

TACTICAL SITUATION 2



DIEGO SIMEONE TACTICS

Press, Win the Ball + Counter Attack with Quick Combination Play in Limited Space

Content taken from Analysis of Atlético Madrid during the 2013/2014 La Liga winning season

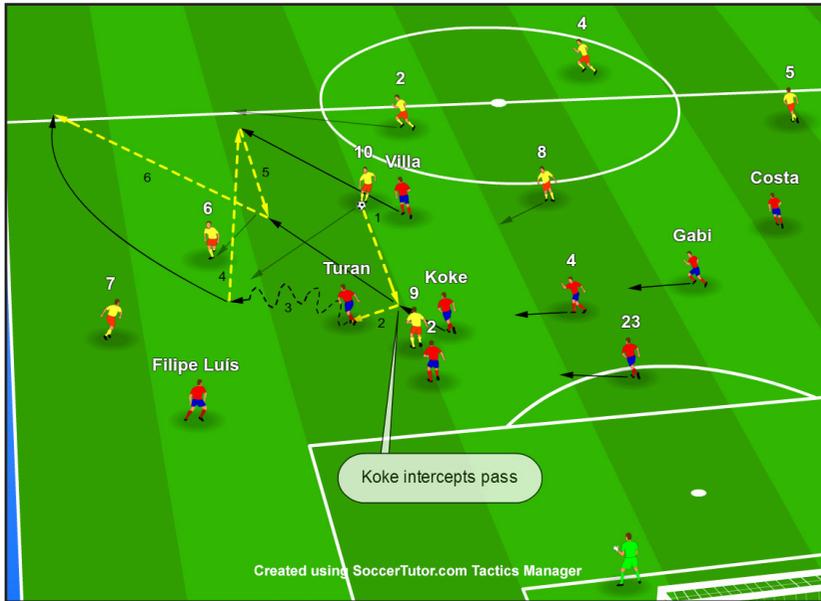
The analysis is based on recurring patterns of play observed within the Atlético Madrid team. Once the same phase of play occurred a number of times (at least 10) the tactics would be seen as a pattern. The analysis on the next page is an example of the team's tactics being used effectively, taken from 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 'Atlético Madrid vs Barcelona - 21 Aug 2013' (Supercopa de España)

Press, Win the Ball + Counter Attack with Quick Combination Play in Limited Space



Atlético Madrid are defending in the low zone in a compact formation with many players in the centre. The Atlético striker (Villa) closes down the ball carrier No.10 who tries to pass to the striker (9). No.9 is surrounded by 3 Atlético players and the central midfielder Koke is able to intercept the pass.

Koke passes to Turan who runs forward with the ball and passes to Villa. Villa passes back to Koke who has made a forward run, and he passes to Turan who has made a run into the space on the left.



Turan is able to pass to Villa in space in the centre as he has made a forward run.

Turan makes a long fast run up the flank to receive the return pass.

Villa continues running forwards and volleys the cross first time into the far corner.

This quick counter attack was possible due to the initial quick combination play and the supporting runs of both Turan and Villa.

SESSION FOR THIS TACTICAL SITUATION (3 PRACTICES)

1. Press, Win the Ball and Support Play in an 8 v 4 (+6) Possession Game



Objective: The players work on keeping possession after the transition from defence to attack.

Description

In a 35 x 35 yard area, we have 2 teams. The yellow team have all of their 8 players inside the area, using a 2-3-3 formation (from 4-3-3). The red team have 10 players in a 4-4-2 formation (diamond midfield used in diagram example). 2 centre backs, 2 full backs and 2 forwards are positioned outside the area in the positions shown and the 4 midfielders are inside.

The practice starts with the yellow team in possession and they play 8 v 4 inside the area and aim to complete 10 consecutive passes (1 point) or keep the ball for 12 seconds (2 points). The 4 red midfielders try to win the ball or force their opponents into making a wrong decision. If the reds win the ball, they then try to keep possession against the yellow team, using the outside players to support (8 consecutive passes = 1 point).

Rules

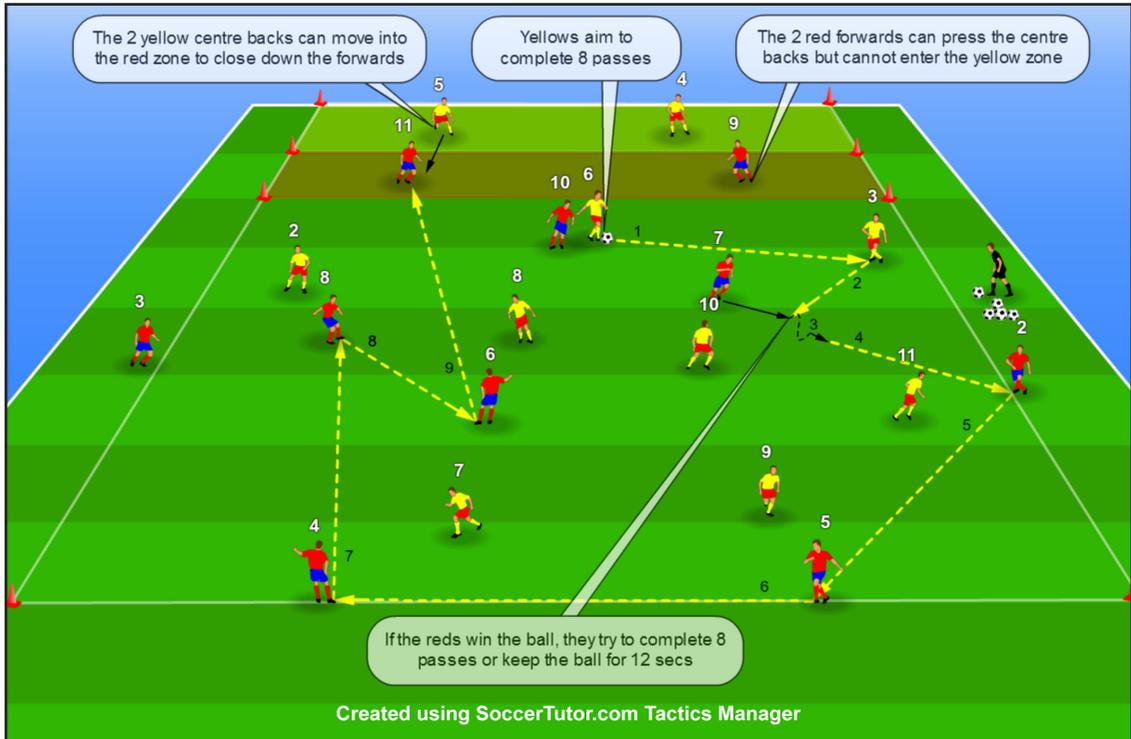
1. The red outside players are not allowed inside the area.
2. The yellow players and the red outside players are limited to 2 touches.

