

TACTICAL SITUATION 1



CLAUDIO RANIERI TACTICS

Pressing High Up the Pitch and Fast Break Attack (1)

Content taken from Analysis of Leicester City FC during the 2015/2016 Premier League winning season

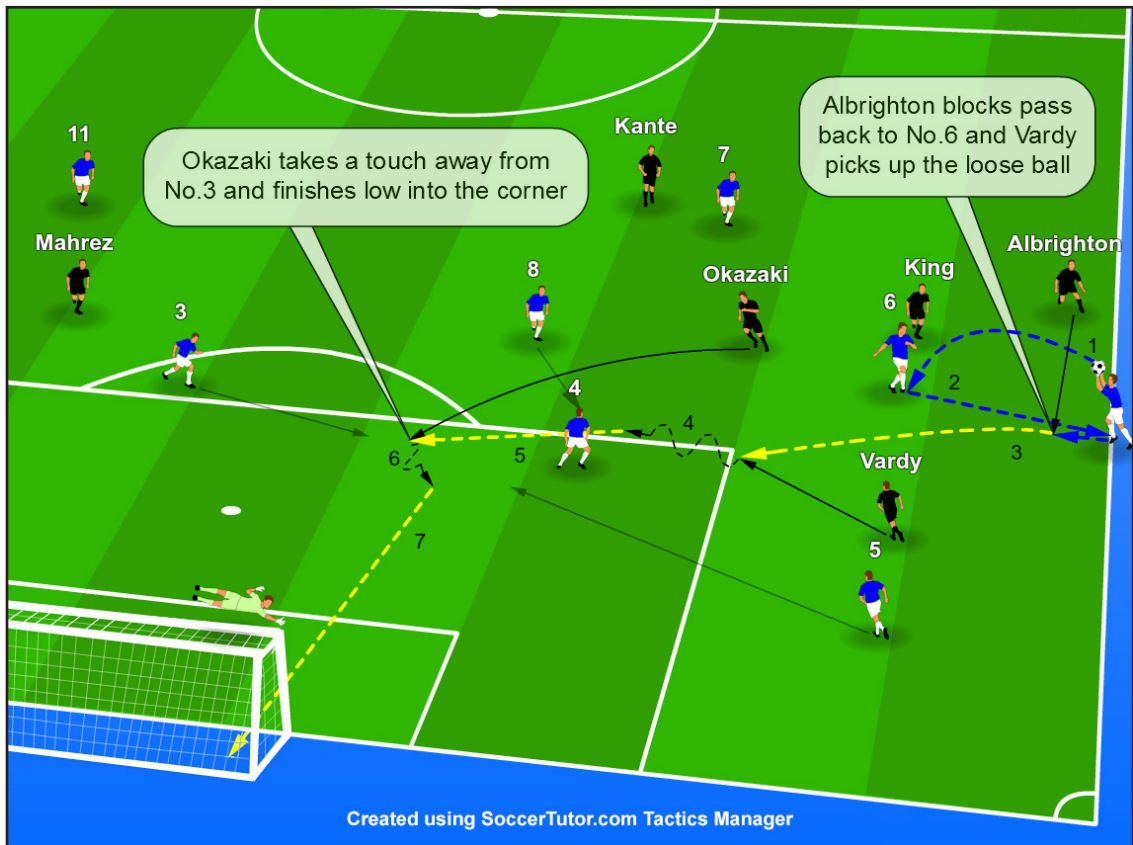
The analysis is based on recurring patterns of play observed within the Leicester City team. Once the same phase of play occurred a number of times (at least 10) the tactics would be seen as a pattern. The analysis on the next page is an example of the team's tactics being used effectively, taken from a specific game.

Each action, pass, individual movement with or without the ball, and the positioning of each player on the pitch including their body shape, are presented.

The analysis is then used to create a full progressive session to coach this specific tactical situation.

Analysis Taken from 'Everton FC vs Leicester City FC - 19 Dec 2015'

Pressing High Up the Pitch and Fast Break Attack (1a)



In this example, the opposition have a throw-in within their defensive third. Claudio Ranieri's team are positioned high up the pitch to mark their opponents tightly, and stop them from playing out.

