ATTACK WITH CROSSES AND POSITION CHANGES





Theoretical bases

Running of the game = continuum of game tasks

3 levels of possible solutions

> individual

group

> team

Team solution = cooperation of the whole team = playing system

The playing system determines the functions, tasks, starting positions and the operating area of all players

In common playing situations each player should know exactly what, when and how he/she should perform



Systems in attack

₽	
Fast break	Set attack
□ 1 st wave	□ with 1 line player
□ 2 nd wave	□ with 2 line players
□ extended f.b.	

Playing systems in numerical imbalance





General tactical principles (gtp)

The most frequently used tactical means in attack

- > crossing
- system changes (transition)

BUT

Gtp in fast break (1st wave)

- move into free space as fast as possible and take the shortest route
- > crossing is useful ONLY in the situations of numerical balance (2:2 f.e.)

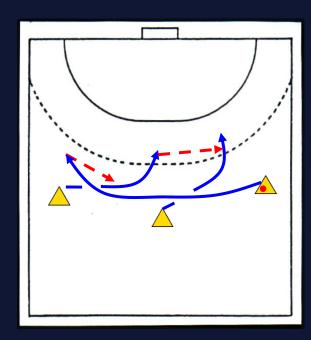




Set attack

Typical crossing "means"

- Backs
- □ center back left/right back
- ☐ double cross
- □ long ("russian") cross







Double cross







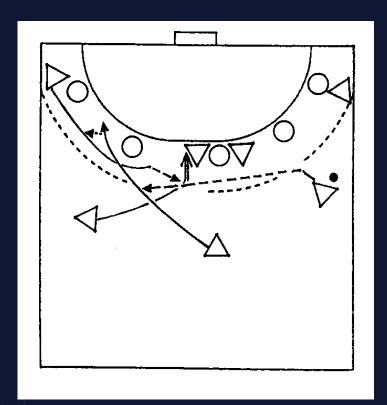
Long cross

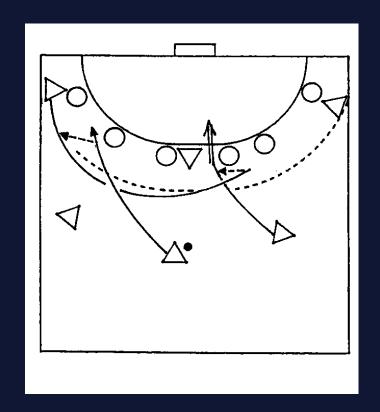






Back - wing







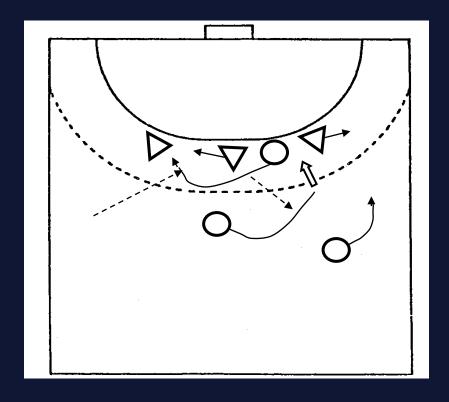








Back – line player



Obr. 4





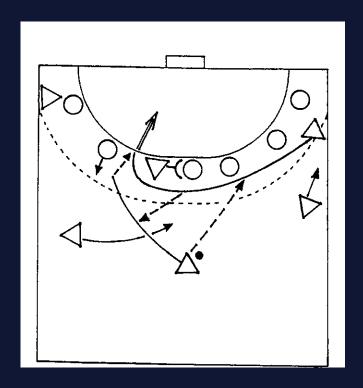






Typical transition "means"

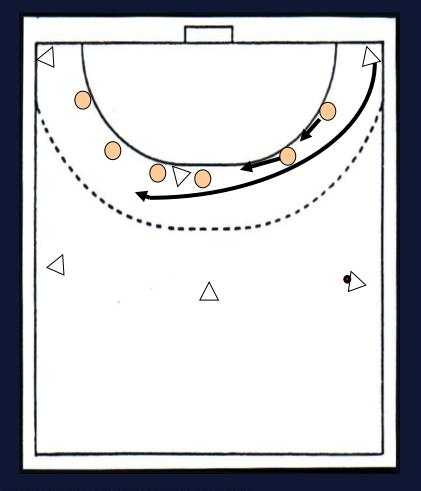
Using wings





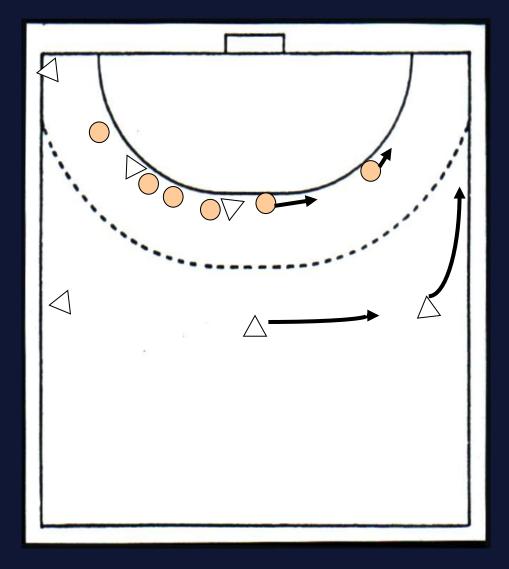


Wing runs in —— 2 possibilities of going on









"Classical"

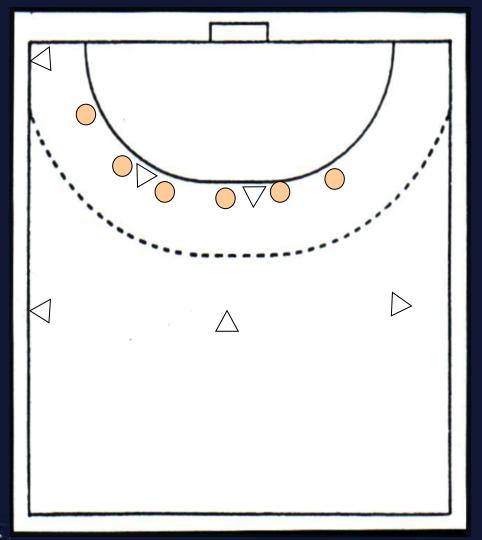












Without wing











Using backs

Midlle back "to" the ball



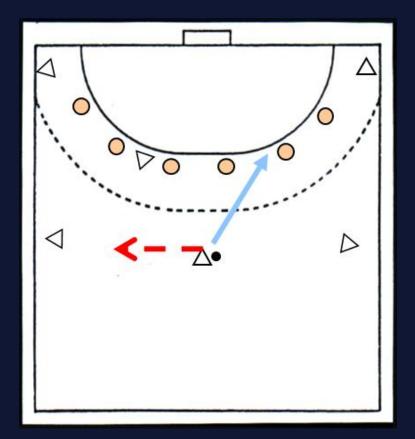












Middle back "away" the ball





Right/left back









