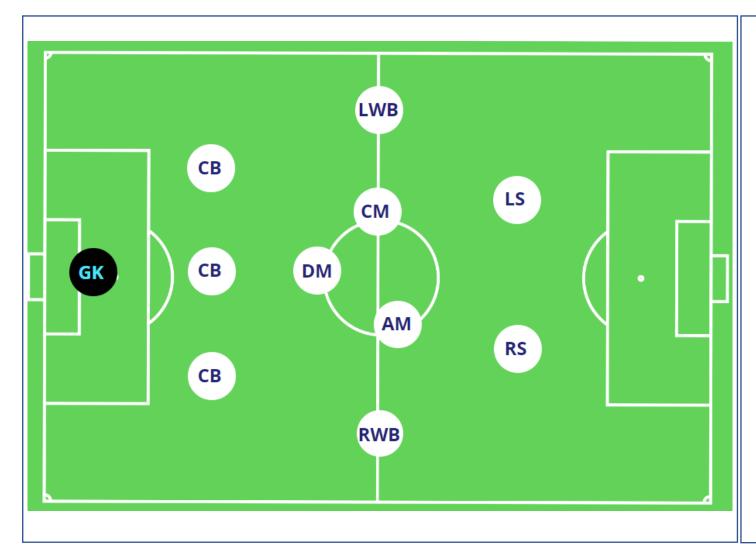


# Game Model Preview

3-5-2 / 3-4-1-2

Created by: Rhys Desmond

## FORMATION: 3-5-2



Rhyspect FC, managed by TMS, plays a **3-5-2 formation**, that adapts into a **3-4-1-2**. This involves...

- 1 Goalkeeper
- **3 Defenders** 2 outside centre-backs, 1 sweeper
- **5 'Midfielders' –** 2 wing-backs, 3 central midfielders
- 2 Forwards

Within our game model, the formation is only a starting point, a reference, and a manner in which players understand the relative position they are to adopt over the course of the game. The formation will therefore take on many different shapes depending on the phase of the game, including....

- Defensive Phase (Low-Block, Mid-Block, High-Block)
- Attacking Phase (Build-Up, Progression, Creation)
- Set-Pieces

These are explored in the following sections...

# Dream players to resemble...

Position by position

#### GK – Nick Pope

Capable of sweeping in behind when required, but will be a commanding presence in the eighteen, more than capable of saving shots.

#### RWB – Matt Doherty

To play more like a winger up and down the line, contributing to the attack through late arriving runs and crosses into the box.

#### CB – Manuel Akanji

Physical centre-back that always wins 1v1 situations, whilst possessing the pace to sweep in behind, and contribute to build-up phases through steady progression.

#### CB – Joachim Andersen

A 'libero' at the back, capable of spraying long diagonal passes, holding position, and simultaneously possessing enough pace to sweep in behind.

#### CB – Antonio Rudiger

Occasionally ventures forward to participate in attacking play, but is an allaround beast in defensive phases, endeavoring to win every 50/50.

#### LWB - Raphael Guerreiro

An excellent progressor, endeavoring to join attacking play, but also invert into central areas to support build-up to progression.

#### DM – Rodri

Excellent positional sense, meaning he will anchor the midfield line, screen the back-three, but also shift laterally to cover potential holes that may open.

#### CM – Jordan Henderson

Capable being a second 'six', but also goes box-to-box and contributes to attack through crosses into the box and close combos in tight spaces.

#### AM – Julian Brandt

Capable of simultaneously dovetailing as a central midfielder and '10', whilst possessing enough creativity to constantly support a front-two from any position on the field.

#### ST – Gabriel Jesus

A dynamic forward capable of playing with his back to goal and supporting build-up, whilst also providing enough gusto and energy to run in behind.

#### ST – Darwin Nunez

More of a target man to support the movement of Jesus as he drops in deep, whilst also being capable of playing with his back to goal and pressing from the front.

