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# ***Substitution tactic according the modification of the rules***

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# ***FIVE NEW RULES***



1. Goalkeeper as player  
( very important and great tactical possibilities )
2. Injured player
3. Passive play  
( very important and great tactical possibilities)
4. Last minute (30 sec)  
(be clever and careful)
5. Blue card





# ***1. Goalkeeper as a player***



- In recent years, sometimes we were in situation to see tactical solution when team in attack change goalkeeper and play with one court player more, with „joker“.
- At the beginning it was possible to see somewhere before the end of the game, at critical moments, when team in attack loses by 1-2 goals difference.
- Later we were able to see this tactic when team in attack played with one player less in any period of the game.






- Now we have new rule, we can use seven players in every moment of attack.
- Of course, if we believe that this idea is good and useful we can use “joker” (seventh player) when we have bad result, when we have good result, when we have same number of players as opponent team or one player less...
- Let's try, now, to set some principles and conclusions:

- When attack plays at left side of the playground “joker” player is left back, when attack plays at right side “joker” player is right back,
- “Joker” can be at middle back position if back players use action with changing of their places, when “joker” player finish closer to bench....
- “Joker” player doesn’t finish action....
- Moment when we change “joker” and goalkeeper after (during) action is –  
“?”.... (for discussion).






- Action when attack uses “joker” player must be *active* and *short*.
- ✓ ***Active*** : means that preparation of attack must be active and aggressive to provoke (produce) movements of defense what attack wants,
- ✓ ***Short*** : The best solution is to use action with 4-6 passes, more passes mean more time for defense to make foul, more possibility for technical mistake.
- Theoretically we can play with “joker” instead goalkeeper in two situations:

- 
- In situation 6 : 6, when after change of goalkeeper team in attack has one player more, 7 : 6.... and
  - In situation when attack team has one player less (2 min) and with „joker“ they can play attack as in normal situation, 6 :6.
  - In situation 7 : 6 we can expect defenses 6:0; 5:1 or 3:2:1 but not too deep defenses because deep defenses have more individual character and attack has one player more,
  - In situation 6 : 6 can be expected all kinds (types) of defenses,



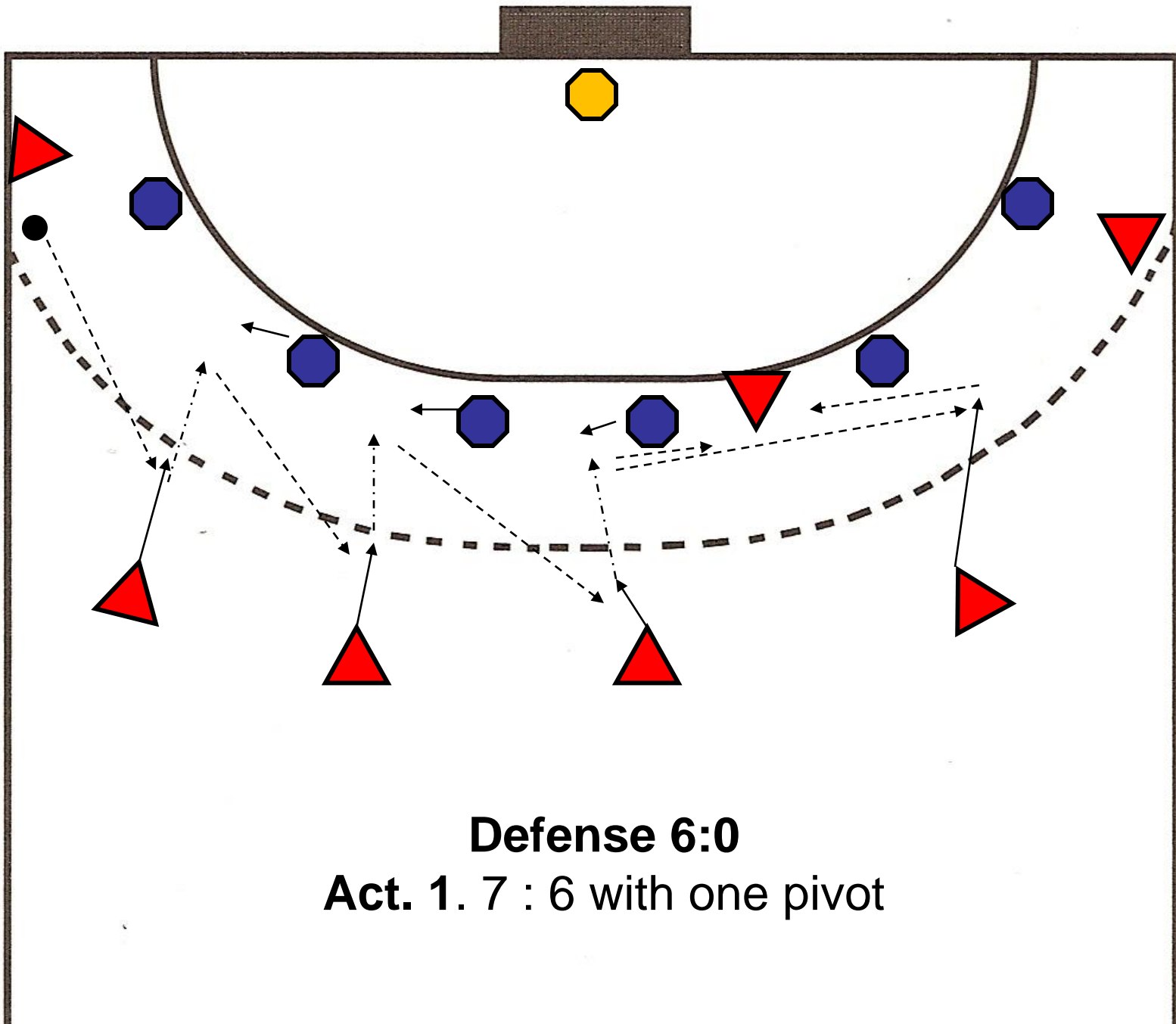
- Decide to play 7 : 6 is not easy. In this situation everybody expect „certain (sure) goal“, it is „normal“... 
- But if attack team doesn't score goal players can lose self-confidence and opponent team can get it, for them it can be great motivation.
- Decision to play 6 : 6 instead 5 : 6 is “more normal”, it is an attempt to be in situation to play normal attack...
- of course with full concentration and control of present situation



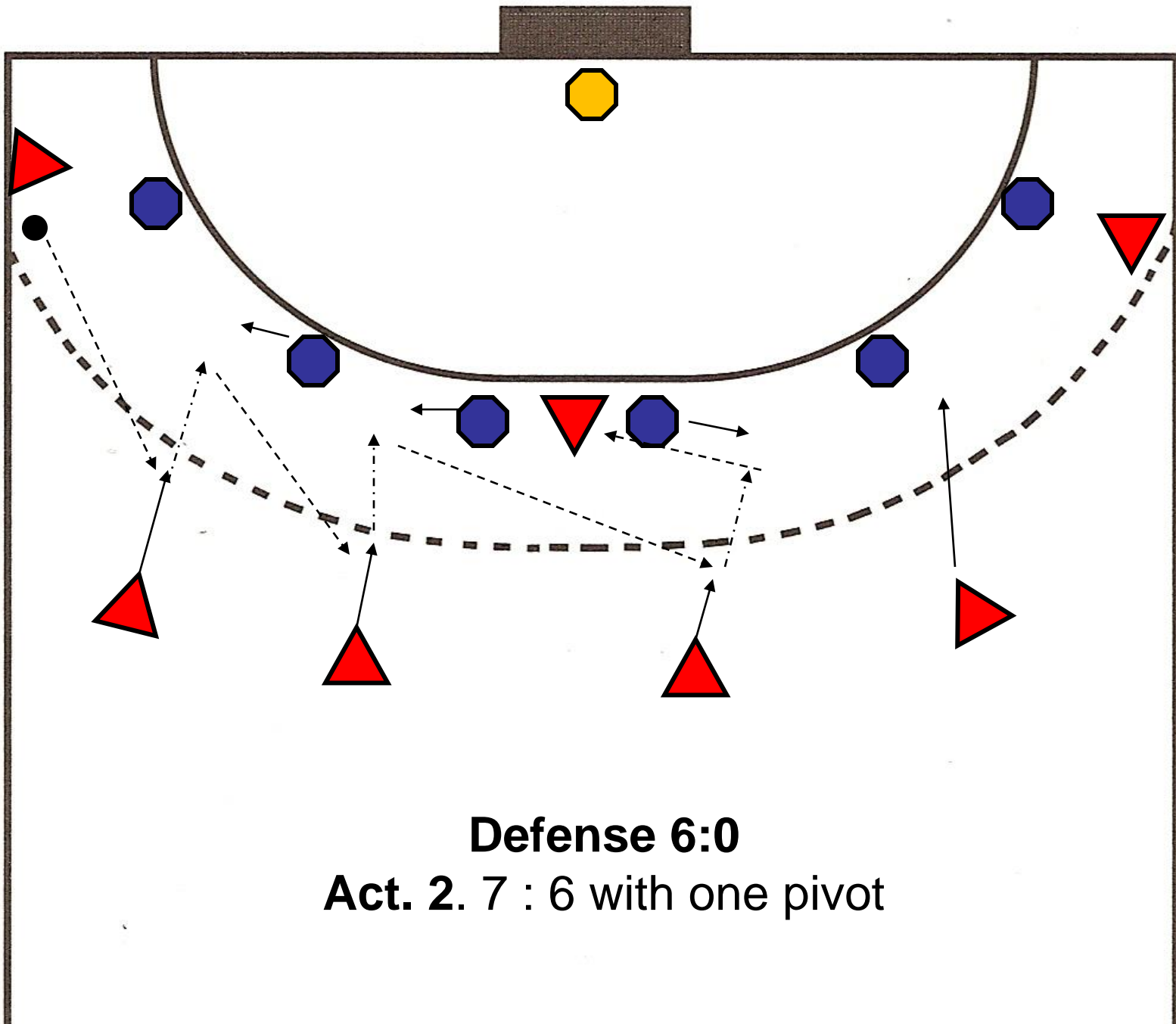
*Now let's go to see several actions  
7 : 6 against different types of  
defense:*

