

TACTICAL SITUATION 3



PEP GUARDIOLA TACTICS

Quick Transition to Defend inside the Penalty Area

Content taken from Analysis of Manchester City during the 2016/2017 Champions League Group Stage

The analysis is based on recurring patterns of play observed within the Manchester 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 'Manchester City vs FC Barcelona - 1 Nov 2016'

Quick Transition to Defend Inside the Penalty Area



In this situation Man City are building up play from the goalkeeper.

The centre back Otamendi receives and carries the ball forward. He is closed down by Neymar and passes forward to Sterling (7).

Sterling (7) takes a bad touch and the ball is intercepted by Busquets (5). Busquets (5) passes to Rakitic, who passes to Suarez (9).

Man City now need to make a quick transition from attack to defence.



Suarez passes to Neymar. Zabaleta (5), Sterling (7) and Otamendi (30) all move quickly to close down the new ball carrier (Neymar) who dribbles forward with the ball. The other Man City players quickly track back, with 5 players in total defending inside the penalty area.

Neymar attempts a low cross - Kolarov has moved across and clears the ball towards Aguero.

This is an example of a successful transition from attack to defence for Pep Guardiola's Man City.

PROGRESSION

2. Quick Transition to Defend 1 v 1 inside the Penalty Area within a Dynamic 8 v 8 SSG



Description

Using half a pitch we create a playing zone approximately 35 x 55 yards. We have 2 full size goals and play a normal 8 v 8 game within the zone. The teams can use the same or different formations and all players are numbered (1 to 7). We also have a goal and a goalkeeper in the normal position with 2 players (yellow) near the sidelines, ready to cross balls into the penalty area.

The practice starts with one of the team's goalkeeper (blue in diagram) and we play a normal 8 v 8 game. When one team finishes an attack, the coach calls out a number and a side (e.g. '4 - Right'). The 2 players who have their numbers called out then quickly run into the penalty area for a 1 v 1 duel.

The cross is delivered from the side that the coach calls out (left or right). The player from the team that just finished their attack makes a transition from attack to defence (blue No.4 in diagram), trying to prevent the opponent from scoring. The opposing No.4 (red) tries to score.

Once the 1 v 1 is finished, the practice starts again in the main zone from the red team's goalkeeper, with the team roles and objectives reversed.

Coaching Points

1. The player in transition from attack to defence needs to have quick reactions and make sure to get into position inside the penalty area before the opposing attacker.
2. The defender should get goal side of the attacker and side-on to the ball, before making a clearance.

PROGRESSION

3. Press, Win the Ball, Switch the Point of Defence and Quick Transition to Defend inside the Penalty Area

Scenario 1: When the red team start in possession



Description

In this progression of the previous practice, we now use the full width of the pitch and create a zone from the edge of the penalty area to the halfway line and mark out 3 small goals with large cones as shown in the diagram.

Within the main zone we have a 6 v 6 situation with the blue team in a 4-2 formation against the red team who are in a 4-1-1 or 2-3-1 formation. The red team also have 3 extra players (numbered randomly 1-3) with a ball in the 3 small cone goals on the halfway line.

The practice starts with the red team in possession trying to create chances and score a goal. If the blue team win the ball, the coach then calls out a number and that outside red player (1, 2 or 3) immediately runs into the zone with a new ball. The red team then have 12-14 seconds to finish their attack.

After winning the ball in the first phase, the blue team must then change immediately back to defending again. They must defend their goal with a numerical disadvantage (6 v 7).

If the blue team are able stop the attack or win the ball in the second phase, the coach calls out which yellow player will cross the ball (right or left). At this point, all of the players are allowed to enter the penalty area. The reds attack and try to score. The blues are again in a transition from attack to defence and try to defend their goal - See Page 161.

Scenario 2: When the blue team start in possession



Description

In this second scenario, it is the blue team that now start in possession.