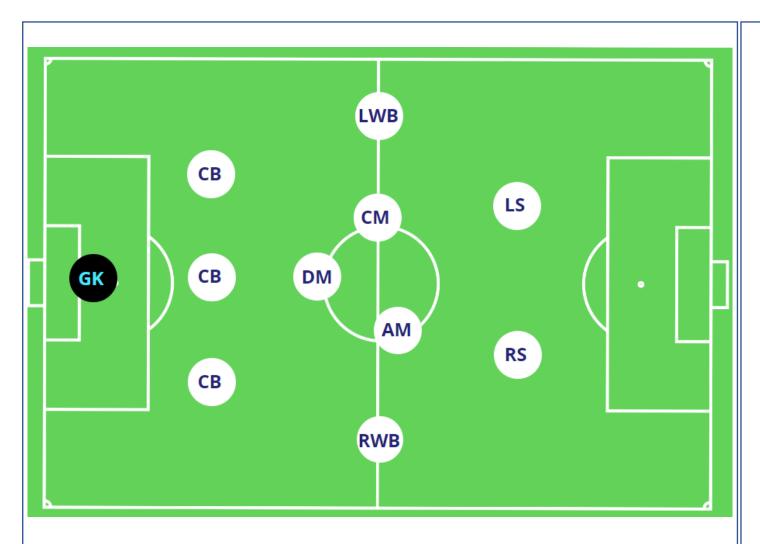
\* With this kind of team, you can see the balance – a crucial element to a successful team.

All of this will help me as I build my game model, working to play to the strengths and mitigate the weaknesses of the players I have in mind.

\* Within a manager's game model, it is important to detail the <u>desired characteristics</u> of their players, even going so far as to break it down by position. In helping you do that, think about your dream player for each role on a football pitch within your formation.

For example, do you want your 'six' to dominate possession and be a pass master? Then maybe you want a player like Jorginho. Do you want your striker to drop deep and facilitate build-up? Then maybe you want a centreforward like Roberto Firmino. To learn more about this concept, see this article.

## STYLE OF PLAY

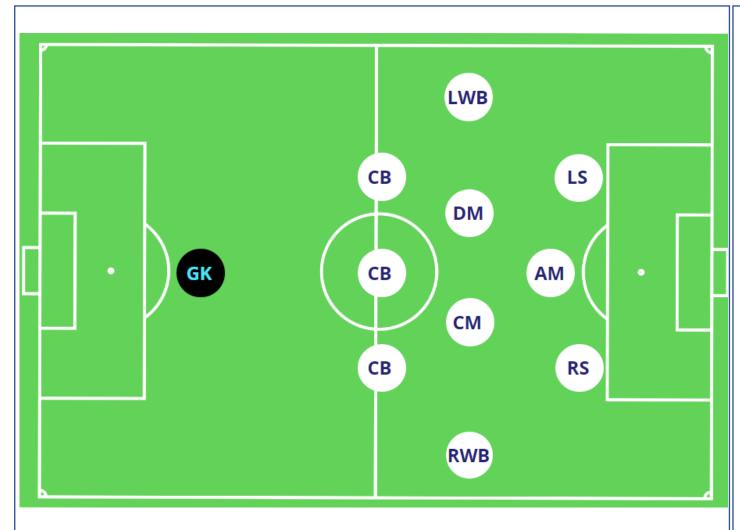


In possession, Rhyspect FC plays with a patience and elegance glorified by possession-based football, occasionally prioritizing quick counter attacks in transition. Out of possession the team frequently shapes up in a mid to low-block, holding a compact shape and recognizing the strengths of our players in comparison to the opposition. Everything is based around the four elements of the game (ball, opposition, space and teammates), with players making decisions according to what they perceive correct in the moment based on these four elements, and our game model.

Our style of play involves different facets based on the five moments of the game (defensive phase, attacking phase, attacking transitions, defensive transitions, set-pieces).

These are explored in the following sections.

