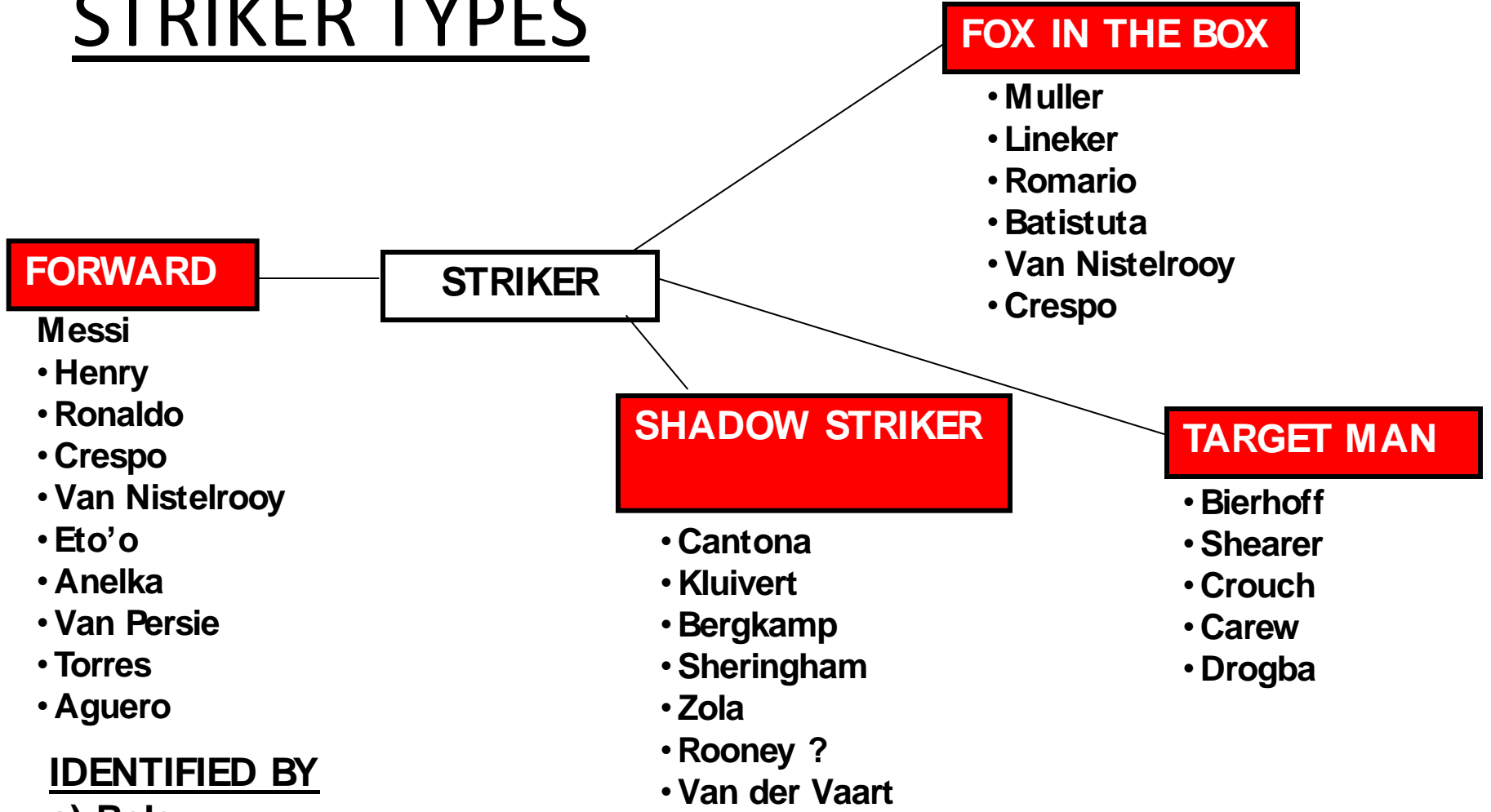


STRIKERS

ROLES, TYPES and ATTRIBUTES ?

