



# Technical Game Elements

DRIBBLING  
 RWTB  
 TURNING  
 SHOOTING  
 PASSING  
 PROTECTING THE BALL  
 CONTROL  
 RECEIVING TO TURN  
 RECEIVING TO PLAY EARLY  
 RECEIVING TO PROTECT

PATTERNS  
 UP BACK THROUGH  
 OUT IN OUT  
 OVERLAP/UNDERLAP  
 ONE TWO'S  
 THIRD PLAYER RUNS

TACKLING  
 INTERCEPTING  
 SCREENING  
 MARKING  
 TRACKING  
 BLOCKING  
 RECOVERY RUNS

RECEIVING TO PLAY FORWARD  
 CREATING SPACE  
 FOWARD RUNS

ATTACKING 1v1  
 ATTACKING COLLABORATIVELY

DEFENDING 1v1  
 DEFENDING COLLABORATIVELY

COUNTER ATTACKING  
 BUILDING FROM THE BACK  
 BUILDING & RETAINING POSSESSION  
 SWITCHING PLAY  
 SUPPORT PLAY  
 FORWARD PASSING  
 CHANGING TEMPO  
 BUILDING AN ATTACK  
 PLAYER ROTATION  
 COMBINATION PLAY  
 CREATING & CONVERTING CHANCES  
 ATTACKING CENTRALLY  
 ATTACKING IN WIDE AREAS  
 CROSSING & FINISHING  
 FOWARD RUNS  
 ATTACKING OVERLOADS  
 COUNTER ATTACKING

PENETRATION  
 DISPERSAL  
 MOVEMENT  
 SUPPORT  
 INVENTION

PRESSING THE BALL  
 PRESSURE COVER BALANCE  
 WHEN TO PRESS? DROP  
 MAKING PLAY PREDICTABLE  
 COMPACT DEFENDING  
 FORCING PLAY  
 DEFENDING WIDE AREAS  
 DEFEND CENTRALLY  
 DEFEND DEEP TO COUNTER  
 COUNTER PRESSING  
 MARKING PLAYERS/SPACE  
 MARKING & TRACKING  
 DEFENDING IN & AROUND THE BOX  
 DEFENDING CROSSES  
 DEFENDING EARLY & LATE  
 DEFENDING OUTNUMBERED  
 DEFEND AGAINST COUNTER ATTACKS

PRESS  
 DELAY  
 COVER & BALANCE  
 COMPACTNESS  
 CONTROL

Start

Create

Finish

Early

Quickly

Initiate