

PLAYER DEVELOPMENT LEXICON



	DEFENSIVE ORGANIZATION		DEFENSIVE TRANSITION		ATTACKING ORGANIZATION		ATTACKING TRANSITION	
DEFINITION	<i>Opponent has the ball</i>		<i>The immediate moment after losing the ball</i>		<i>We have the ball</i>		<i>The moment after winning back the ball</i>	
PRINCIPLES	Compact and disciplined	Limiting spaces among and between the lines	Pressure	Closest player to the ball closes down the opponent's space and time.	Secure possession	Moving the ball into the spaces that allow the remainder of the team to organize attack	Exploit space	Bring the ball away from pressure
	Prevent forward play	Supporting players deny the ability for the opponent to play forward (pass, dribble, etc.)	Disrupt	Aggressive and organized defending to disrupt opponent's attack when we loose the ball	Advance forward	Get the ball closer to the goal by eliminating opponents.	Maintain possession	Play the ball into space with time
	Predictable	Make opponent play where you want them to.	Organize	Get together	Score	Put the ball in the back of the net	Switch	Moving the ball from one side to the other as quickly as possible
Technical Commans = Individual Commands to players								
TECHNICAL COMMANDS	"Step"	Take away space in front of you	"Close Down"	Apply pressure to the opponent as qiickly as possible	"Connect"	Complete passes to attract defensive pressure and create gaps	"Drive"	Getting forward while dribbling to take space that is in front of you as quickly as possible
	"Drop"	To protect the space behind you	"Force wide"	Force ball to the outside channels so that the ball remainsin the outside spaces	"Split"	To play a pass through an opponent line to eliminate opposing players	"Commit"	Force the defender to close you down by dribbling into space, then play to teammate once the opponent steps to apply pressure on you.
	"Deny"	To not allow passes into the opponents or space	"Recover"	Get back behind the ball as quickly as possible in a goal side position.	"Rotate/Movement"	Player movement off the ball that draw opponents away from spaces for teammates to the make runs into that space	"Overlap"	Players create 2v1 moments by creating movements around the opponent to exploit the spaces in behind the opposition's lines
Tactical Commands = commands excecuted by individual players or among the team.								
TACTICAL COMMANDS	"Slide"	To move from side to side taking away spaces to the opponents	"Re-Press"	Apply pressure on the ball as soon as we loose it	"Set Quickly"	Create width and depth as quickly as possible. We find the big space on the field as soon as possible	"Forward"	Get forward as quickly as possible to the opponent's goal.
	"No Turn"	To not allow the opponent from turning when they have the ball	"Keep-Press"	Sustain pressure on the ball to force the opponent to make a mistake or play back to their goal	"Eliminate"	Players occupy spaces in pockets, break lines, play beyond the opponent, behind opponents	"Take 1v1"	Encouragement for players to take defenders on in 1v1 situations.
	"Away"	To clear the ball away from dangerous areas on the field.	"Force Back"	To force the ball back towards the opponents goal.	"Pocket"	For players to find spaces behind and in front, between, or behind opponents so they can receive a pass from a teammate.	"Find 1v1"	Pass or dribble to spaces that allow for 1v1 match ups.