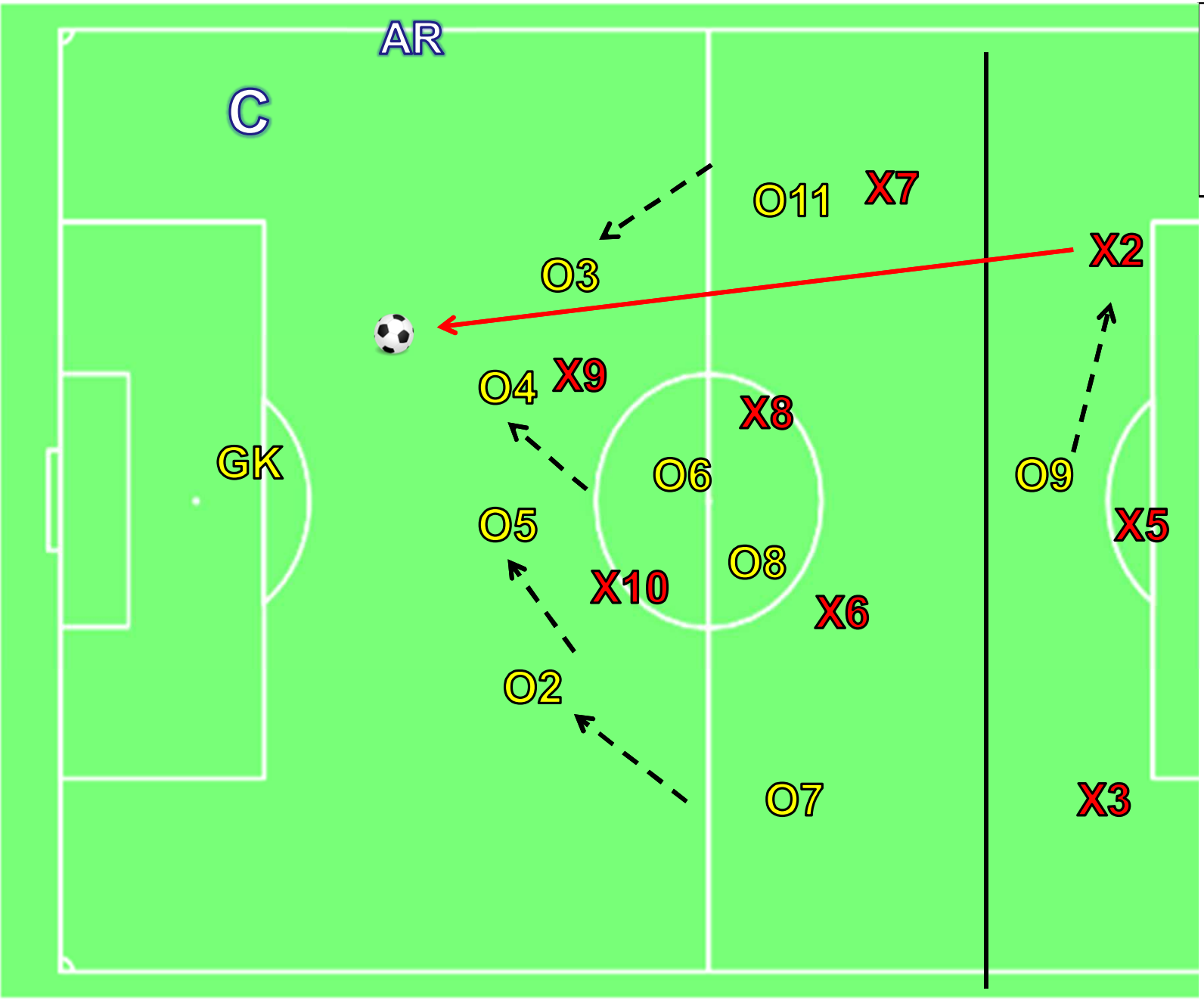

Scenario No1

Ball played 1st time by X2 pressed by O9

Primary Players

- O4 & O5 drop and narrow on the trigger from X2 and mark X10 and X9
- GK to make decision to take the ball ?