STRIKER TYPES



IDENTIFIED BY

a) Role

b) Attributes

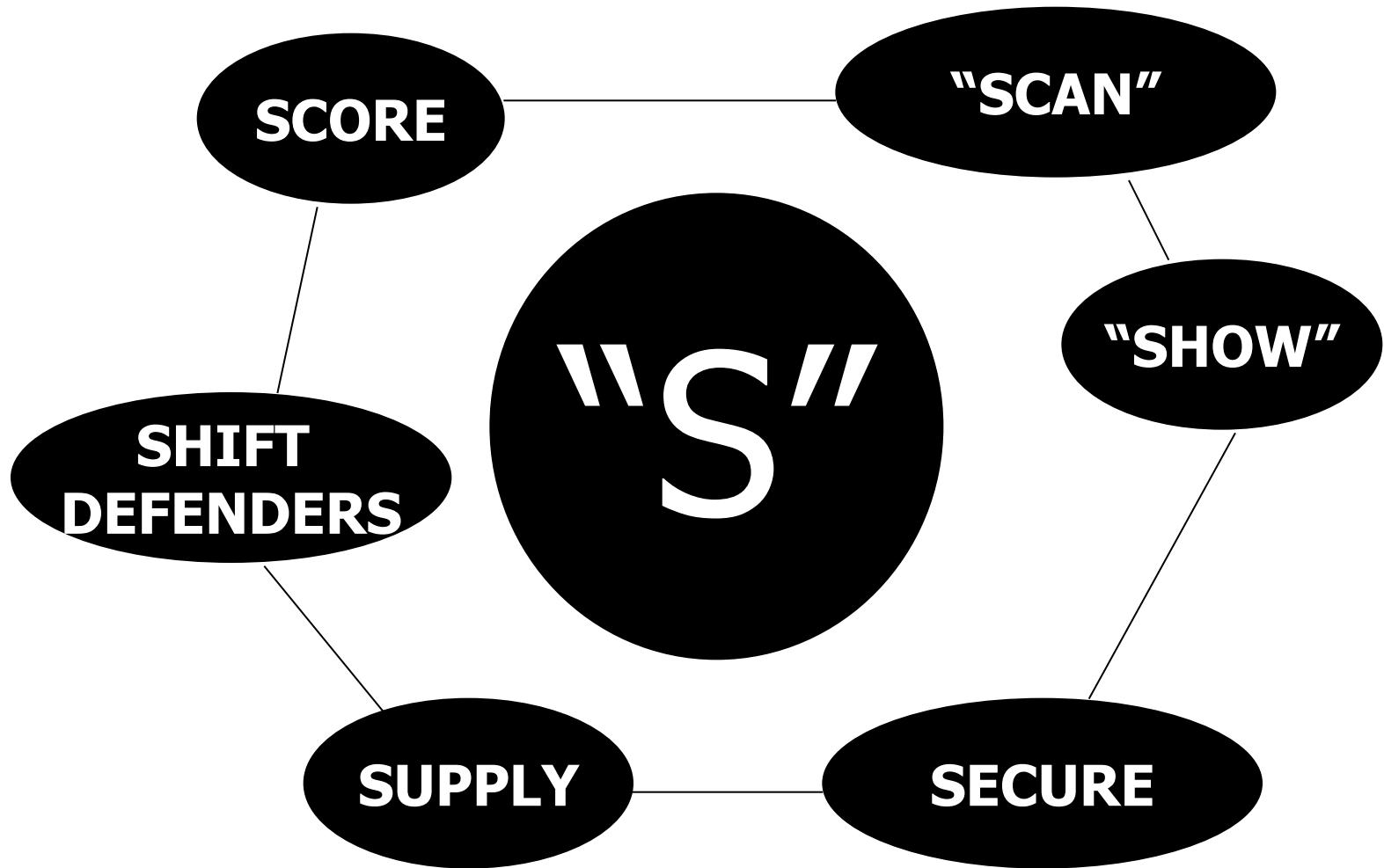
- Physical
- Mental
- Technical
- Emotional
- Tactical

Area of Operation.
Team style of play
Team tactics
Positional Tactical Requirements.

STRIKER - R O L E

- **OPERATE AS THE MOST FORWARD OF ATTACKING PLAYERS BOTH IN FRONT AND BEHIND THE REAR DEFENSIVE LINES OF THE OPPOSITION**
- **ASSESS AND MOVE INTO GOAL-SCORING POSITIONS, USUALLY WITHIN THE PENALTY BOX WHENEVER THERE IS A CHANCE OF THE BALL BEING DELIVERED THERE**
- **SCORE GOALS**
- **CREATE GOAL-SCORING OPPORTUNITIES FOR COLLEAGUES THROUGH INTELLIGENT MOVEMENT, SUPPORT PLAY AND ACCURATE DISTRIBUTION SKILLS**
- **BE A PERSISTENT OUTLET FOR DEFENDING AND MIDFIELD PLAYERS IN POSSESSION**
- **CONTROL AND RETAIN POSSESSION OF THE BALL TO ENSURE THAT ATTACKING PLAY CONTINUES WITH MOMENTUM (IF POSSIBLE) THROUGH EFFICIENT PASSING SKILLS**
- **DELAY AND CONTAIN ATTACKING BUILD-UP PLAY AMONGST OPPOSITION DEFENDERS**

STRIKER – major elements.