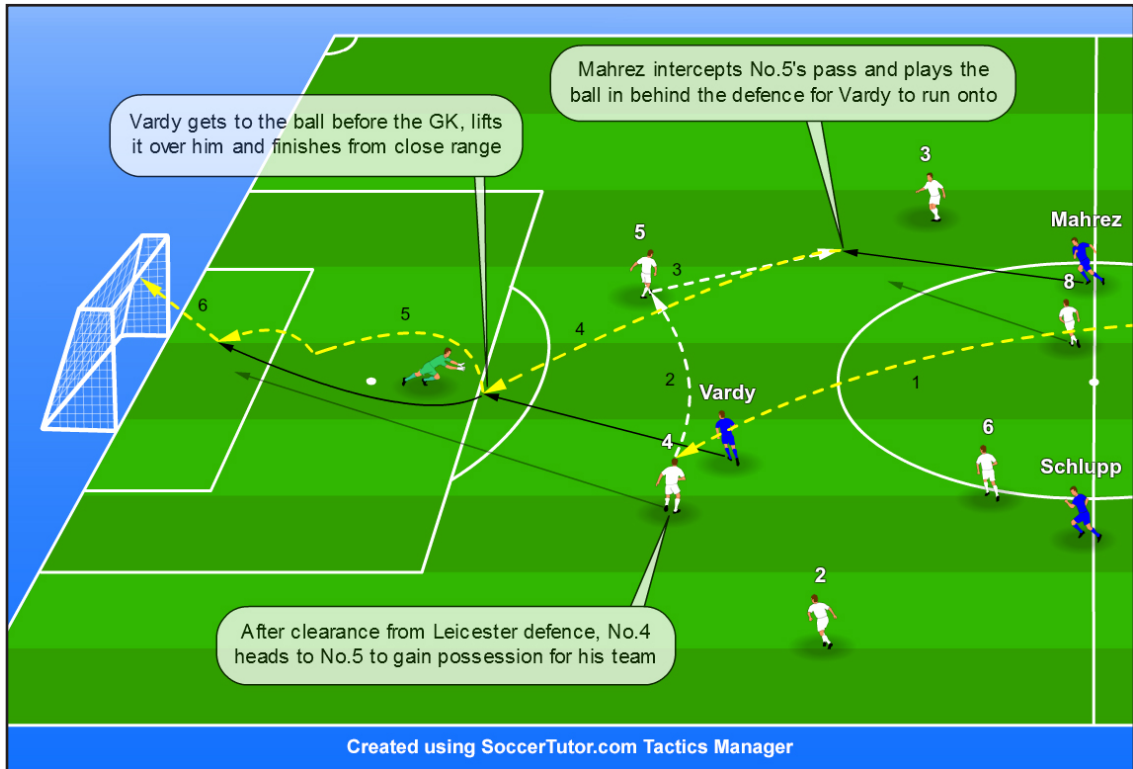
The right back (2) throws the ball inside to the defensive midfielder (6) who attempts to pass back to the right back. Leicester's left winger Albrighton is able to move forward and intercept the pass.

Albrighton's touch drops to Vardy who runs inside with the ball. Okazaki makes a good run into the box and the opposition's centre back (4) has to try and contest Vardy. This enables Vardy to play a pass into Okazaki's path, who finishes into the bottom corner.

When Leicester won the ball high up the pitch, their aim was always to play the ball in behind and into the penalty area quickly as possible.

Analysis Taken from 'Leicester City FC vs Crystal Palace - 24 Oct 2015'

Pressing High Up the Pitch and Fast Break Attack (1b)



In this second example, Leicester have cleared the ball from defence into the opposition's half. Schlupp, Mahrez and Vardy run forward to limit the time their opponents have on the ball and try to force a mistake.

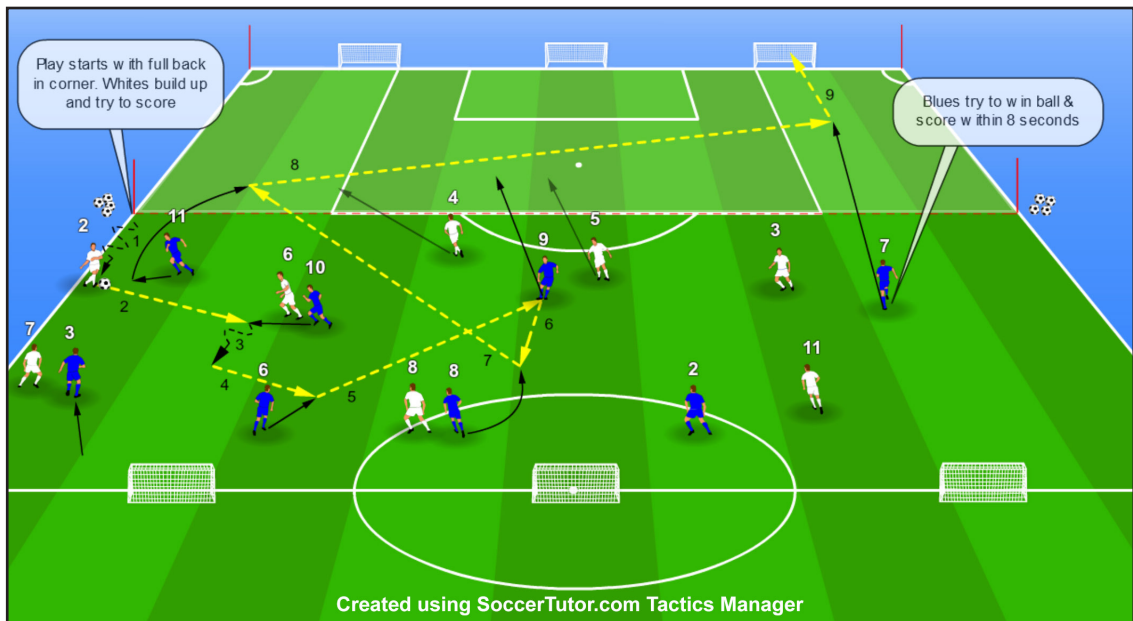
The centre back (4) is able to head the clearance to his centre back partner No.5. Leicester's right winger Mahrez anticipates the next pass being directed to the left back (3) and intercepts the pass. He then plays a pass in behind the defensive line for Vardy to run onto.