Secondary Players

- O2 & O3 drop and narrow to support

Fringe Players

- O6 tracks X8
- O8 tracks X6

Primary Coaching Points

1. Players react to pressure on the ball and the trigger by X2
2. O4 & O5 track and mark strikers runs
3. Timing and decision making – defend –hold –offside –GK deal

Key

Ball Travel →

Player Travel - - - - ->

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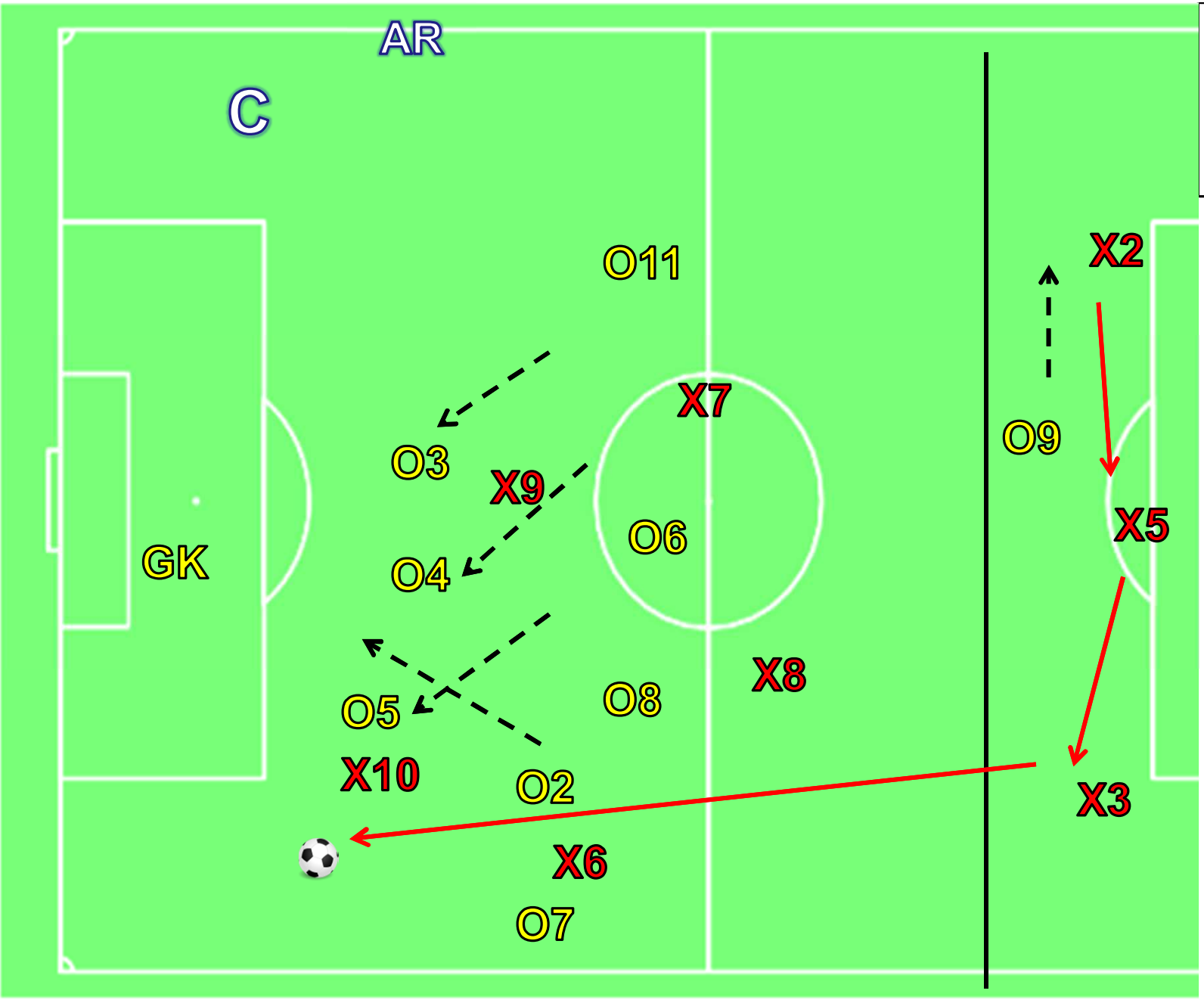

Scenario No2

Lateral Movement ball in behind O3

Primary Players

- O5 drops to deal with the pass from X3 to X10 in the channel
- X2 drops and narrows to cover O5
- O4 slides to cover and tracks X8

Secondary Players

- O3 drops and narrows to support O4

Fringe Players

- O7 tracks X6
- O8 tracks X8

Key

Ball Travel →

Player Travel - - - - →

Primary Coaching Points

1. Players react to pressure on the ball and the trigger by X3
2. O5 deal with the ball if he can defend it
3. Timing and decision making – defend –hold –offside