7 : 6

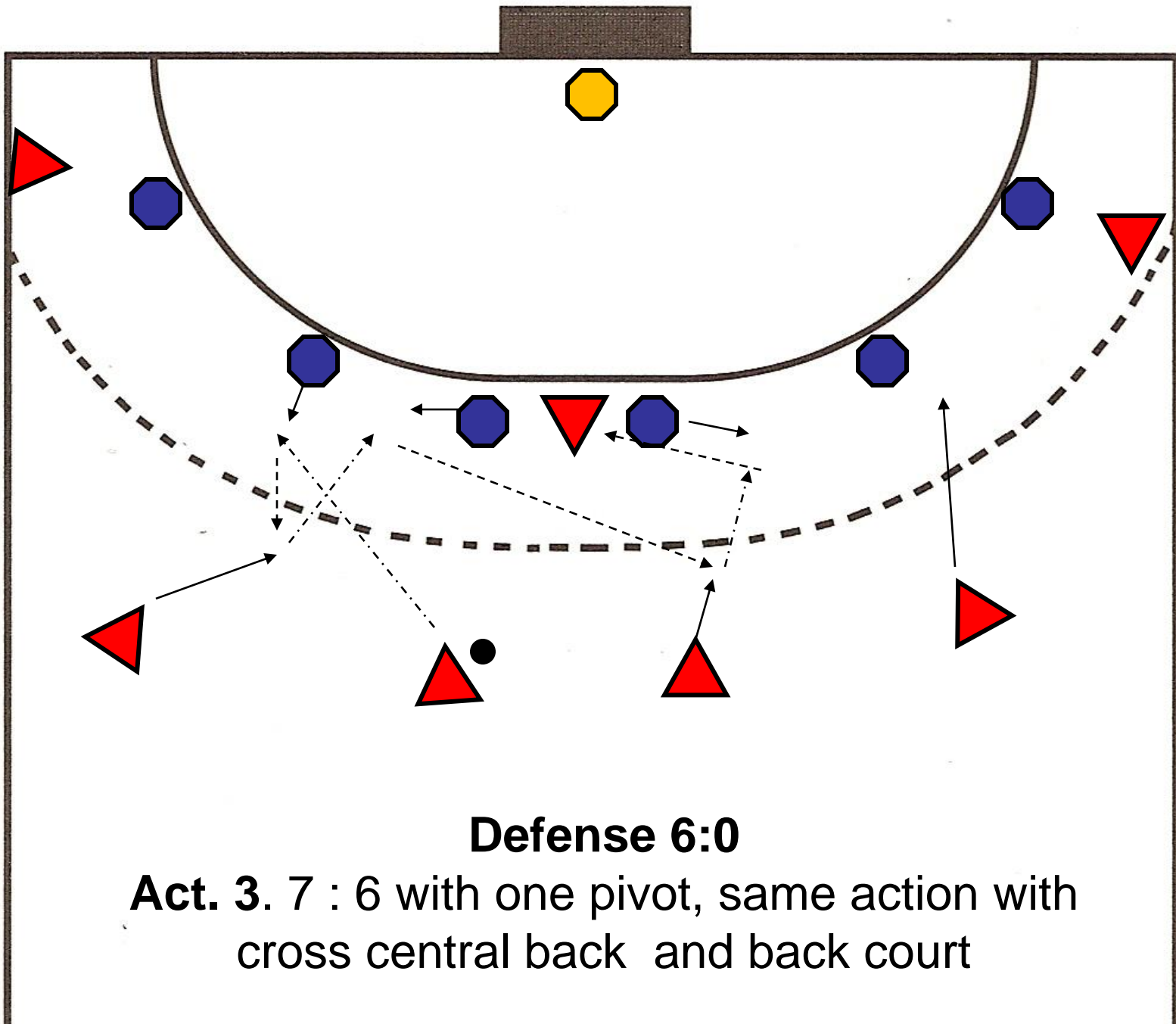


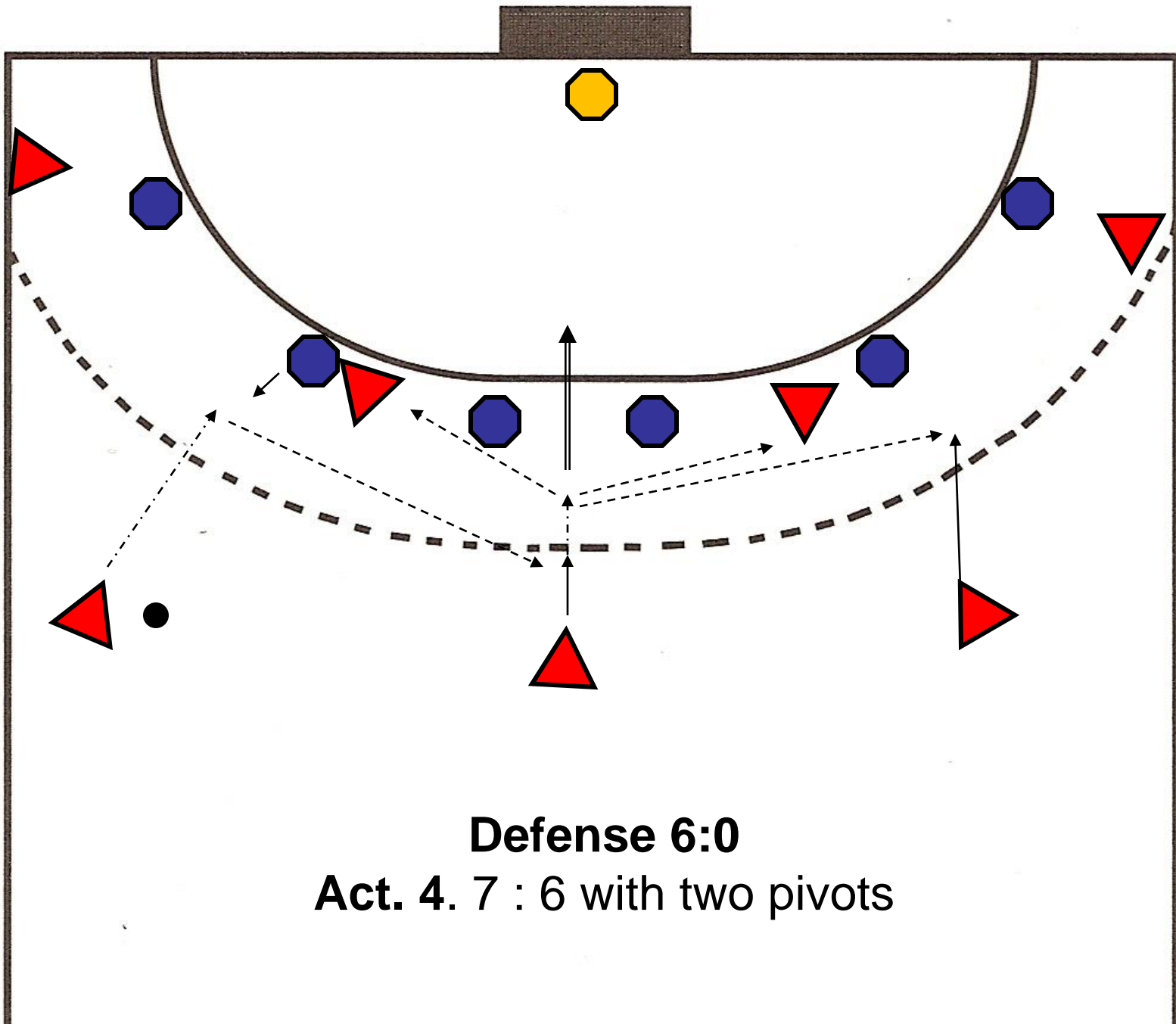


**Defense 6:0**  
**Act. 1. 7 : 6 with one pivot**



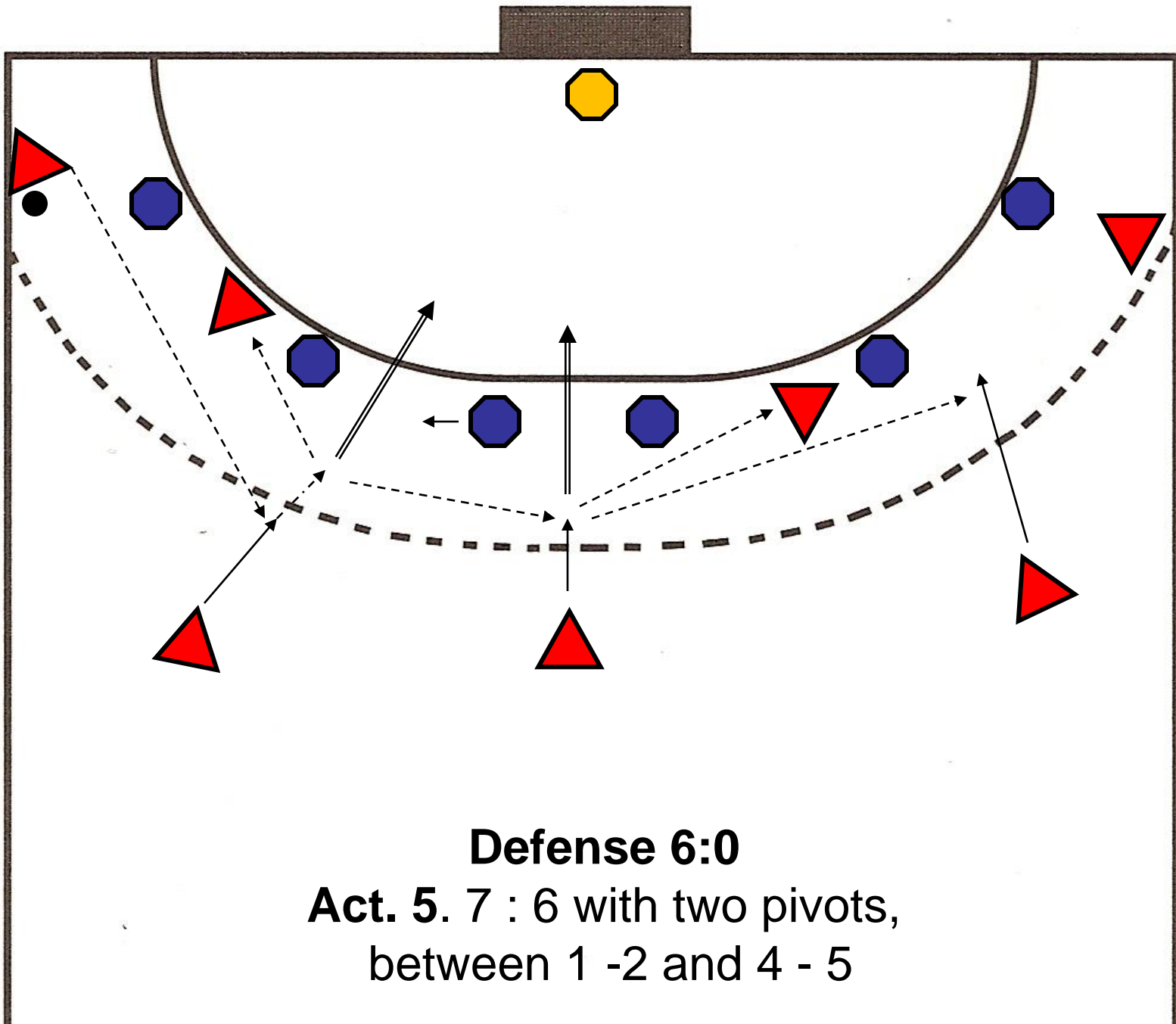






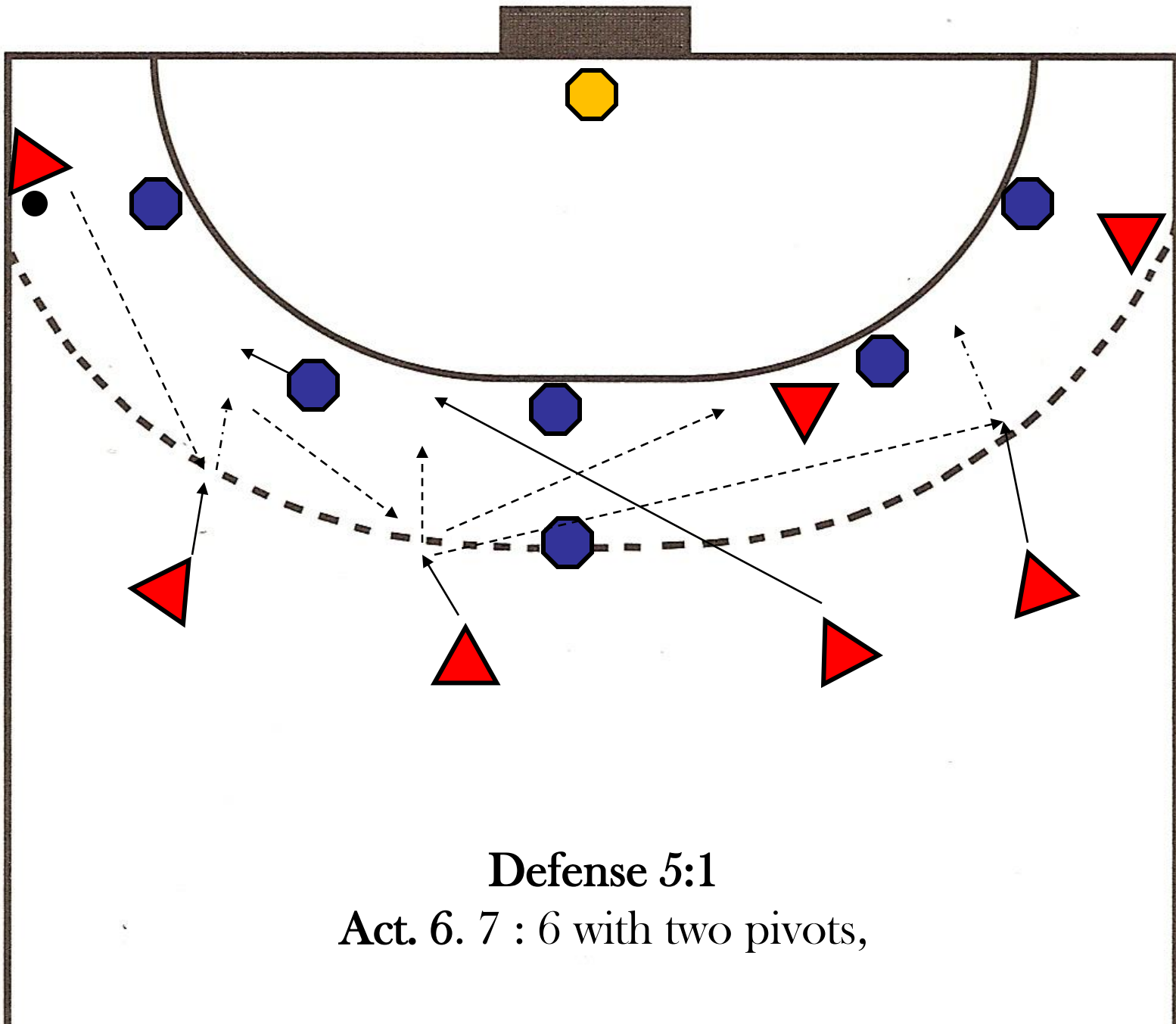




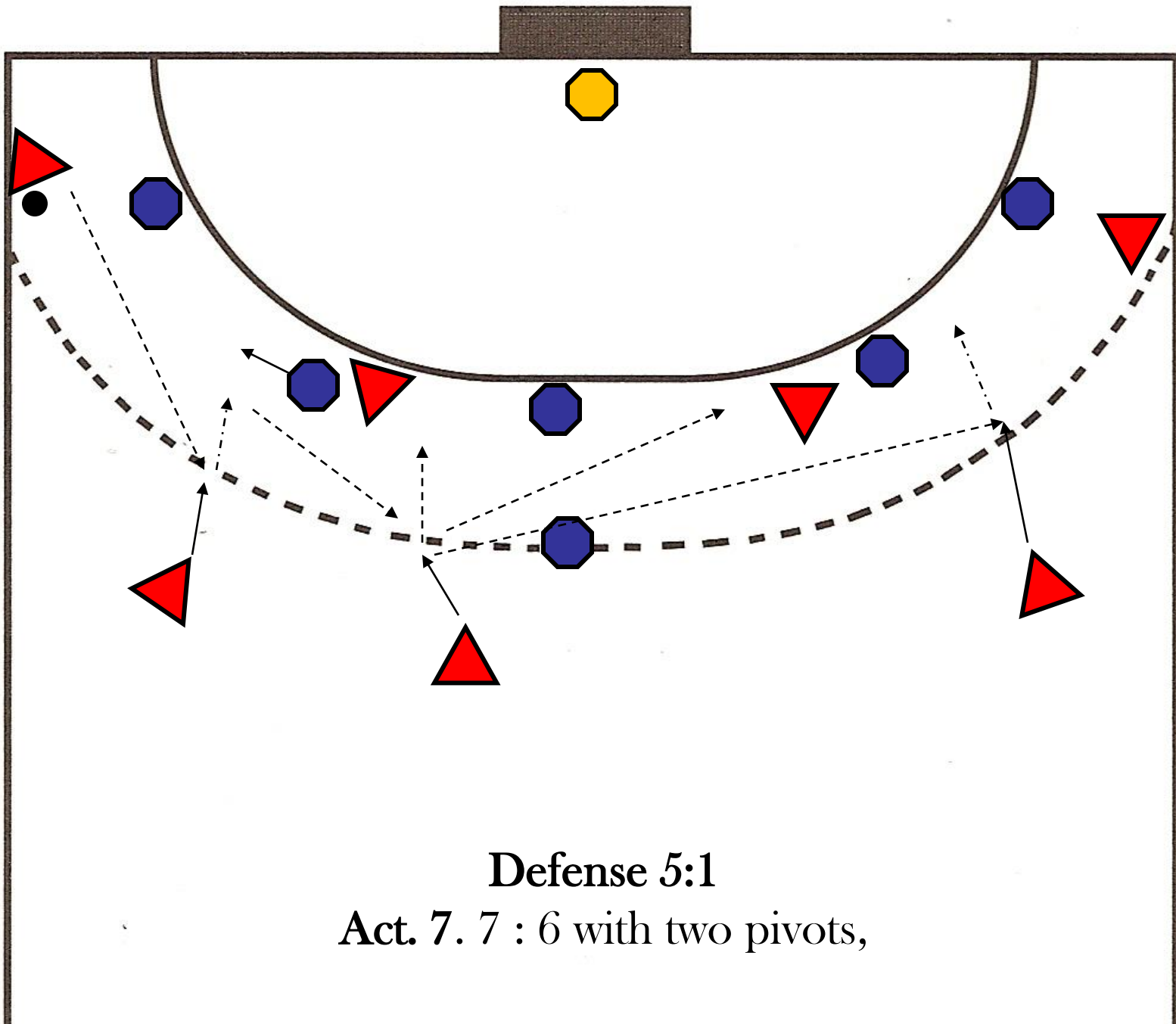


## Defense 6:0

Act. 5. 7 : 6 with two pivots,  
between 1 -2 and 4 - 5







**Defense 5:1**  
**Act. 7. 7 : 6 with two pivots,**



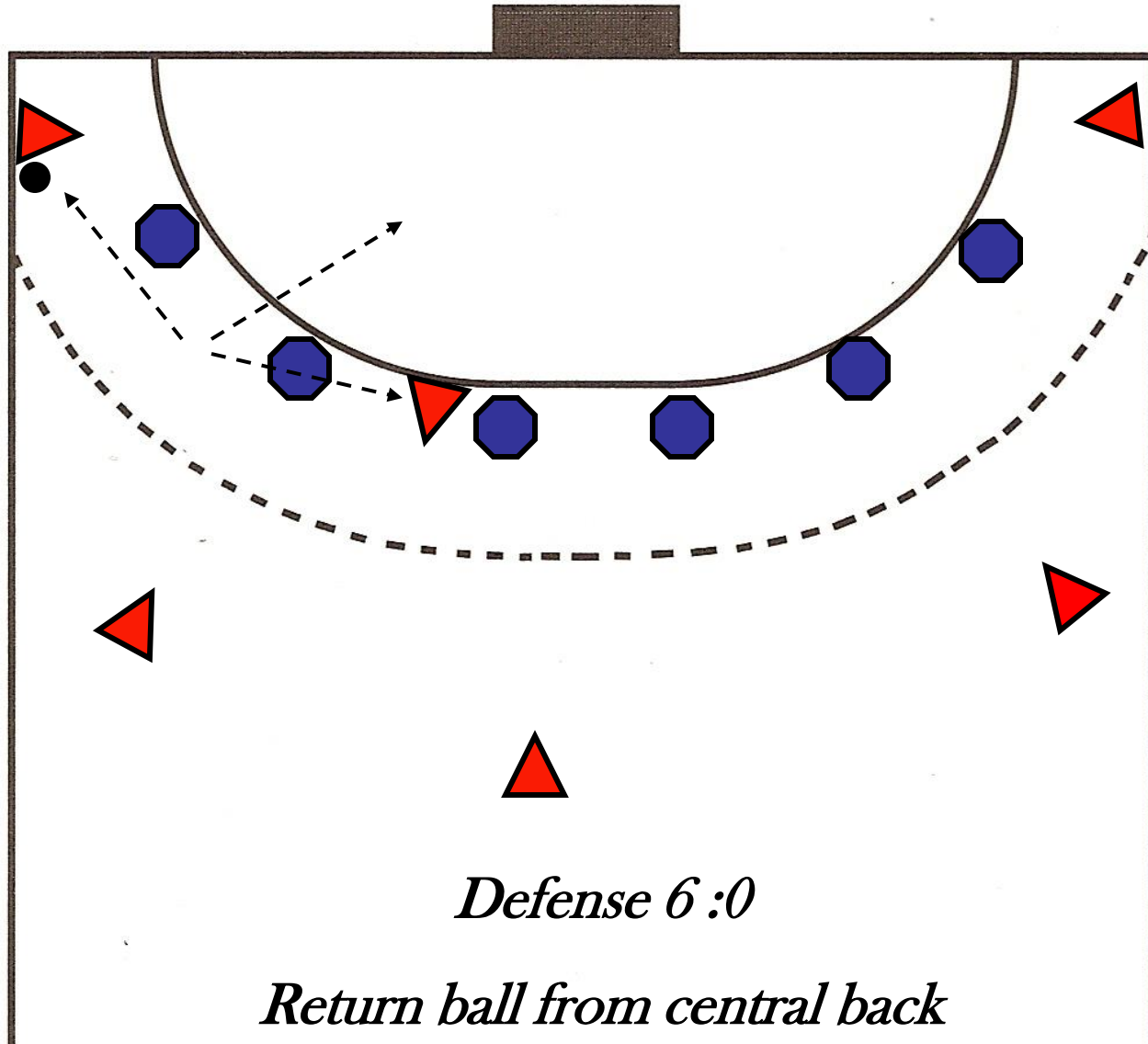


# ***3. Passive play (actions)***



- If one team plays 7 : 6 it's almost impossible to come in passive play situation, main idea playing 7 : 6 is to come in position for shoot for shorter time.
- If, however, they come in passive play situation they have enough actions what we already explained.
- In situation 6 : 6 attack team also can use a lot of actions with 3 – 4 passes.

