



U17+ game model

The game of soccer moves regularly between four moments of the game:

1. Attacking | 2. Attacking to defense transition | 3. Defending | 4. Defense to attack transition

The goalkeeper plays an active role in all moments of the game

Attacking - When we have the ball

1. Create attacking shape (height/width/depth) to encourage forward play
2. Position a minimum of five players ahead of the ball and use clever positioning to create and exploit space
3. Try to play quickly into the attacking half
4. If you can't play forward, try and keep the ball until you can
5. In the attacking half, use clever individual and combination play to create and finish goalscoring opportunities
6. Prepare for losing the ball by creating a high defensive shape behind the ball

Attack to defense transition - When we lose the ball

1. Immediately try to get the ball back and prevent the other team playing forward
2. If we can't get the ball back immediately, recover quickly into a defending shape
3. Delay counter-attacks by dropping off and blocking the path to goal allowing players to recover and reorganize
4. In the defending half, stop goalscoring opportunities and regain the ball
5. Anticipate regaining the ball and be ready to take up attacking positions

Defending - When we don't have the ball

1. Try to win the ball back as quickly and high up the field as possible
2. Reduce space for the opposition by making the field small and staying compact
3. If the opposition plays through the pressure, recover quickly
4. In the defending half, stop goalscoring opportunities by closing off the center of the pitch
5. Anticipate regaining the ball and be ready to take up attacking positions

Defense to attack transition - When we win the ball back

1. Think forward and play forward
2. Use fast attacks to create chances and score goals
3. Provide support ahead and behind the ball
4. If we can't play forward, keep the ball and move into our attacking shape
5. Prepare for losing the ball by creating a high defensive shape behind the ball