

Interactive Session Plan =

Session date

1 Jan 2015

Time available 75mins



Topic

4-2-3-1 Formation out of possession (defending)

Barker

Technical / Tactical

Tactical / Technical





Coach

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WARM-UP		
Organization	Key Coaching Points	
40 yds of width, 35 yds of length Servers on each side of the space Servers are targets for the team defending the big goal Attacking team (white) sets up in a 2-2 Defending team (black) sets up in a 2-2	Key Coaching Points Block of 4 defenders move as a unit as the ball moves Maintain a quadrangular shape with pressure to the ball and cover Be aware of weak side opponents, but remain compa Force play outside of the area and do not allow penetration into the center of the "box" of 4 defender	

ACTIVITY 1				
Organization	Key Coaching Points			
40 yds of width, 35 yds of length with wide space beyond the cones Servers on each side of the space Servers are targets for the team defending the big goal	Starting position is compact Pressure and cover at the ball with balance to the threat elsewhere As a unit force the ball away from the central space and be able to effectively pressure a ball played wide			
Attacking team (white) sets up in a 4-2 Defending team (black) sets up in a 4-2 Back four is restricted to the space until the ball is played wide. Then they can go out to defend	Weak side full backs must balance the threat of the cross to the back post			

ACTIVITY 2		
Organization	Key Coaching Points	
Phase of play	Maintain compactness Bring pressure from both sides of the ball when	
Attacking team (white) goes to big goal	the ball is played beyond OCMs	
Defending team (black) goes to counter goals	Shift as a unit and as three distinct lines	
	Cover of full backs comes from center backs and	
Attacking team (white) has two servers/(center	OCMs with DCMs remaining central	
backs) and is in a 4-4-2	OR	
Defending team (black) is in a 4-2-3 with a target player to play off before going to counter goals	Cover of full backs comes from center backs and DCMs with OCMs recovering centrally	
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GAME		
Organization	Key Coaching Points	
11 vs. 11 full game Identified important defending space W= wide channel (exposed due to no wide mid fielders) Red arrow= central attacking channel (when full backs are drawn out) Z14= zone 14 the space between the CBs and DCMs	In the full game identify key defending themes and areas based on the formation and the personnel employed. In the full game identify defending themes and areas based on the opposing formation. W Wide space in front of full backs who do not have wide mid fielders to cover the space in front of them. Inside channels/arrows, the space opponents will exploit if compactness is lost. Zone 14, the critical space behind the screening mid fielders and in front of center backs.	