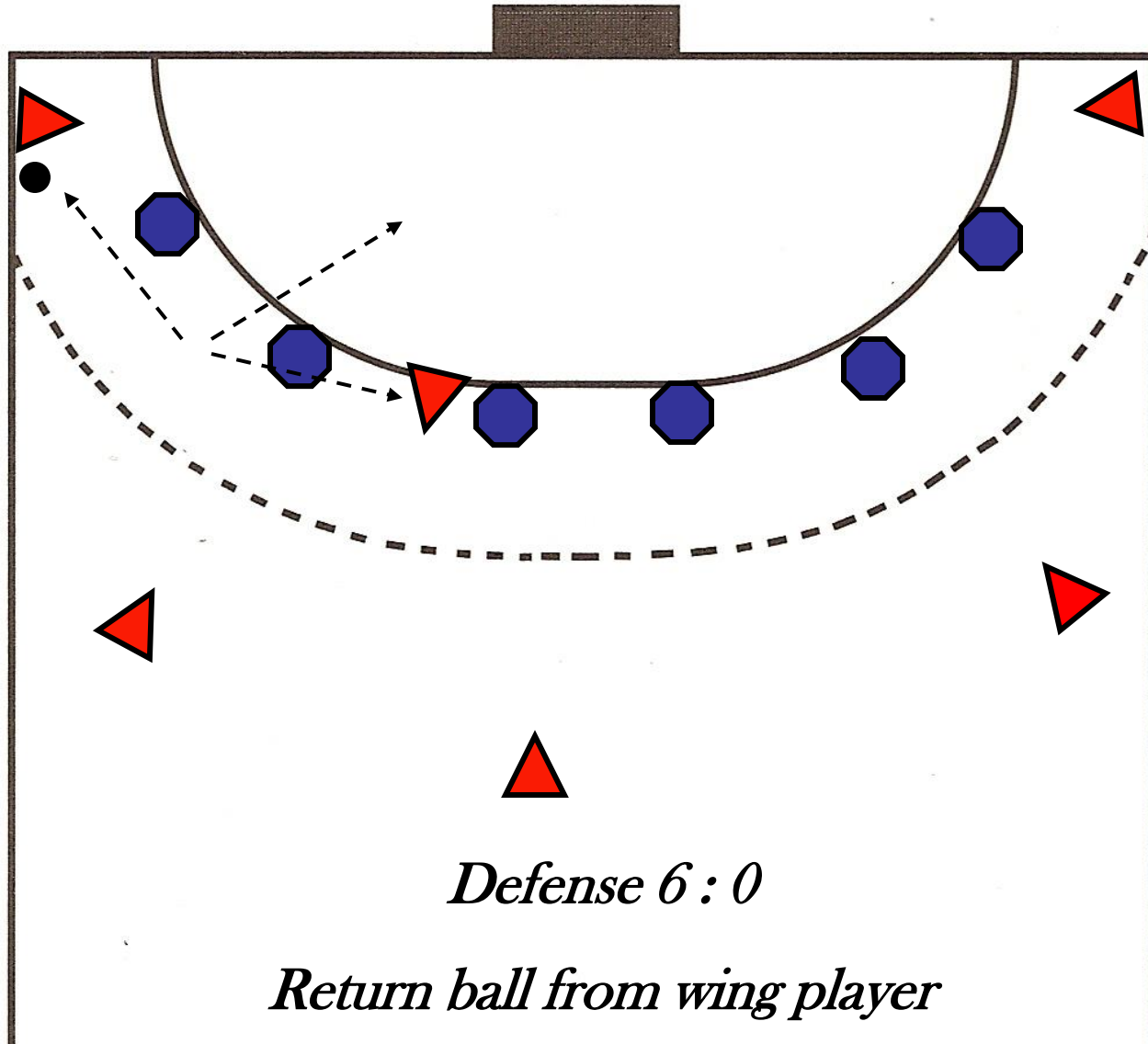
*Pivot between 2 and 3 (4 and 5), 4 passes*



*Defense 6 :0*

*Return ball from central back*

*Pivot between 2 and 3 (4 and 5), 2-3 passes*

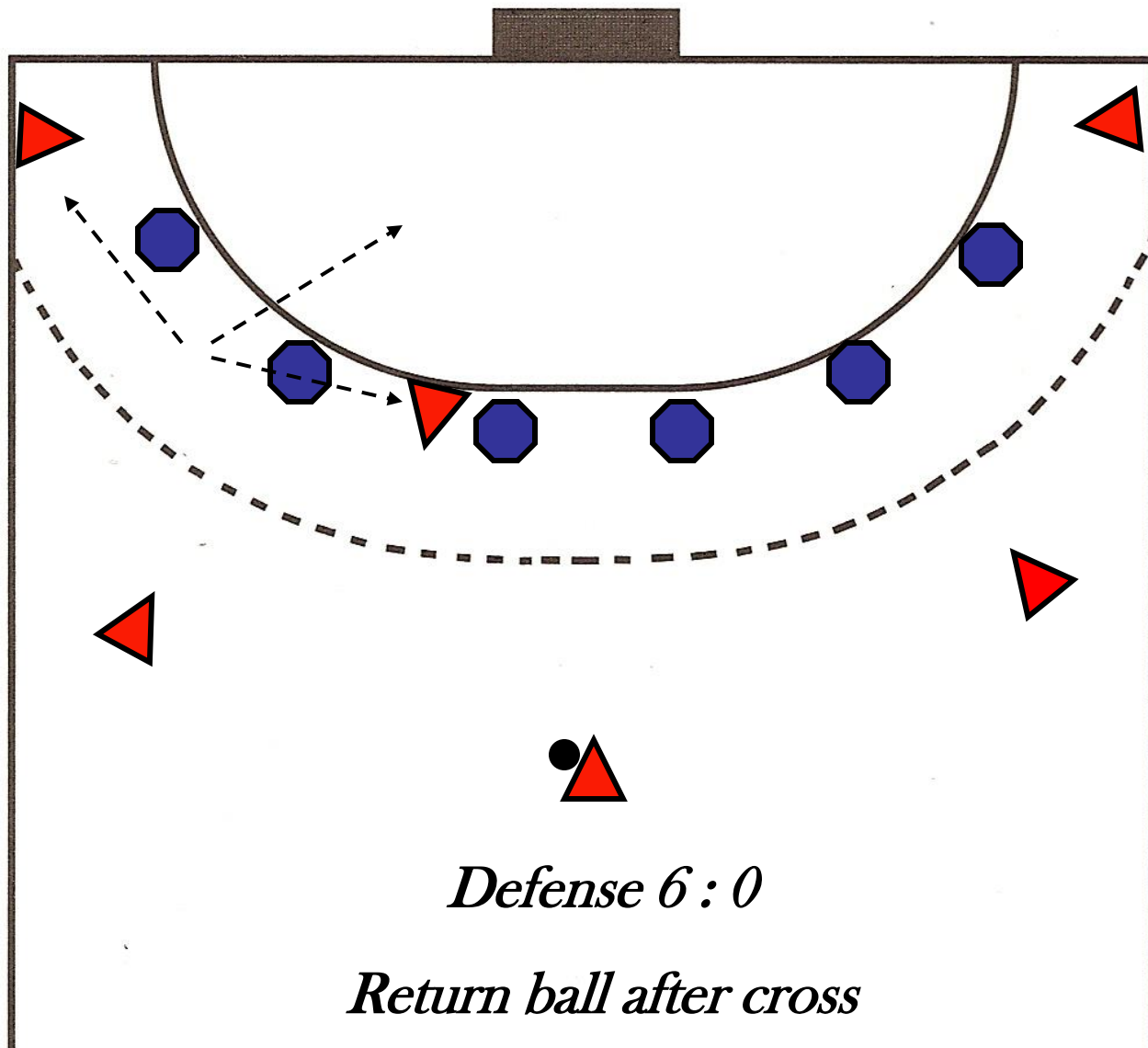


*Defense 6 : 0*

*Return ball from wing player*



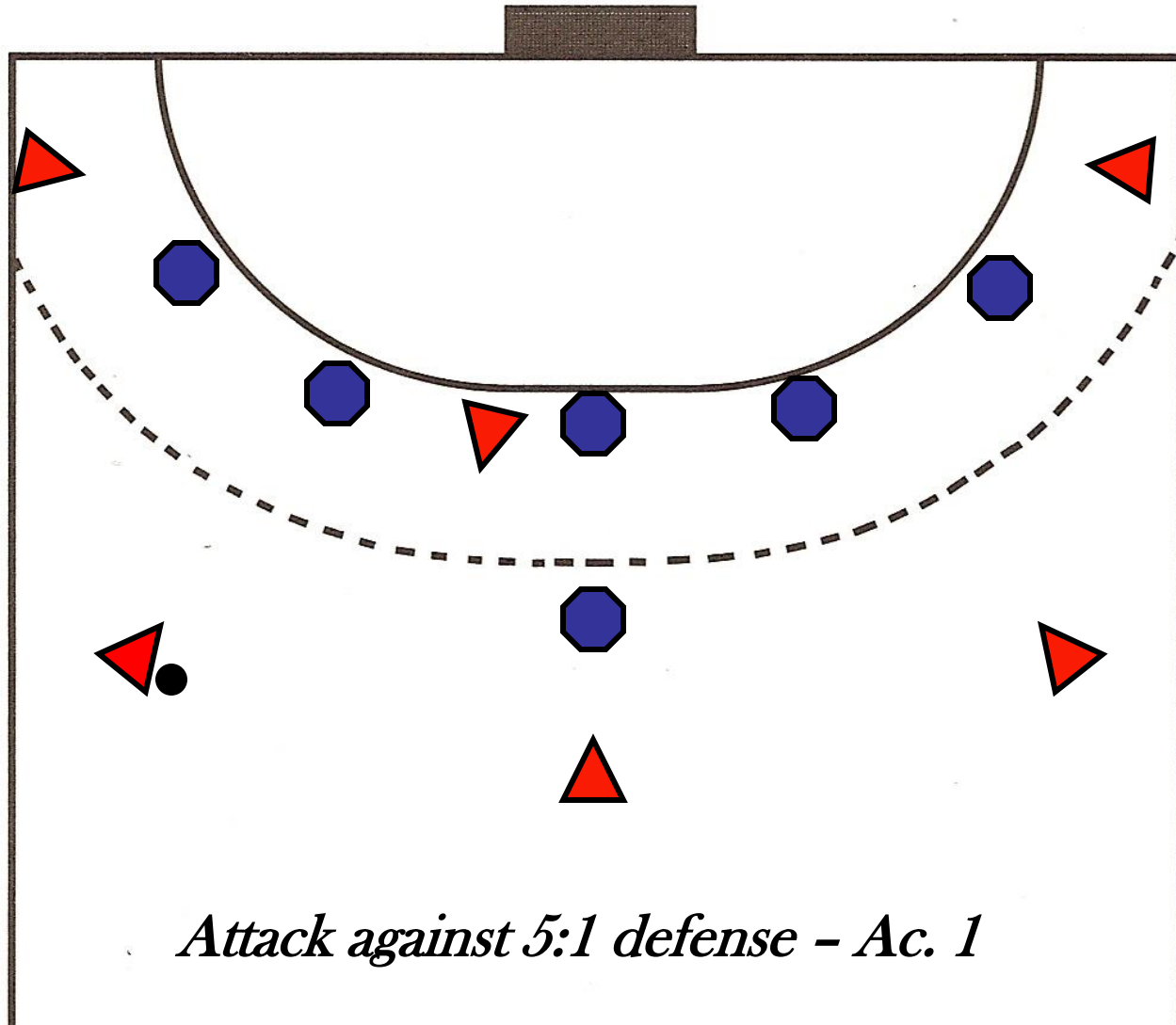
*Pivot between 2 and 3 (4 and 5), 3 passes*



