

# Set Pieces

11 v 11

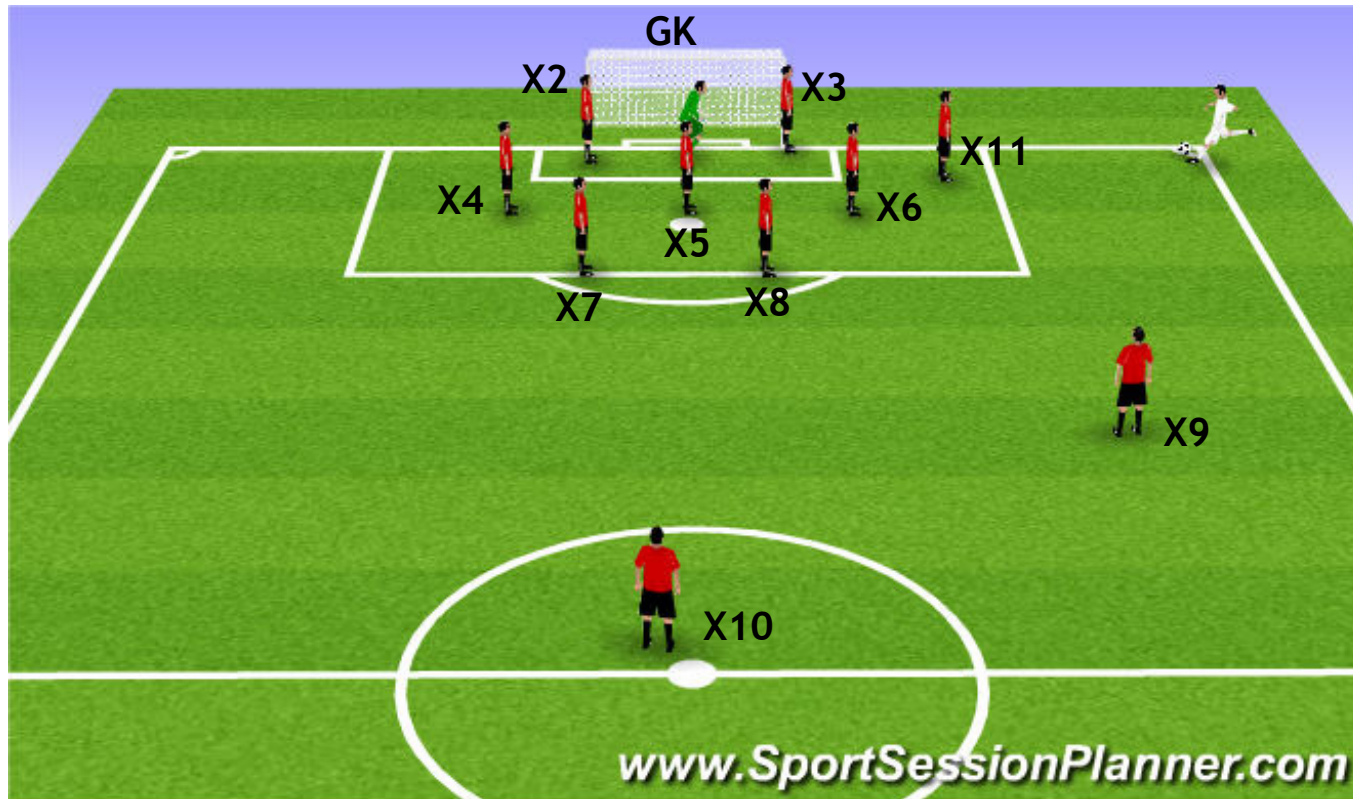
# Attacking Corners



X7 (Forward or Midfield - Left footed on right side) passes to X8 (Forward or Midfield -right footed on right side), X8 attacks the goal, X7 overlaps  
X7 and X8 decide when to play short or long corner or play to X2 based on defenders reaction  
X9 Plays in front of GK  
X5 Best header of ball and main target - level with near post on 6 yard box  
X6 2<sup>nd</sup> Best header of ball in a curved position from X5 - middle of Goal - approx 8 yards out of goal  
X11 3<sup>rd</sup> Best header of ball - far post - approx 10 yards out of goal  
X10 Edge of box - ball side  
X4 Quick and smart defender  
X3 Fastest defender  
GK Edge of box - in case of long ball in attack



# Defending Corners



GK 2-3 yards off line 2/3<sup>rd</sup> of way along goal line  
X2 and X3 (Full backs) on each post. Off the line facing ball.  
X6 Best Header then X5 2<sup>nd</sup> Best Header, and X4 3<sup>rd</sup> Best Header (Central Defenders or Midfield Players) on six yard box, (quasi- zonal defending)  
X7 and X8 (midfield players) twelve yards from goal (zonal defending).  
X11 stops early corner, under hit corner, combines with (X3 - near post fullback) if opposing team looking to take short corner, and retreats to box when taken.  
X9 (forward) tracks late run but also available for outlet,  
X10 (forward) looks to combine with X9 to counter attack.

# Attacking Free Kicks (3 in wall)



X7 (Forward or Midfield - Left footed) X8 (Forward or Midfield - Right footed)  
Show variety of routines - maximum 3 for shot on goal- Direct strike - foot on top then strike, roll and strike etc  
X7 and X8 decide what to play depending if kick is direct or indirect, wall alignment, distance from goal, GK position etc  
X2 may be played in on overlapping run based on defenders reactions  
X9 Play's on edge of wall and follows ball in, + may be played with run behind wall  
X6 Best header of ball and main target for long cross  
X5 2<sup>nd</sup> Best header of ball  
X11 Wide player - arrives late and attacks anything over hit  
X10 Forward who attacks any headers and balls under hit or played back across box  
X4 Quick and smart defender  
X3 Fastest defender  
GK Edge of box - in case of long ball in attack



## Defending Free Kicks (3 in wall)



G/K Off line - edge of wall - in an area where he can see ball

X3 End of Wall - Full Back from that side of pitch

X11 Second in wall faces GK and post to line up wall

X8 Third in wall

X2, X5, X6 on line with penalty spot in regular positions (quasi- zonal defending)

X7 and X4 (midfielders) on edge of box (quasi - zonal defending).

X9 (forward) tracks late run but also available for outlet,

X10 (forward) looks to combine with X9 to counter attack.