

Tactical Analysis: Passing Combination With A Third Man Run

Situation 1



The aim is to move the ball to a player in behind the defence. In order to be successful, the third man (10) should not be in a deep position. As soon as Bender receives the ball and turns, No.9 makes a movement to receive (but not too deep). As soon as the pass towards Lewandowski is played, Mkhitaryan (10) is already on the move. Lewandowski passes first time to Mkhitaryan. It is the No.10 that determines where the pass should be played by choosing to move towards the appropriate path.

Situation 2



This is a variation of the previous situation as Mkhitaryan chooses a different path to make his forward run.

With this combination, Mkhitaryan is able to receive in behind the defence again.

Situation 3



This is another variation of the previous situation, but the combination is between the centre forward (9) and the left winger (11) this time.



ASSESSMENT:

The positioning of the players on the right side were similar to the ones displayed here in the diagrams which display the left side.

In order for the third man run combination to be effective, the third man should be high up the pitch and the opposition defence must be stretched in order for there to be gaps in between the defenders.

Session For This Tactical Situation (4 Practices)

1. Passing Combination with a Third Man Run



Objective

To develop an attacking combination through tight spaces with a third man run.

Description

In a 30 x 30 yard area, Players A and D start the practice at the same time. They both dribble the ball through the cone gates. As soon as they move through the red cone gate (trigger), the players in the advanced positions (B and E) on the yellow cones drop back in front of the mannequins and the players in the deeper positions (C and F) move forward at the same time.

The pass is made when they dribble through the blue cone gate. Players B and E receive the pass and play a first time pass between the mannequins towards the path of C and F. These players receive the ball and make an accurate pass/shot into the mini goals. All players move one position forward.

Coaching Points

1. Monitor the correct weight and accuracy of the passes which should be timed for the runs.
2. This requires synchronisation in the players' movements and good reactions to the 'triggers'.

PROGRESSION

3. Building Up Play Under Pressure, Passing Combination with a Third Man Run and Finishing



Description

In this progression, we use 2/3 of a full sized pitch and the two teams play 4 (+3) v 2 (+1) within the first zone (30 x 25 yards). The yellows aim to pass the ball forward towards the centre forward (9). At the same time, the 3 attacking midfielders (10, 11 and 17) inside the second zone (30 x 15 yards) time their runs with the centre forward's dropping back movement and receive the pass beyond the mannequins.

After the passing combination, the new player in possession tries to score past the goalkeeper as soon as possible. If the reds win the ball, they try to score in the two mini goals.

Restrictions

1. Only one of the two red defensive midfielders can enter the first zone and support his teammates.
2. The outside players (1, 29 and 26) are limited to one touch.
3. The midfielders must time their runs for the same time as the ball reaches the centre forward.

Coaching Points

1. The players need accurate passing and good synchronisation in their movements.
2. The focus for the forwards/midfielders should be for quick and accurate finishing.

PROGRESSION

4. Passing Combination with a Third Man Run and Finishing in an 11 v 11 Dynamic Zonal Game



Description

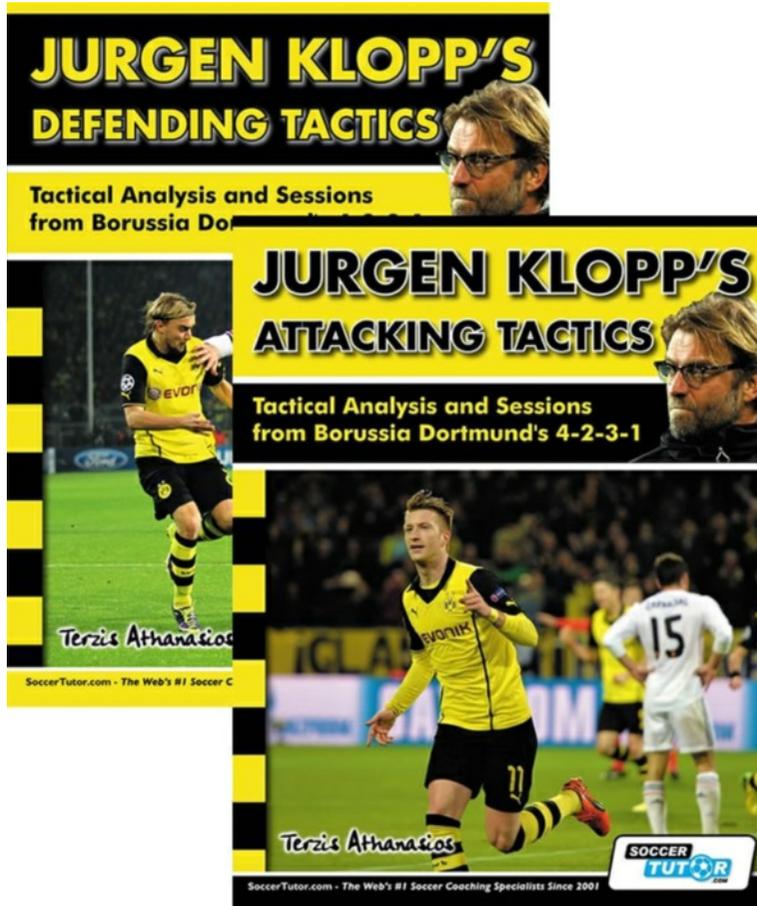
In this progression, we add a second full sized goal, create an extra white zone and add 6 red players in place of the mannequins. The two teams play 6 v 4 (+1) within the 45 x 25 yard low zone.

The yellow players try to pass to the centre forward (9) who drops back into the white zone (35 x 3 yards) to receive. The yellow attacking midfielders (10, 11 and 17) positioned inside the light blue zone (35 x 15 yards) time their runs in order to receive a pass beyond the red line as soon as the ball reaches the centre forward's feet. If the reds win possession, there are no restrictions in regards to the zone and must finish their counter attack within 8-10 seconds.

Restrictions

1. Only 1 red defensive midfielder can enter the first zone to provide support for their teammates.
2. As soon as the forward pass is made, the red midfielders and forwards are allowed to track back and defend. The red defenders can push up to defend, but are not allowed to defend beyond the red line.
3. The red defenders are not allowed to contest No.9 within the white zone.

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