# **DEFENSIVE PHASE: HIGH-BLOCK**



When defending in the final third in a high-block, Rhyspect FC sets up in a **3-4-1-2**, pressing from the front with intensity, wide angling, and a high line to match. On goal kicks it will start more man to man, and then fall zonal as the ball is circulated. One central midfielder pushes up to support the front-line, as the other stays withdrawn.

#### Important principles by position:

GK – Withdrawn and uninvolved, but ready to sweep at any time.

SW – Sweeper organizes entire team structure and their line of three, including movement up and down.

CBs – Narrow alongside SW, win aerial duels and track movement of inverted wingers or strikers into half-spaces.

RWB/LWB – Push up to track and pressure ball movement out wide, win 1v1 duels and support diamond shapes.

DM – Step up on opp. number ten, while screening opp. CF. CMs – One alongside the DM in screening the CF and '10', as the other pushes up to support the front-line and track the opp. '6'. STs - Lead first line of pressure immediately and vigorously, and combine in wide diamonds with CM/DM, WB, AM. One pressures wide, other stays central.

# STYLE OF PLAY: ATTACKING PHASE



When attacking, Rhyspect FC focuses primarily on high-tempo possession-based football, playing through the thirds through positional rotation, stretching the width and carrying forward.

#### Important principles:

- -> LWB will invert into central areas, as right-sided rotations and overloads are prioritized. The central midfielder may float higher in these instances as the AM drops in.
- -> Positional rotation between LWB/DM, CM/AM, AM/STs
- -> Sweeper controls the tempo of the possession, but OCBs may be more crucial to progressing forward.
- -> Striker comes in deep whenever their CB has the ball. When the ball shifts wide, the striker may also follow suit in coming toward the play, as the other holds a central pos.
- -> Wide overloads between CB, WB, AM, and ST. Use those overloads to play passes down the edge of the eighteen, OR, switch play to the WB on the other side.
- Utilize WBs to cross the ball into the box to meet movement of ST, opp. WB and AM into the penalty area.

## STYLE OF PLAY: BUILD-UP



When building out from the back and attacking in the first third, Rhyspect FC sets up in a **2-3-2-3**-esque shape. The goal is to penetrate into the half-spaces, through player movement, rotation and quick, decisive passing.

#### Important principles:

- -> Starting positions on goal kicks as shown. Short pass into outside CBs always first option. If opposition press high and effective, GK can break press by playing into chest/head of striker. Team would then react by shifting into position for progression phase or low-block (turnover).
- -> Positional rotations used to dismark and unlock opposition press, primarily between LWB/DM and AM/CM.
- -> WBs maintain width otherwise to receive long diagonals and switches of play, or passes outside after initial half-space progressions to CM/DM.
- -> Ball carrying out from back when space is available.
- -> If trouble arises, go long toward ST, or quickly find a way out through recycling to the initial diamond quartet.

# IMPORTANT PLAYER CHARACTERISTICS

Rhyspect FC, managed by TMS, plays a **3-5-2 / 3-4-1-2 formation**. In possession, Rhyspect FC plays with a patience and elegance glorified by possession-based football, occasionally prioritizing quick counter attacks in transition. Out of possession the team frequently shapes up in a mid to low-block, holding a compact shape and recognizing the strengths of our players in comparison to the opposition. This style of play and our game model requires the following important player characteristics across the board...

- -> High endurance (to meet demands of the game and play full 90 minutes)
- -> High speed of play (for quick decision making, and running speed both in and out of possession such as pressing, counter-pressing, and counter-attacking).
- -> Warrior mentality (to execute the high demands of the game and style of play).
- -> Good in possession (short and long passes, one-touch passing, quick decisions)
- -> **High footballing intelligence** (for quicker/more accurate decision making, understanding of role, understanding of position, how to negotiate rotations).
- -> 1v1 superiority (for winning 1v1 duels such as dribbling, defending, and aerially)
- -> Brotherhood/Sisterhood and team-first attitude (Coaches will work with players to establish a clear sense of role within team, and from there, players must recognize the team comes first and that they are to believe in each other like brothers or sisters).





# Game Model Preview

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