Coaching Points

1. The red midfielders (numerical disadvantage) need to press as a unit to limit space/time and win the ball.
2. After the reds recover the ball, they need to exhibit the following attributes: Speed, power, quality of pass, good decision making, one-touch passing, correct angles and distances for support play and good communication to avoid pressure from their opponents.

PROGRESSION

2. Press, Win the Ball and Support Play in a Dynamic 3 Zone Possession Game



Description

This is a progression of the previous practice and we have the exact same objective and point scoring system. We increase the area slightly to 35 yards x 40 yards and mark out 2 extra zones at one end (2.5 yards each).

In the red zone there are 2 red forwards (11 & 9) and in the yellow zone there are 2 yellow centre backs (4 & 5). Both teams have 10 players each using the 4-4-2 formation. You can adapt the practice to play with whatever formation you want.

As with the previous practice, we start with the yellow team in possession. If the reds win the ball, they then try to keep possession against the yellow team, using the outside players to support.

Rules

1. When the yellow team are in possession and the ball is played into the yellow centre back zone, the 2 red forwards can press the centre backs, but must stay within their zone. Their aim is to block/intercept passes.
2. When the reds are in possession, the 2 yellow centre backs are allowed to enter the red forwards' zone and apply pressure to try and win the ball.
3. If the yellow team complete 8 consecutive passes they score 1 point.
4. If the red team complete 8 consecutive passes they score 1 point and if they keep possession for 12 seconds, they score 2 points.

PROGRESSION

3. Press, Win the Ball + Counter Attack with Quick Combination Play in Limited Space (Zonal Game)



Description

In this progression of the previous practice, we mark out 3 zones on a full pitch (as shown in the diagram) and we add 2 full size goals with goalkeepers.

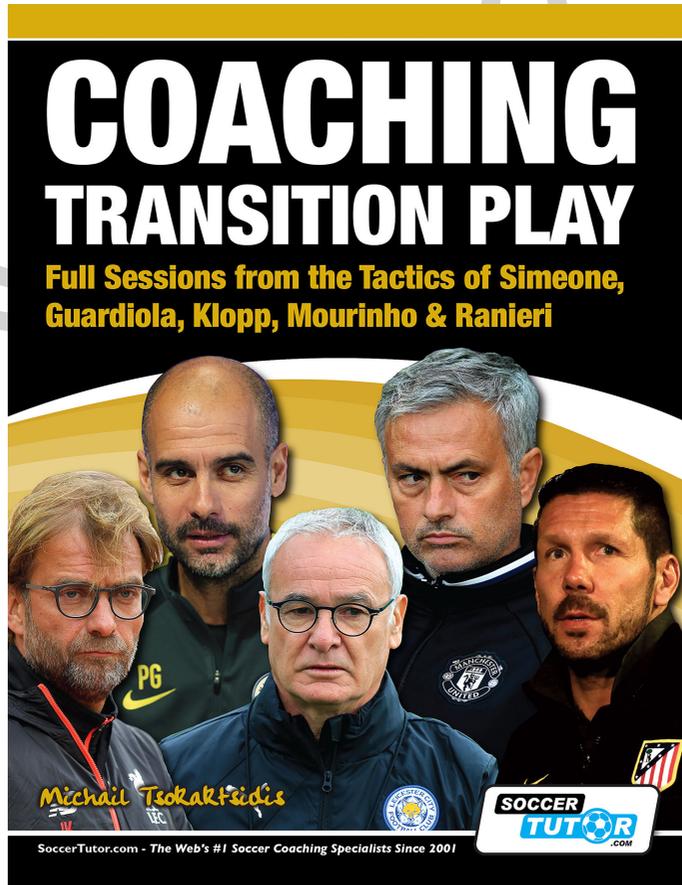
The practice starts with a yellow centre back (4 or 5) and the yellow team's aim is to score a goal. The red team must defend well in the low zone, try to win the ball and then make a quick transition from defence to attack (under pressure from the yellows). A minimum of 2 red players should leave the large zone to support the 2 forwards (9 & 11) and launch a fast break attack, finishing within 10-12 seconds.

Rules

1. The 8 yellow players in the large zone can only track back once the ball has crossed the halfway line.
2. The 2 yellow centre backs are allowed to enter the forwards' zone and apply pressure to try and win the ball.
3. A yellow goal scores 1 point and a red goal scores 2 points (as long as it is completed within 10-12 seconds).

Coaching Points

1. The red players need to press as a unit to limit space/time in the first phase to win the ball.
2. There needs to be a rhythm to the timing of movement/runs, combined with good communication.
3. Players need to use quality and effective finishing in front of goal - using 1 touch whenever possible.



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