*Defense 6 : 0*

*Return ball after cross*

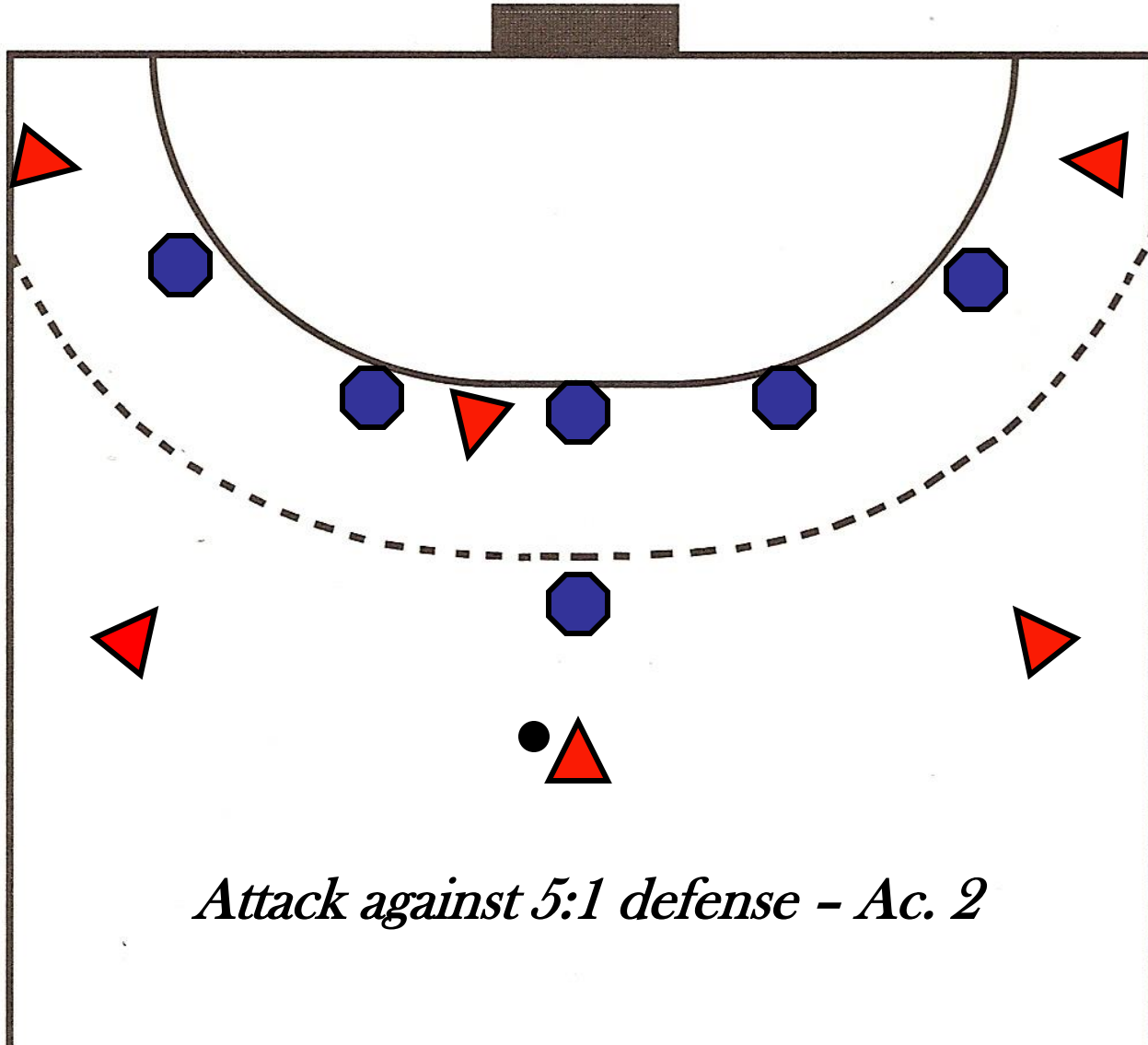
*3 passes*



*Attack against 5:1 defense - Ac. 1*



*3 passes*

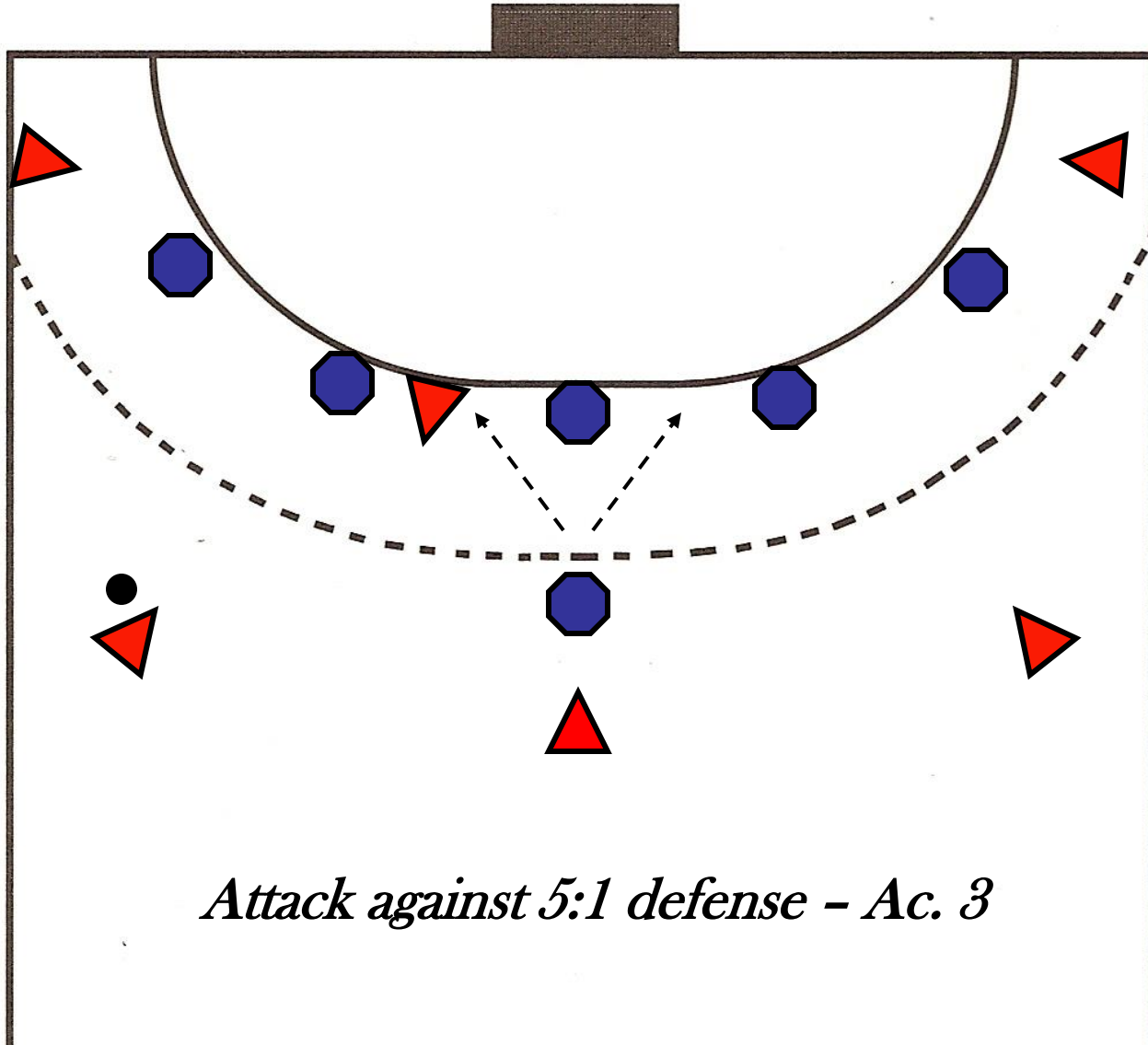


*Attack against 5:1 defense - Ac. 2*



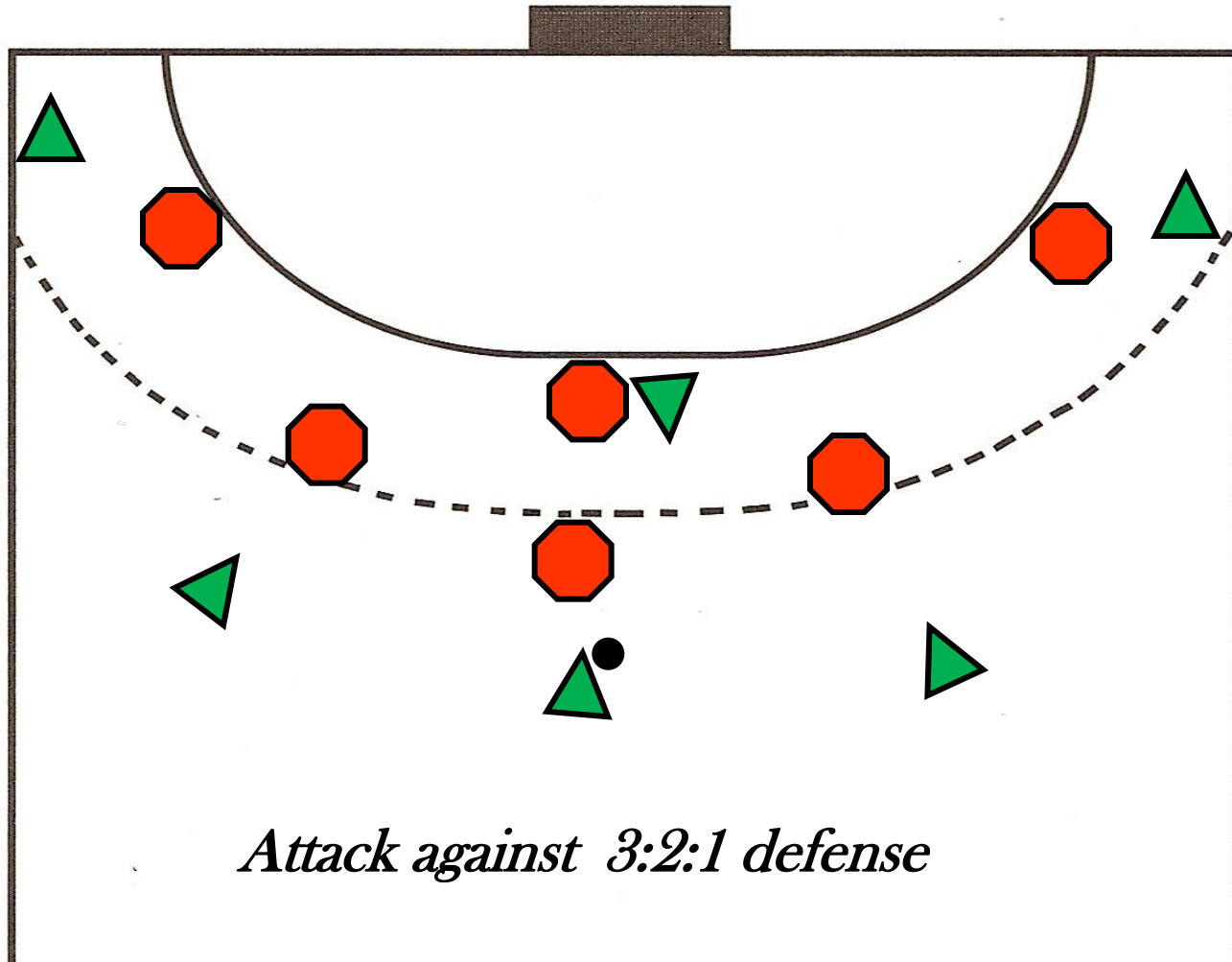


*3-4 passes*



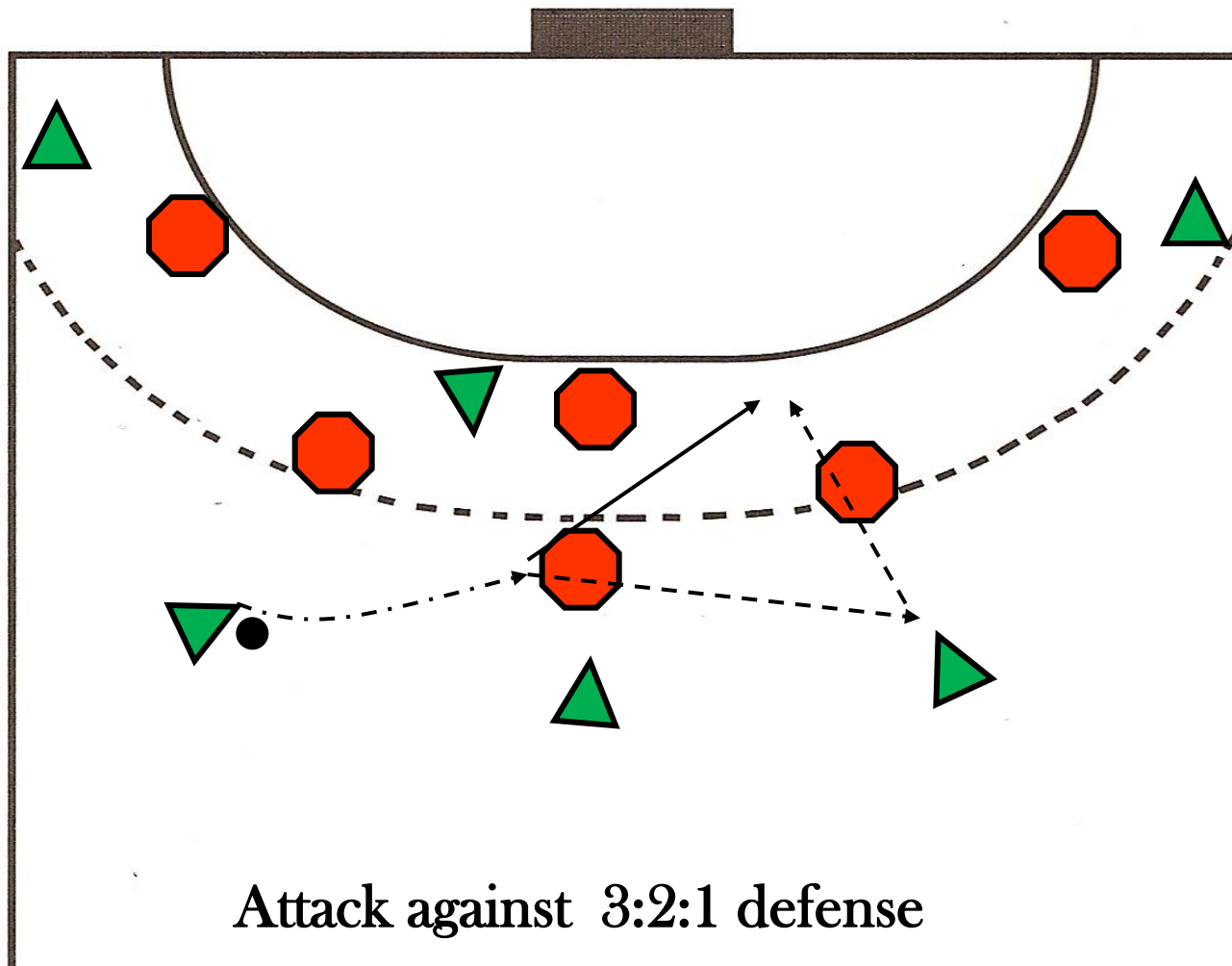
*Attack against 5:1 defense - Ac. 3*

*Contra cross of middle back with pivot blockade, 3-4 passes*



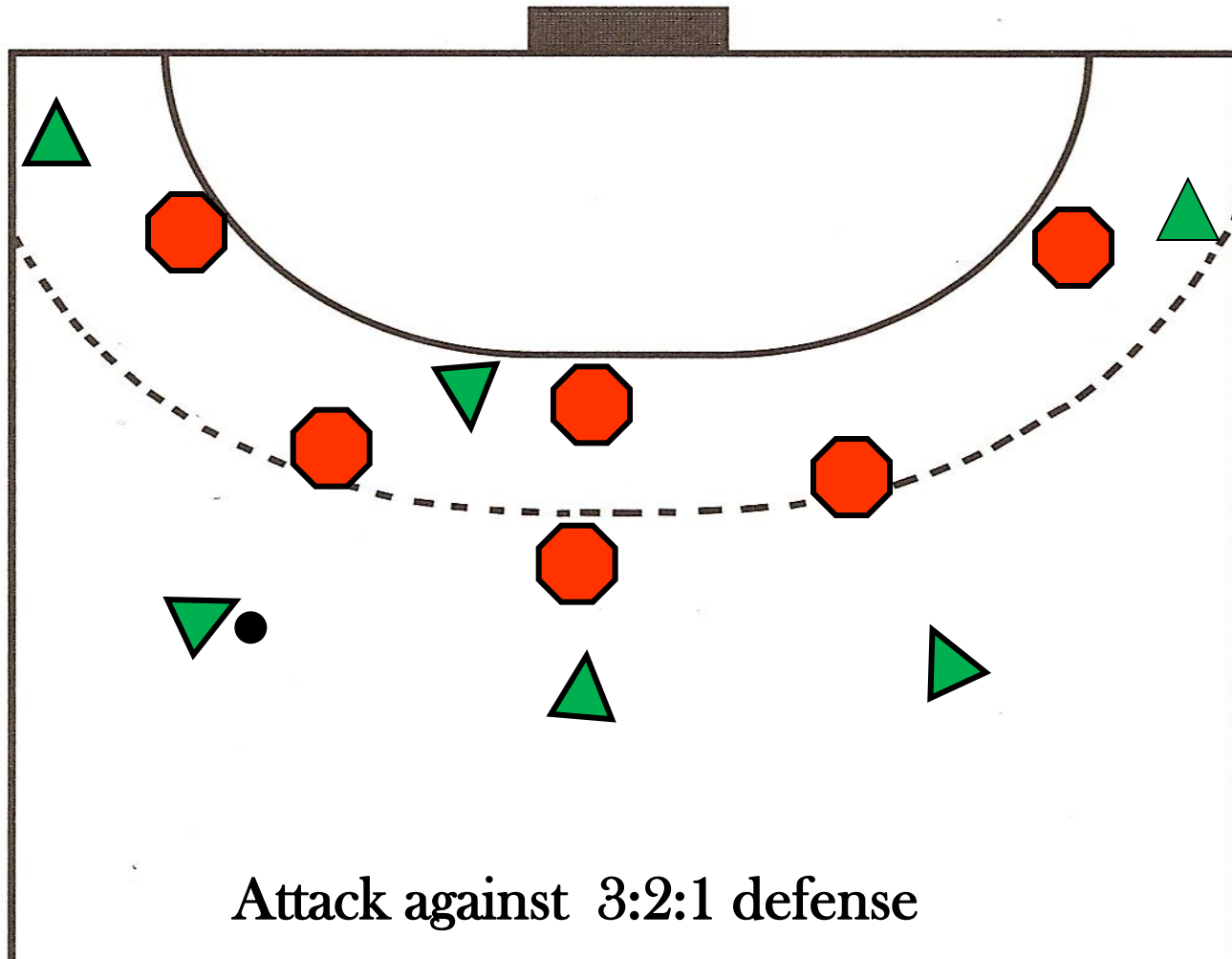
*Attack against 3:2:1 defense*

## *“Hungary”, 2 passes*



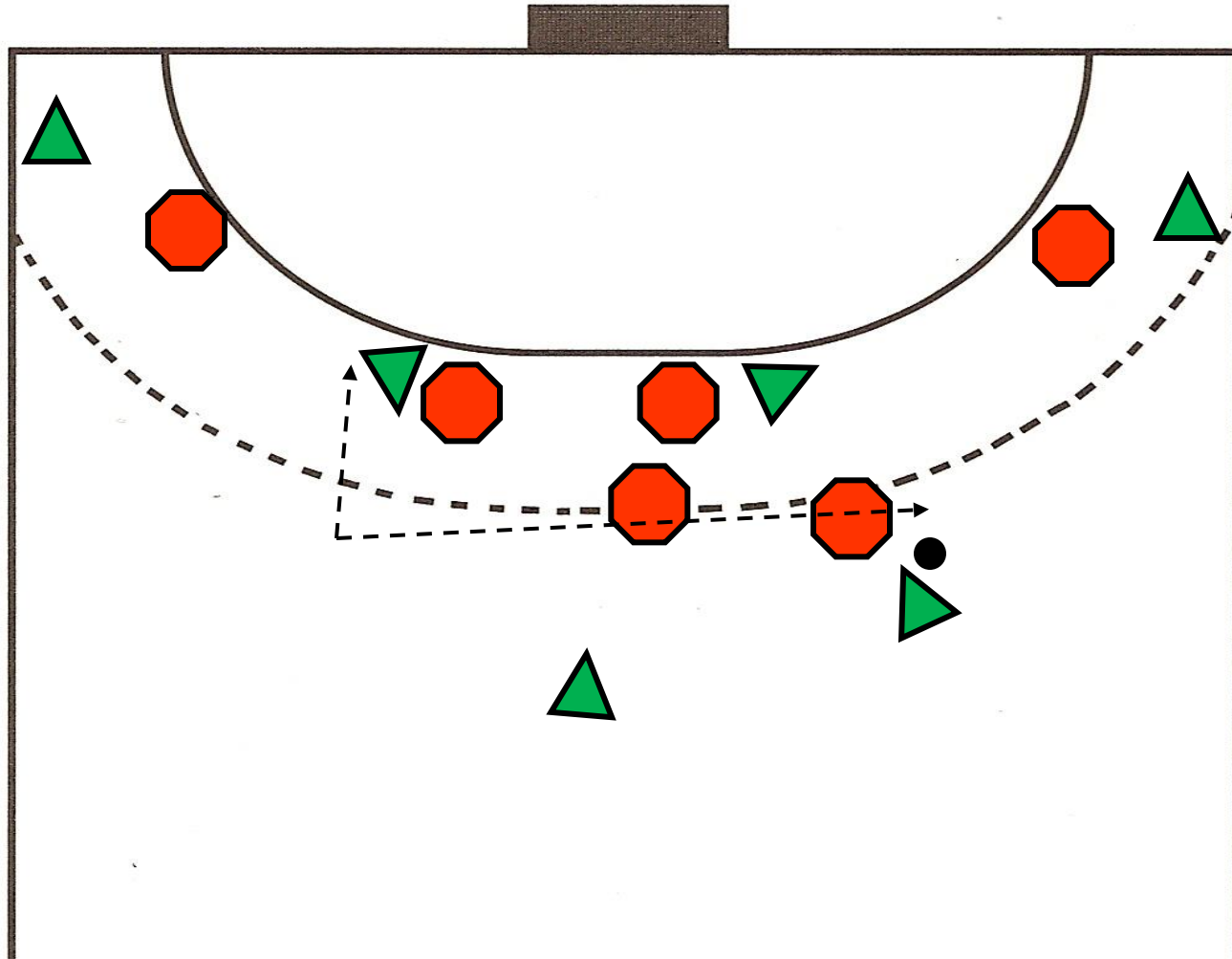


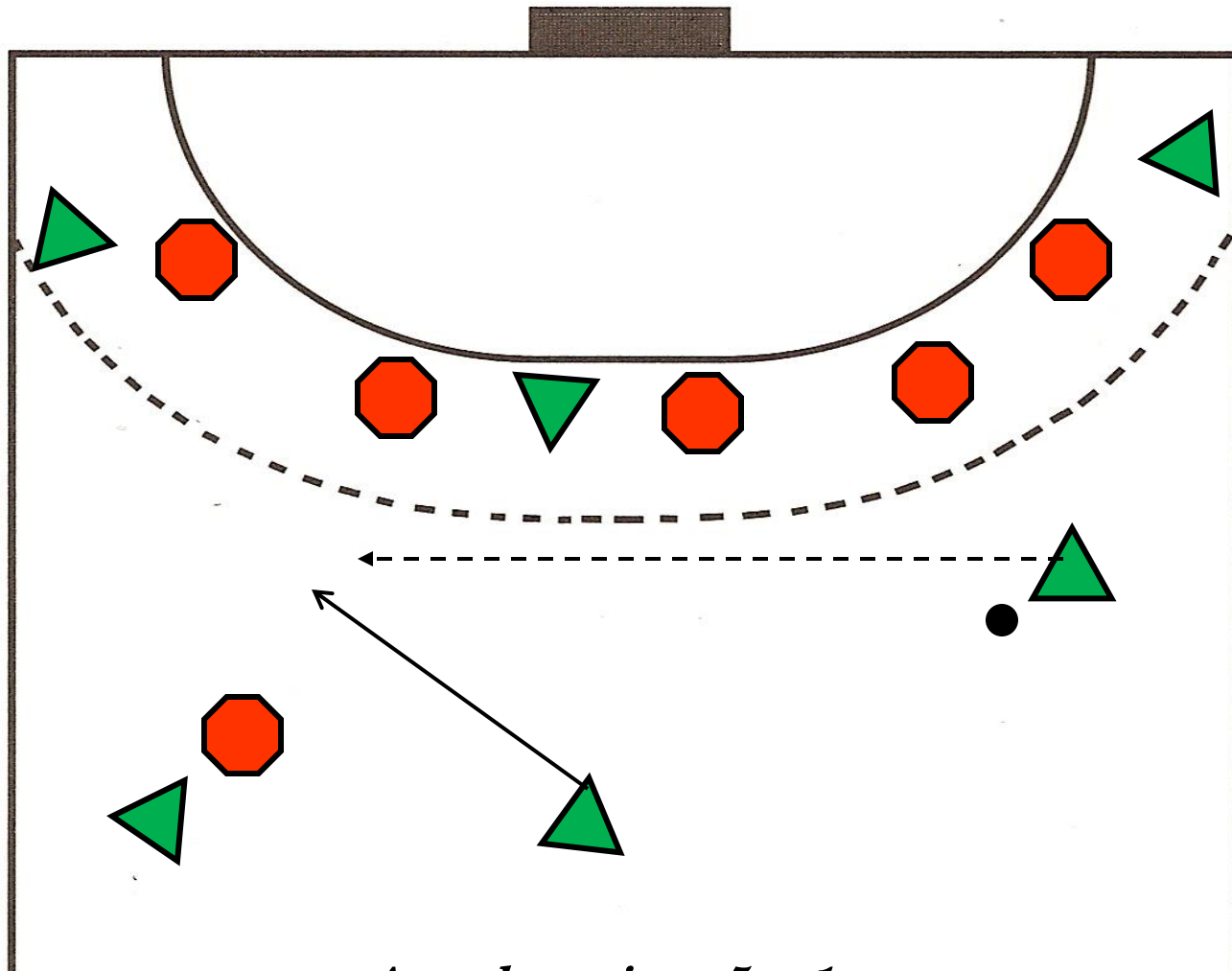