The practice starts with the blue team's goalkeeper who passes to one of the defenders, as shown in the diagram. The blue team build up play and try to find solutions to score in one of the 3 small cone goals on the halfway line (1 point).

If the blue team score or the attack finishes, then the coach calls out a number and that outside red player (1, 2 or 3) immediately runs into the zone with a new ball. In this example it is red No.3 and the red team then have 12-14 seconds to finish their attack.

After scoring or finishing their attack in the first phase, the blue team must then change immediately back to defending again. As a new player and ball enter the pitch, they must defend their goal with a numerical disadvantage (6 v 7).

The description of scenario 2 continues with the diagram on the next page...



This diagram is a continuation of scenario 2. The red outside player (No. 3) has dribbled into play to start a new attack.

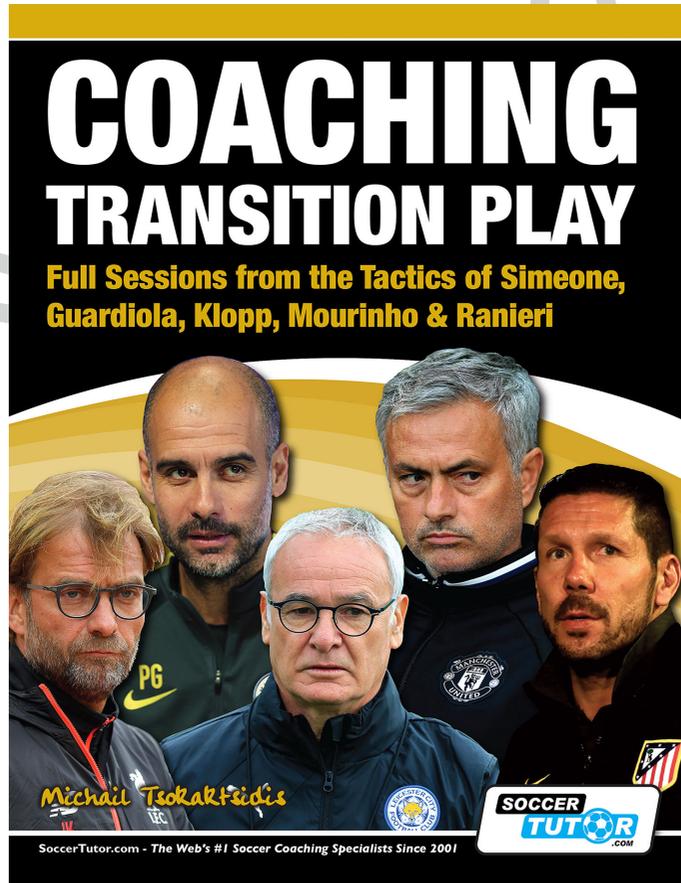
If the blue team are able to stop the attack or win the ball in this second phase, the coach calls out which yellow player will cross the ball (right or left). At this point, all of the players are allowed to enter the penalty area. The reds attack and try to score. The blues are in a transition from attack to defence again and try to defend the goal.

Rules (for Scenarios 1 & 2)

1. All players have unlimited touches.
2. As soon as an outside red player enters with a ball, the red team have 12-14 seconds to finish their attack.
3. As soon as the coach calls out which yellow player is to cross (right or left), the red team have 6 seconds to finish their attack.
4. If the red team score a goal they get 1 point.
5. If the blue team stop an attack or win the ball they get 1 point.
6. If the blue team score in one of the 3 small cone goals on the halfway line (scenario 2), they get 2 points.

Coaching Points

1. There needs to be good defensive organisation and movements in our own half after losing possession. Limit the space and time available for the opposition - prevent them from creating goal scoring opportunities.
2. Players need to position themselves in central areas to guard the 'danger zone' in case the opposition are able to pass into the penalty area.
3. Press the ball and mark tightly - prevent the opposition scoring within 8 seconds, then try to recover the ball.



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