EFFECTIVE STRIKERS CAN ----- ?

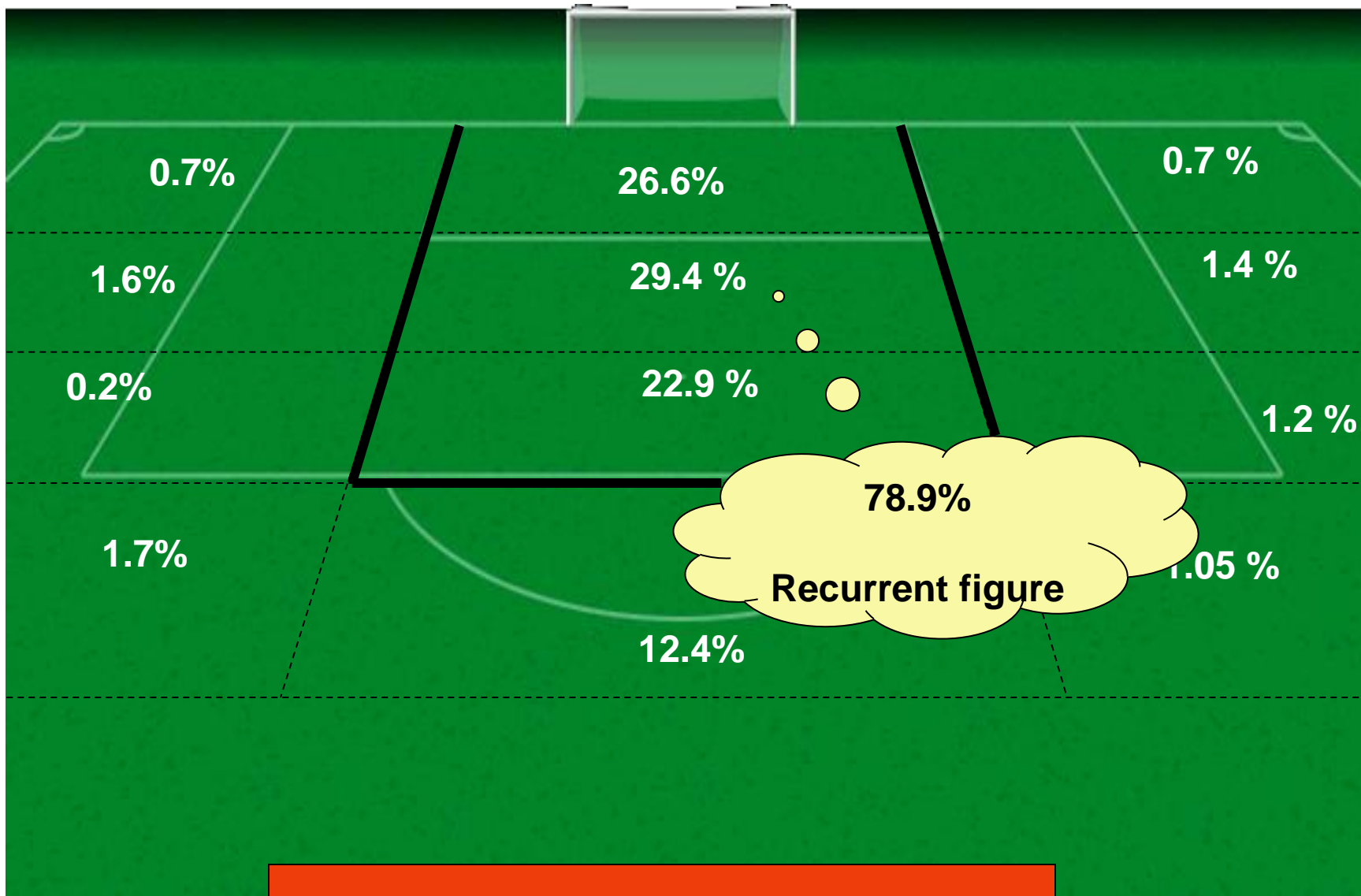
EFFECTIVE STRIKERS

- Scores goals(– the best at 1 goal per game !)
- Can play both sides of the defence.
- Make themselves “available” anywhere / anytime.
- Can receive and retain possession under pressure.
- Play for others as well as self.(Off the ball work)
- Brings others into the game consistently.
- Can choose and employ the “appropriate” finishing skill.
- Expect and believe they will score.
- Defends for the team.
- **OTHERS ?**

“ he has a brain,he can play others in and he can score.His movement is intelligent around the box and he can score in different ways.”