# *"Hungary", 2 passes*



Attack against 3:2:1 defense

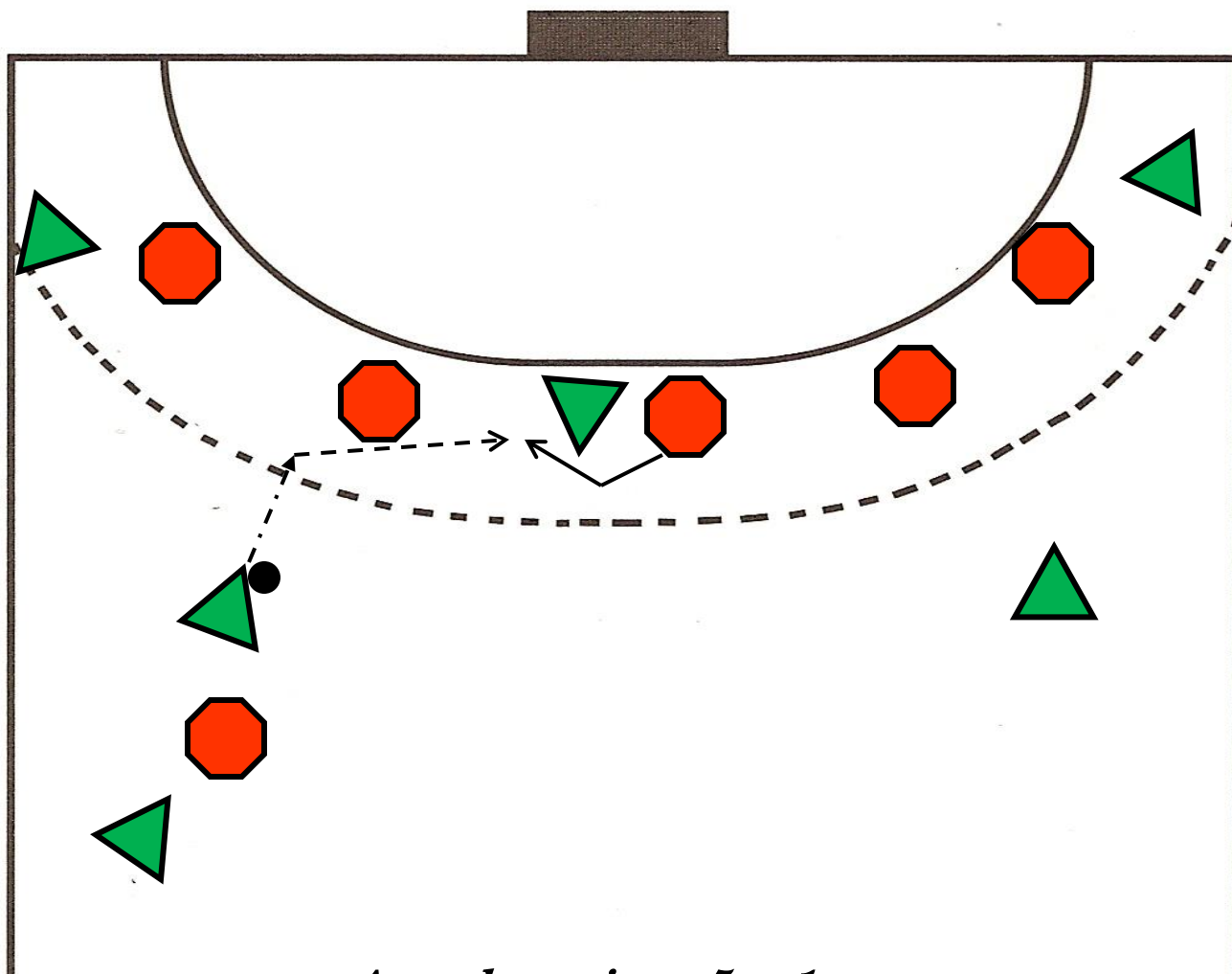
# *“Hungary” continuation, 4-6 passes*





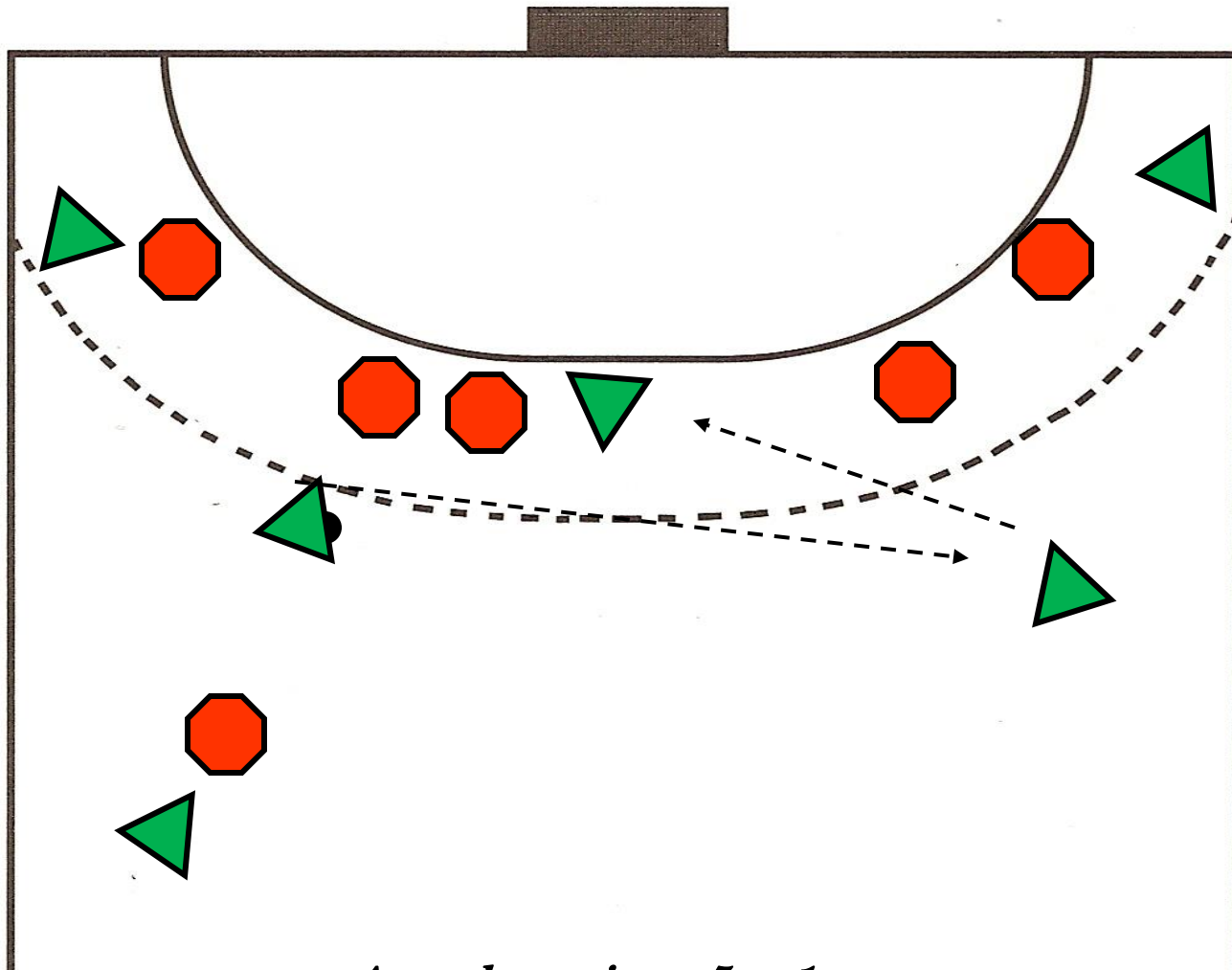
*Attack against 5 + 1*





*Attack against 5 + 1*





*Attack against 5 + 1*



# ***3. Passive play (free throw, 9m)***



- How many times we can see (after passive play sign) how player finishes with shoot and nobody see possibility for goal.
- Explanation (excuse) is: “I had to shoot, it was passive play”
- But, what is better? Shoot after (any) action or shoot without any action?
- Free throw (9m) is nice occasion (chance) for short action after passive play sign.
- Why?