Vardy is quick enough to get to the ball before the goalkeeper, lift the ball over him and then score from close range under pressure from No.4.

As in the last example (1a), this also shows that when Leicester won the ball high up the pitch, their aim was always to play the ball in behind and into the penalty area as quickly as possible.

PROGRESSION

3. Pressing High Up the Pitch and Fast Break Attacks in a Dynamic Transition Game (1)



Description

Using half a pitch we create 2 zones as shown in the diagram - the zones are split along the line of the penalty area. We position 3 mini goals on the halfway line and another 3 mini goals on the end line. We play 8 v 8. The white team are in a 4-4 formation and the blue team are in a 2-2-3-1, 2-4-1-1 or 2-3-3 formation.

The practice starts with one of the white full backs (2 or 3) in the corner and the white team in possession within the larger zone. No players are allowed in the end zone in this phase. The white team try to score in one of the 3 mini goals on the halfway line (1 point).

The blue team defend and press high, trying to create a strong side and a numerical advantage around the ball. As soon as the blues win the ball, they launch a fast break attack. All the players in the practice (blues and whites) are then allowed to enter the end zone to defend/attack.

In the diagram example, the blue attacking midfielder (10) intercepts the pass towards white No.6. The blue team then launch a fast break attack and try to score in one of the mini goals (1 point). The whites move back to stop the blues and defend their 3 goals.

Rules

1. The white players have unlimited touches and the blue players are limited to 3 touches.
2. After the blue team win the ball, they must pass the ball into the end zone within 5 seconds.
3. If the blue team score within 6-8 seconds of winning the ball, the goal counts double.
4. The blue team must score from within the end zone.

VARIATION

4. Pressing High Up the Pitch and Fast Break Attacks in a Dynamic Transition Game (2)



Description

This is the same as the previous practice, but we remove the 3 mini goals from the end line. The team who make the transition from defence to attack (blues) now attack and try to score in a full size goal with a goalkeeper.

The practice now starts with the white team's goalkeeper passing to a teammate in the larger zone.

In this example, the blue No.10 gets in front of the opposition defensive midfielder (6) to win the ball and then passes to the left winger (11) to launch the fast break attack.

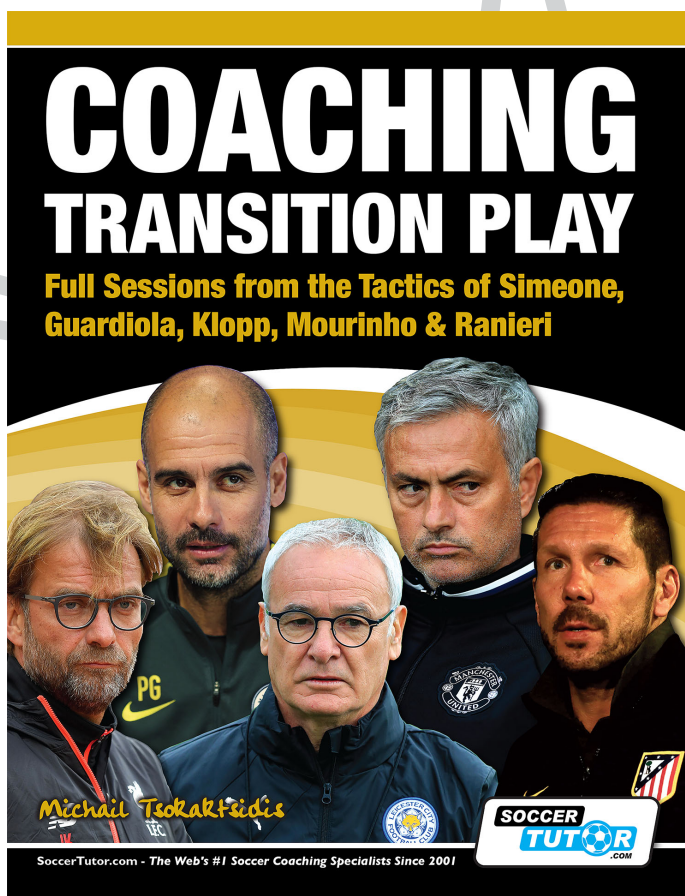
Rules

The rules are the same as the previous practice except:

1. If the whites complete 6 consecutive passes within the larger zone they get 1 point.
2. If the whites score in one of the 3 mini goals they get 2 points.

Coaching Points

1. There needs to be good defensive organisation and synchronised movements with an emphasis on high pressing within the high zone.
2. We are working on fast break attacks - we need to practice making the transition from defence to attack as quickly as possible. You should emphasise that the players should look to finish their attacks within a maximum time of 8 seconds.



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