Wenger on Van Persie

GOAL - SCORING



GOALS SCORED IN THE PREMIERSHIP SEASON 2011 - 2012

MAJOR AREAS OF DEVELOPMENT ?

Modern Striker – major requirements !

A soccer player in a yellow jersey is celebrating a goal, with his arms outstretched and a wide smile. He is positioned in front of a soccer goal. The background shows the white netting of the goal and a green field.

TECHNICAL , TACTICAL, PSYCHOLOGICAL, ATHLETIC
requirements for the modern striker ?

Modern Striker – major requirements !

TECHNICAL

INDIVIDUAL Movement
MOVEMENT – 3 reasons !
RECEIVING SKILLS.
SECURE.
SUPPLY.
LOSE MARKERS.
USE MARKERS – how ?
COMBINATION SKILLS.
1 v 1 EFFECTIVENESS.
FINISHING.

PSYCHOLOGICAL

Awareness
Read the game
Courage
Concentration
Composure
Guile
Awareness
Anticipation
Determination
Positional Intelligence

ATHLETIC

Quickness / speed.
Balance.
Acceleration – deceleration.
Agility / directional changes.
“Spring” (power)
Body Strength.
Speed endurance.

TACTICAL

Support / Show for the ball.
Movement skill – combined mvt.
Movement within movement !
Feints.
Operating “across the front”.
Operating “off the front.”
Operating behind the back line.
Operating “in the box”.

STRIKING FACTORS !

Awareness of circumstances.

Observation.

Of what,who,when ?

Decision-making.

Based upon ?

Execution.

Balance,
Body-feet adjustment.
Timing of contact.
Disguise.
Skill range

In and around the Penalty Box.

THE STRIKER'S CIRCUMSTANCES

STRIKERS in and around the penalty box.

CIRCUMSTANCES

- Could be closely marked.
- Could be quickly pressed / challenged.
- Surrounded by opponents at varying distances.
- Has minimal space and time in which to operate.
- Instant decision- making often needed.
- Required to act instantly with accuracy and disguise.
- Could suffer physical contact when on / off the ball.
- Often moving at high speed.
- Required to move in any direction to receive the ball.
- May or may not have close support.
- Could be restrained by offside line.
- Cannot rely on the quality of service.
- Necessity to adopt unusual body positions to contact the ball.

TACTICAL NECESSITIES ?

STRIKERS in and around the penalty box

TACTICAL NECESSITIES

- “Know” everything !

- Capability to :

**Understand team style and tactical objectives.
Be available – where,when ?
Lose a marking opponent – factors ?
Use a marking opponent – how ?
Recognise spaces and timing and method of entry.
Know where the goal ,major scoring area and GK are.
Know what defenders are likely to do and when.
Know how to move opponents away from vital areas.
Know where support is and will be.
initiate and respond to “movement”.
Operate at high speeds in differing directions.
Read the game / watch defenders !
Hide “intentions”.**

TECHNICAL NECESSITIES ?

STRIKERS in and around the penalty box.

TECHNICAL NECESSITIES

- “Know” everything technically!
- Capability to :

Split-second decisions !

Split – second changes of decisions !

**Create a route to goal.
Create a route past a DF**

**INSTINCT !
acting without
conscious reasoning !**

Operate “instantly” – on demand.
Turn with the ball “off” defenders and into defenders.
Receive ANY incoming pass – speed, height etc on the move.
An extensive range of first-touches – D D D D.
Supply others with timely service “as required” by them.
An extensive range of scoring skills.
Adopt unusual / off balance positions to contact the ball.
Accuracy with the strike.
Striking skills with “ no backlift” and using any surface.
Apply “applications” as necessary.
Ability to “manoeuvre” the ball as required.
Secure possession for self & escape pressure.
Disguise intention as required.
Change decision and action at last moment.
Be successful in 1 v 1 circumstance.
Initiate and respond to “combination play.”
Run with the ball at speed in congested and “open” situations

STRIKING THE BALL

VARIED TEACHING – LEARNING CONDITIONS

STRIKING THE BALL

Variations of Speed of player movement.

Variations of Speed of out-going strike.

Variations of Pressure on ball from opponents.

Variations of Direction of player movement.

Variations of body / foot surface contact, angles and speeds.

Variations of ball contact surface.

Variations of speed, angle, of strike point on the ball.

Variations of foot shape on contact.

Variations of “feel” on exiting strikes.

Variations of type of outlet strikes.(distance,direction,intention,application.)

Variations of practice structure.

Variations of practice challenge.

Variations of practice type.

Variations of practice mode – Direct,QA,GD etc

Repetition with difference !

Technique

Skill

Game type

Time at task !