## *Situation:*

- Player with ball at 9m. (free),
- Defense players 3 m. distance,
- Attack players are where they want (out of 9m.)

## *Speed of 9m.:*

- *Quickly*, while defense is not ready (shorter, fast actions in 2 -3 passes with 1 player in block)
- *Slow*, (every player keeps his correct position for action, full concentration for performance of action).



## *Block:*

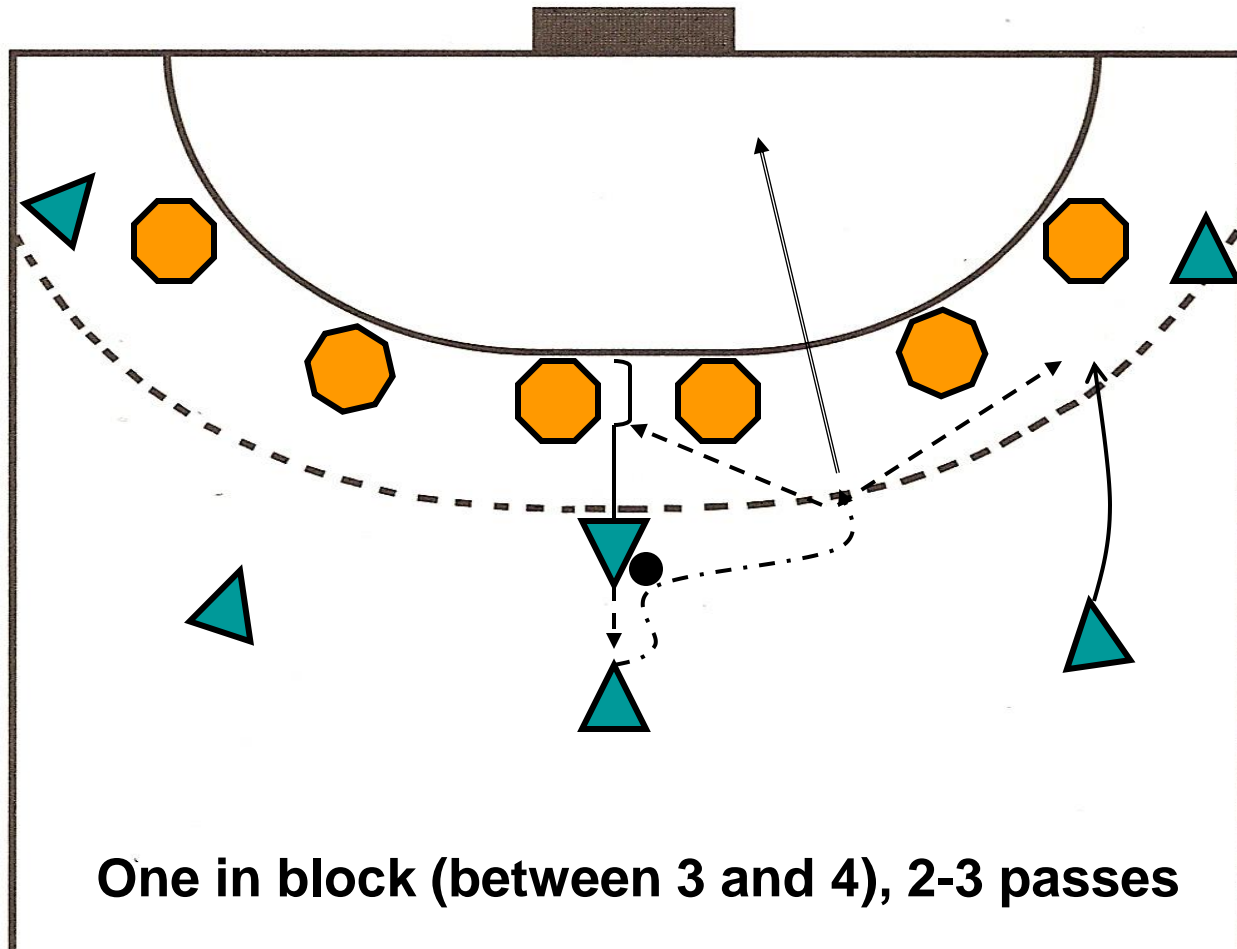


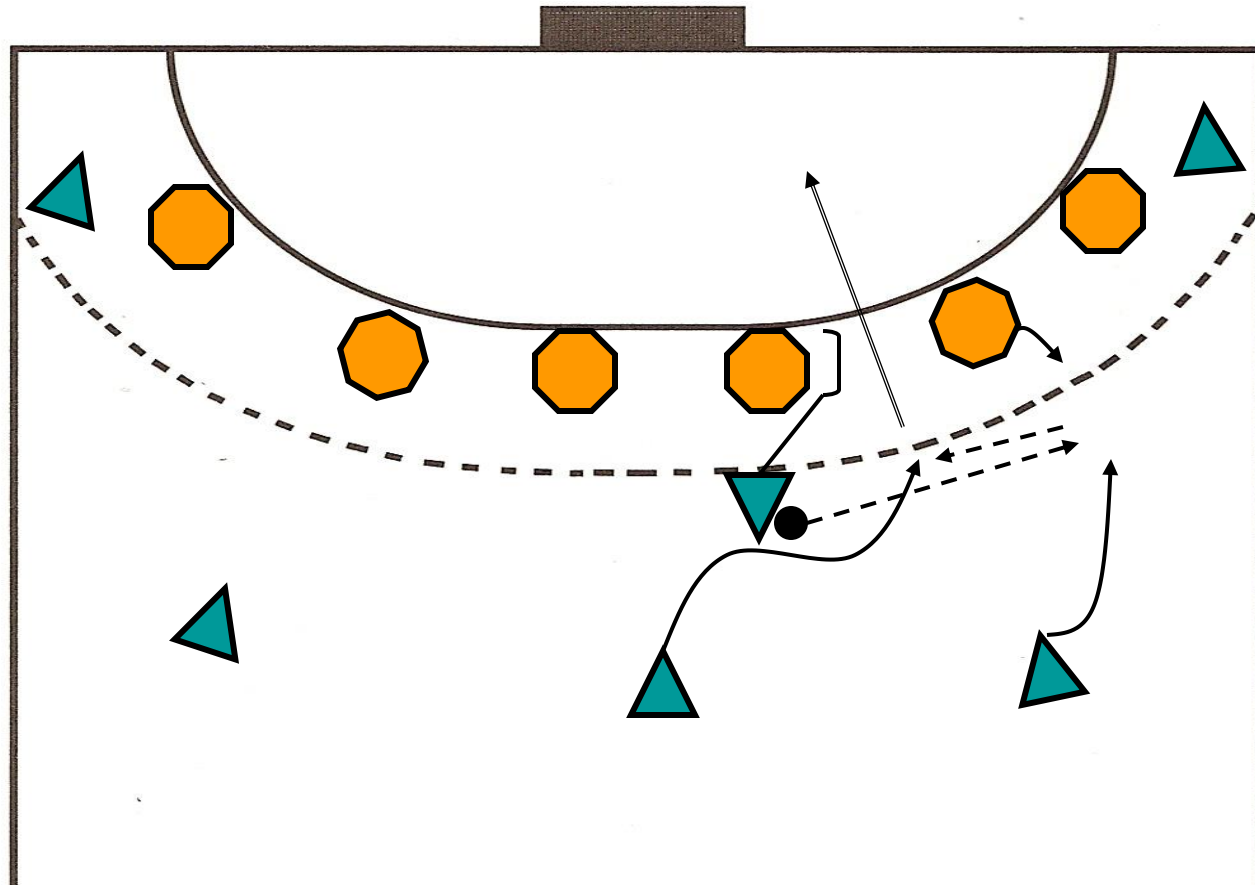
- 1 player in block (pivot or middle back),
- 2 players in block (pivot and middle back),
- 3 players in block (pivot, middle back, wing).

## *Position:*

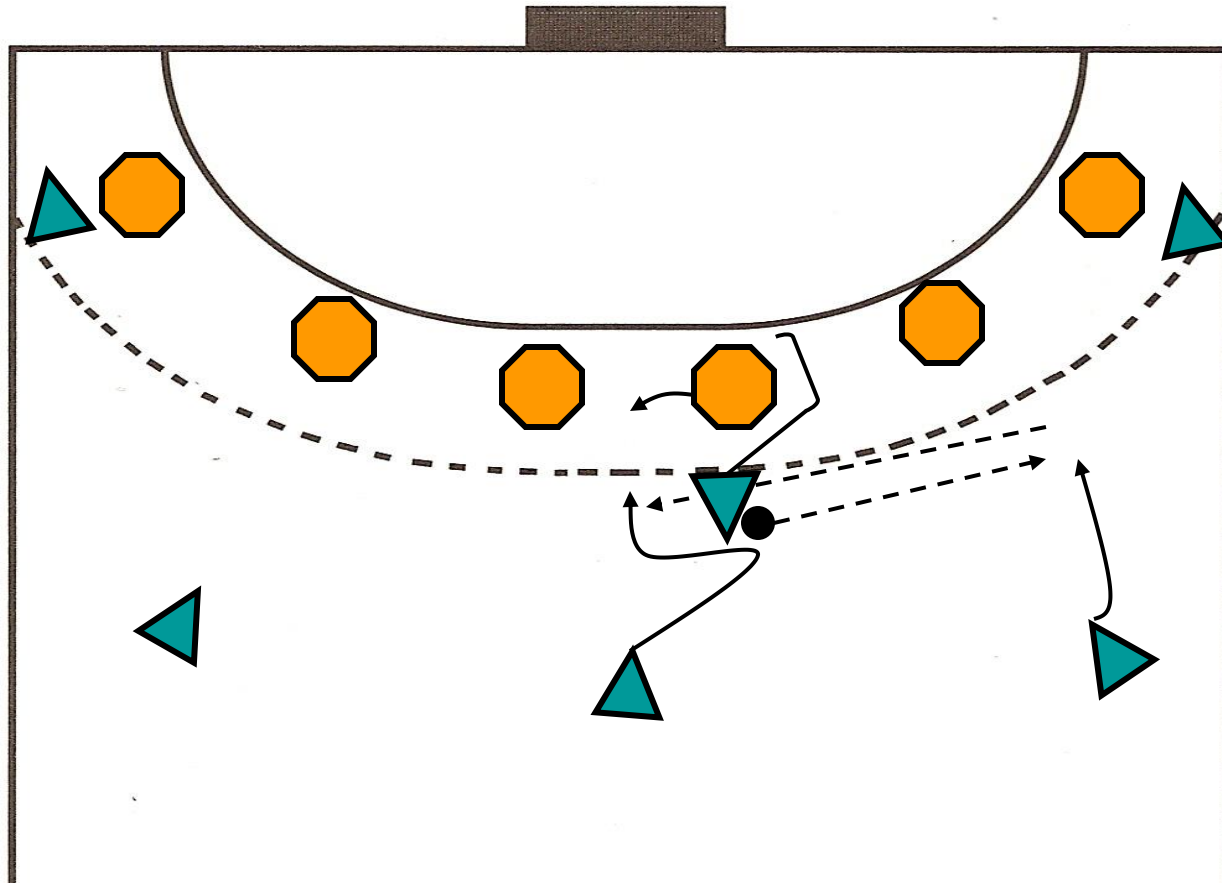
- Central part (1, 2 or 3 players in block),
- Wide side (1, 2 or 3 players in block).
- Because of all these characteristics free throw (9m) can be very useful after passive play sign,
- It is necessary (after passive play sign) to provoke free throw after 1-2 passes and there are 3-4 passes for action





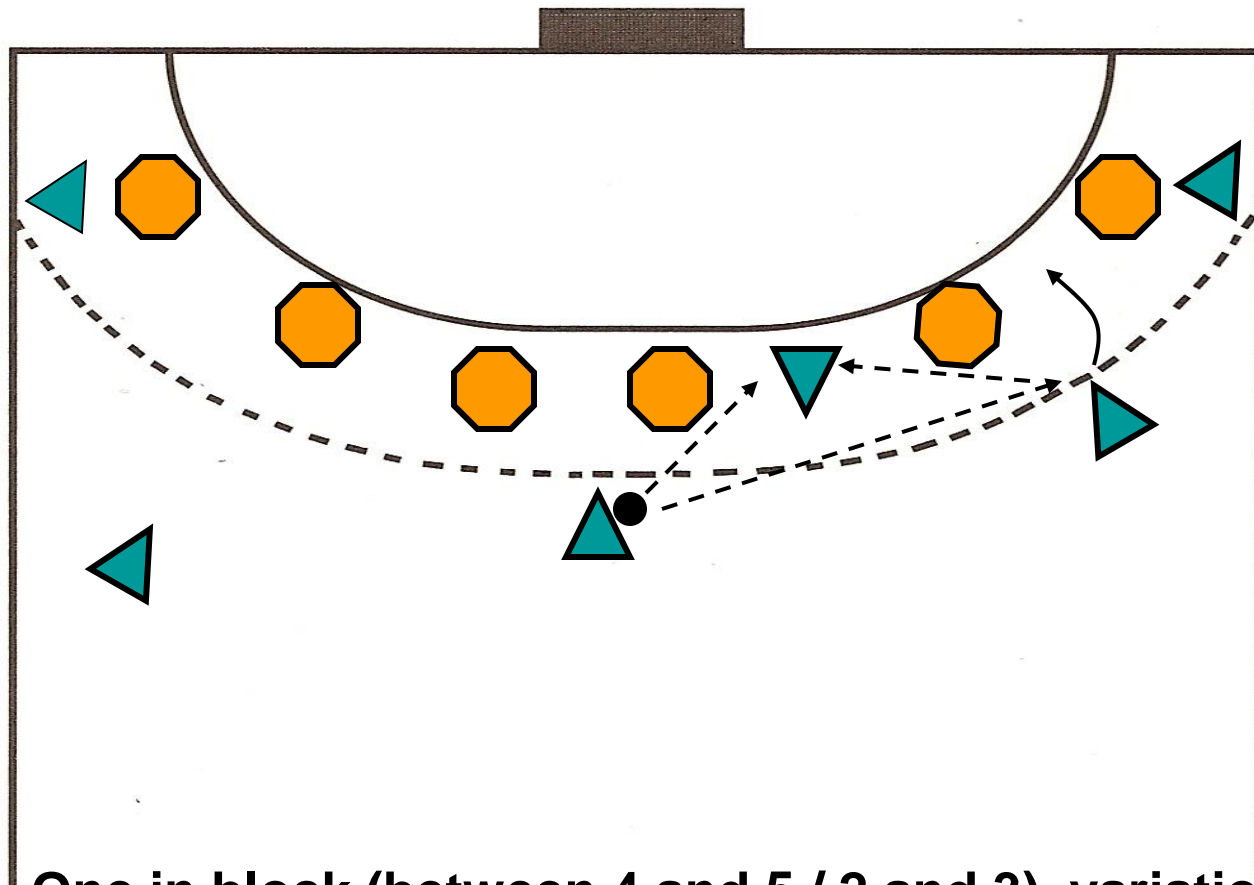


**One in block (between 4 and 5 / 2 and 3), variation 1,  
2 passes**

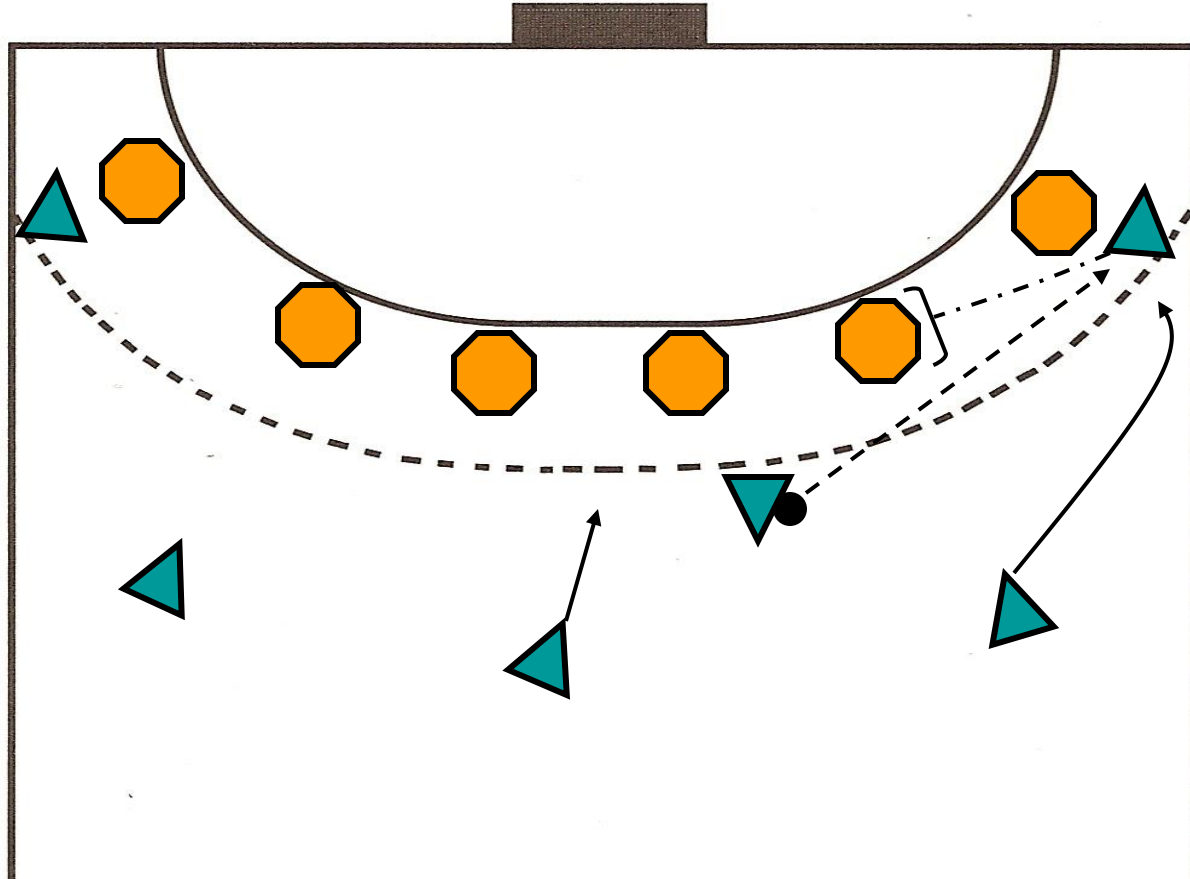


**One in block (between 4 and 5 / 2 and 3), variation 2**  
**3 – 4 passes**

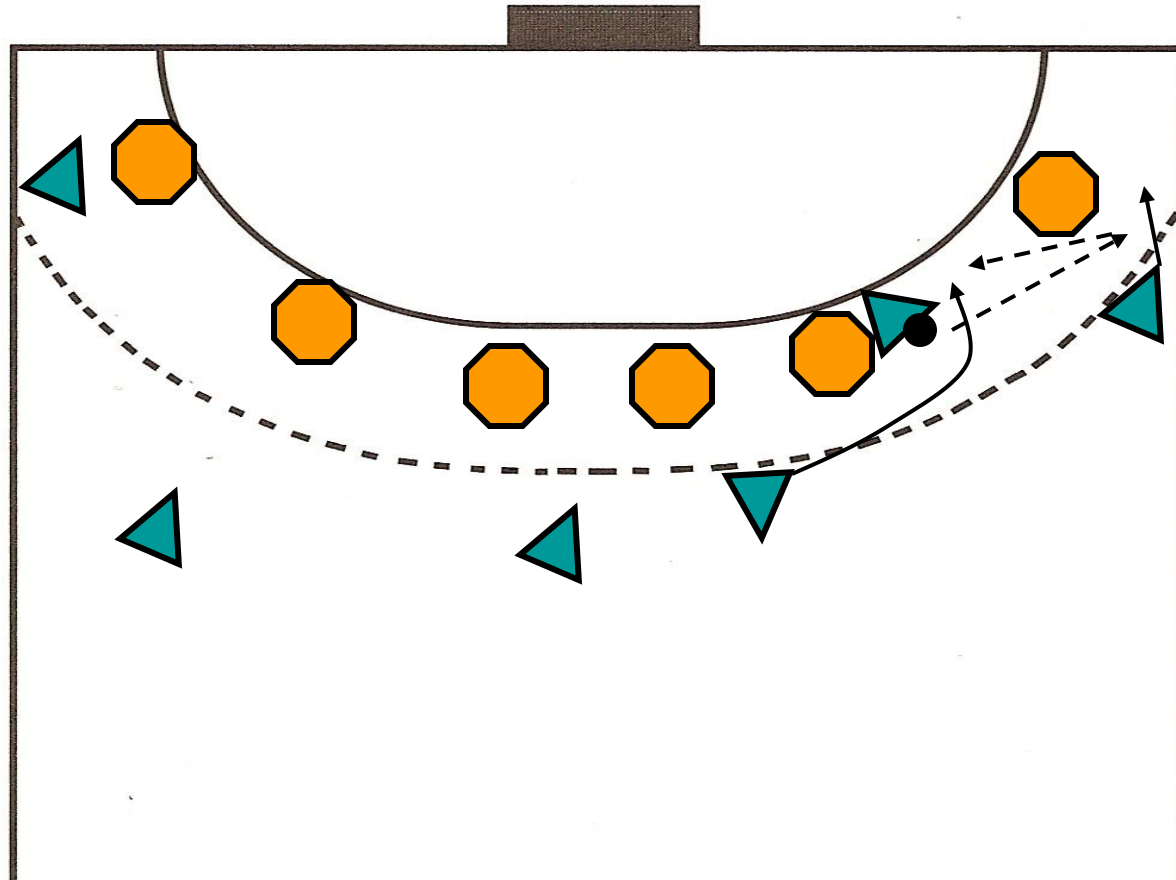




**One in block (between 4 and 5 / 2 and 3), variation 2  
3 – 4 passes**

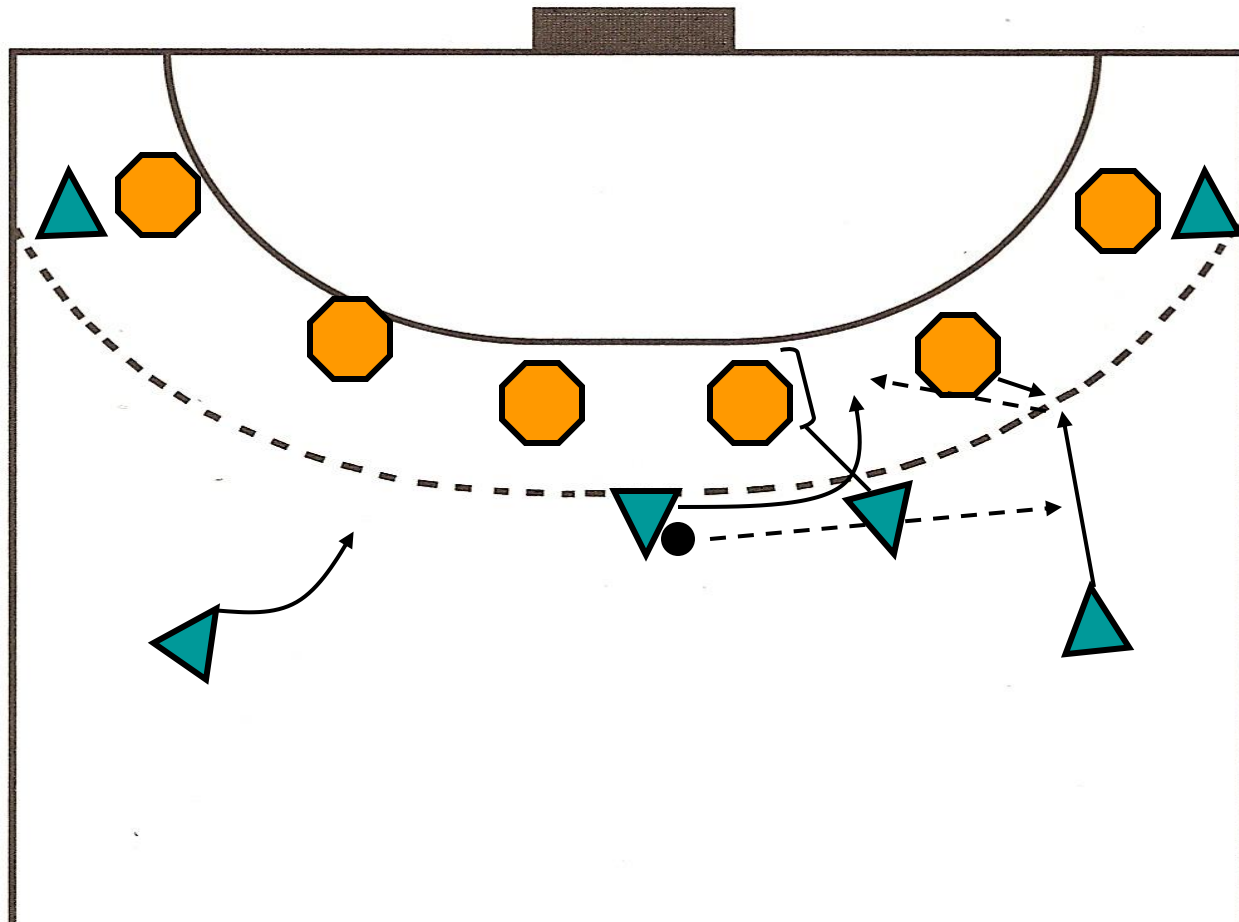


**One in block (with wing)**  
**3 passes**

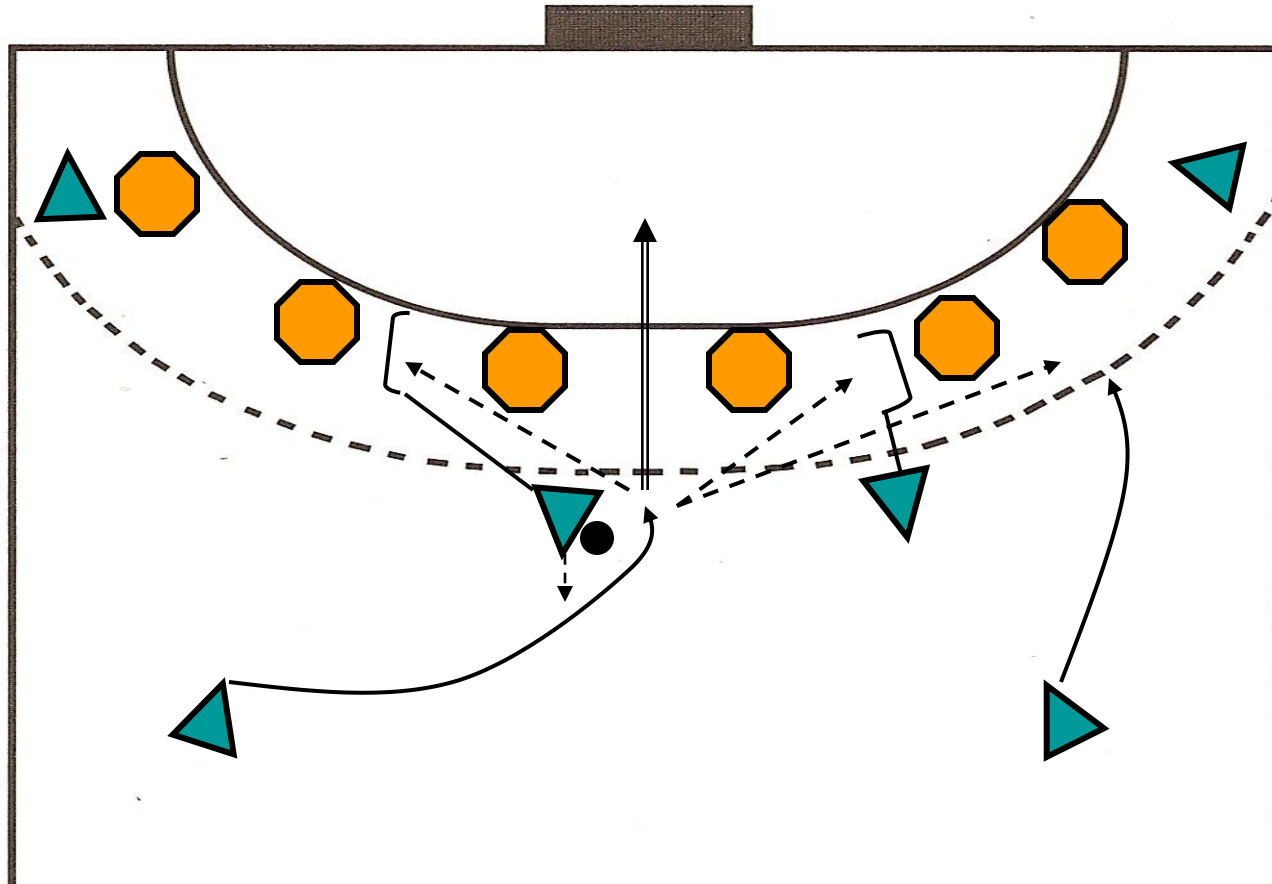


**One in block (with wing)**  
**3 passes**

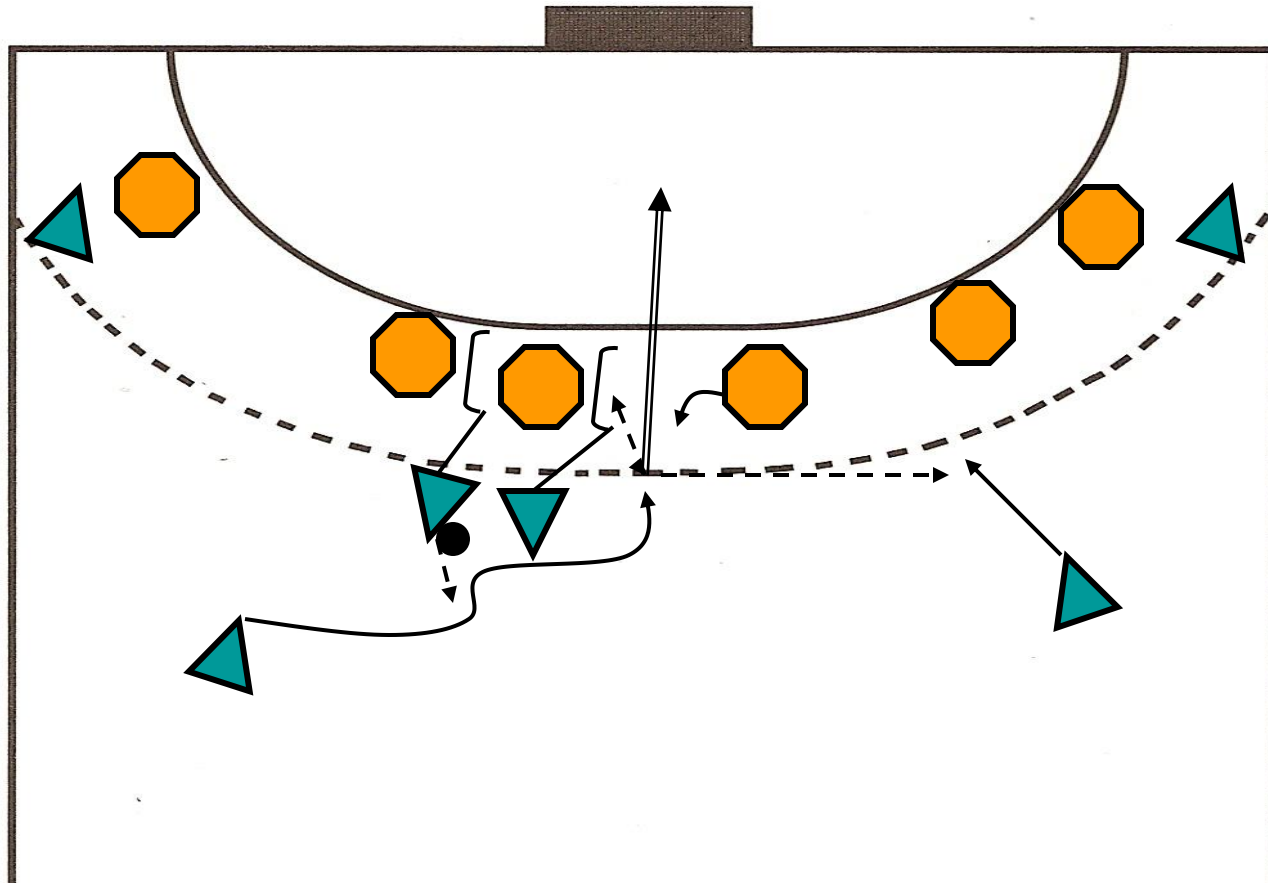




**Two in (separate) block, variation 1**  
**2 passes**

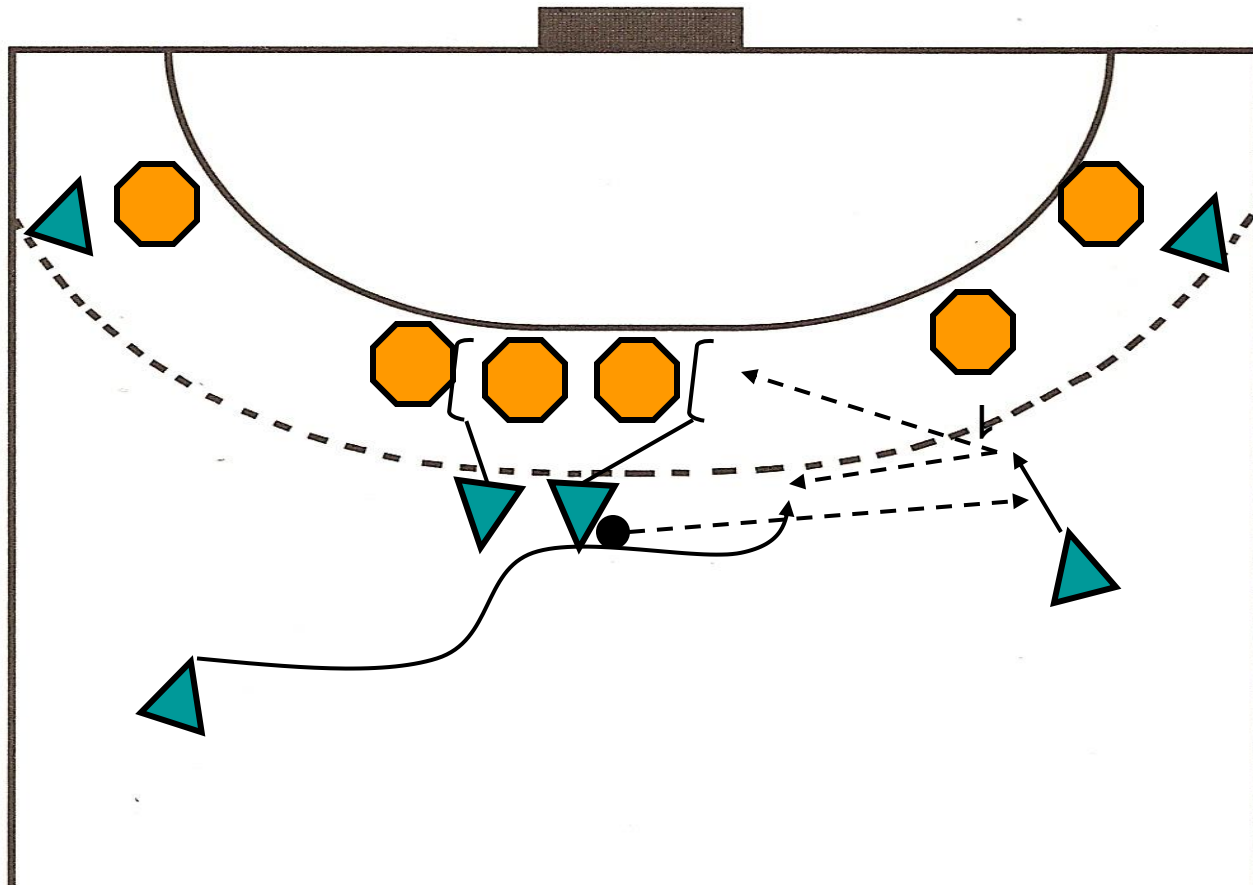


**Two in (separate) block, variation 2**  
**2 – 3 – 4 passes**

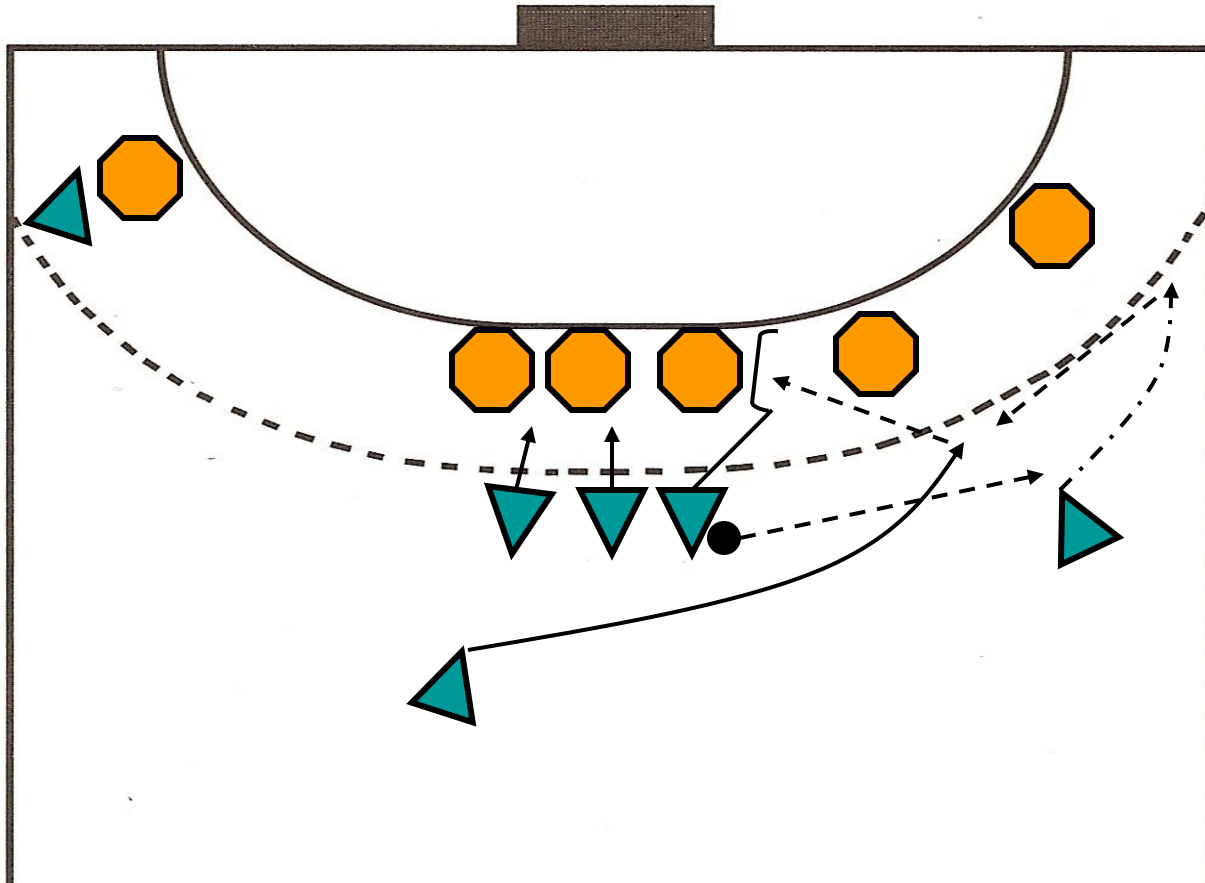


**Two in block (together), variation 1**  
**2 – 3 passes**

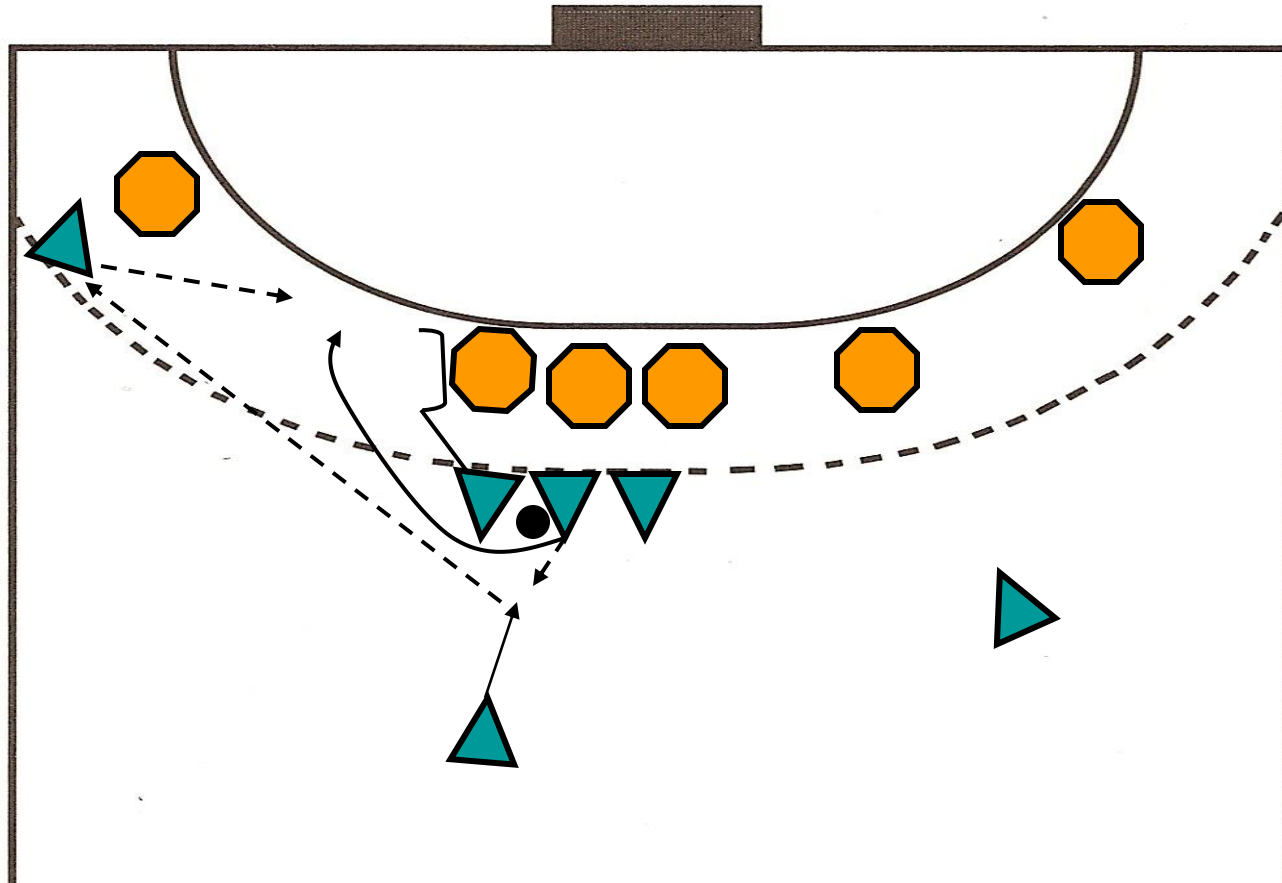




**Two in block (together), variation 2**  
**2 passes**

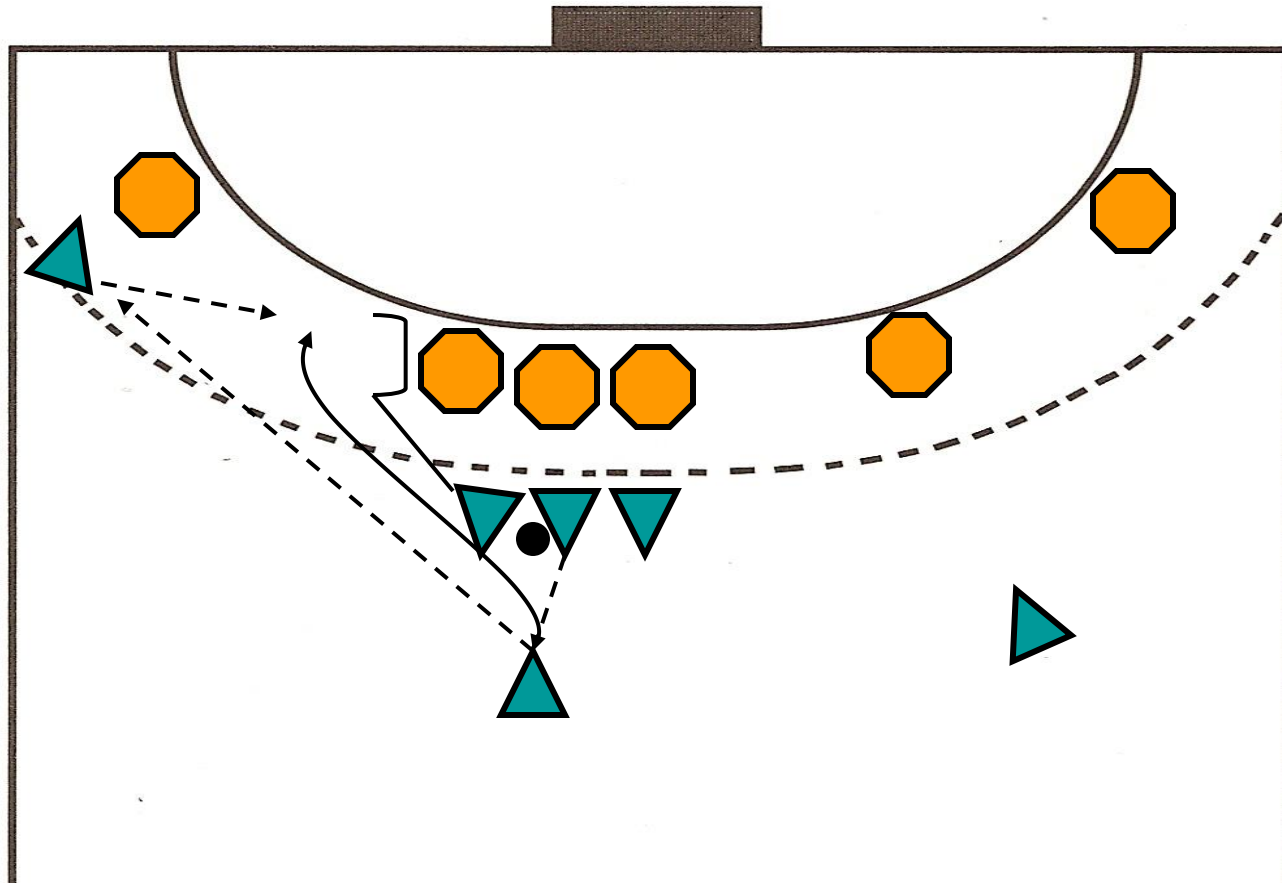


**Three in block, variation 1**  
**3 passes**



**Three in block, variation 2**  
**3 passes**





**Three in block, variation 3**  
**3 passes**



## *Comment:*

- Every action is unit (complex) for itself (distance of players and passes, rhythm of passes and players movements, different solutions for passes and shoot etc.),
- Every action we practice in all variations and solutions,
- Better possibilities we will get with ***new rule*** (attack player can be beside 6-9m. during free throw)



# ***4. Last minute (30 sec) Be clever and careful***





- It isn't enough to explain how to play last 30 sec in defence...
- It's also very important explain how to play last 30 sec in attack. Mistake in attack when team has ball can has terrible effect.