

Deadly Set Pieces



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by

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I. Introduction

Soccer – a game where one incident can decide the result of a match. With 90 minutes of play and very few scoring events, every goal is worth a lot.

How often do we watch the game and afterwards we think it was an equal contest, with just a free-kick or corner kick goal to separate two sides?

When we analyze big tournaments, with a lot of games in knockout stages finishing with a 1-0 or 2-1 score-lines, we see how important for the eventual success, effective set-pieces are.

Let's take Greece phenomenal achievement of winning the Euro tournament in 2004 as an example. To defeat other competitors, the Greeks had to play 6 matches – 3 in the group stage and 3 in the knock-out stage. They have scored 7 goals in the tournament, with 3 of them resulting from set-pieces. That is 43%. The overall percentage of goals from set-pieces in that tournament was equal 36% (Yiannakos and Armatas, 2006). But what was even more important, two of the most vital goals, the silver goal against Czech Rep. in the semifinal and the single goal in the final, were both scored after corners.

Soccer is a low-scoring game, with just few goals in a match – with, e.g. 6 goals in one game, we call it a high-scoring one. When we care about our results, we have to take care of the details, which are important for the outcome of the game and set-pieces are a really important factor.

It is different in a youth soccer game, when we should take more care about their development, but including set-pieces could be treated as a development tool – as we are preparing players for the future. Still, at senior level, including set-pieces in our game plans and our model of play is a must.

It doesn't have to be a detailed scheme for every single dead ball situation. We can limit our plans just for general guidelines, but we have to give it a thought first, anyway. We need to know the characteristic of play, we have to know our team and then, at the end, we have to create suitable rules. We need to define our strengths and possible solutions.

So, summing it up. Soccer is a game, where every goal is priceless. That is one of the most important characteristics of the sport. With such importance of ability to score, set-pieces should be presenting itself to us as a really undervalued tool.

In this series, we have presented all the basics a coach and players should know about set-pieces in attack. We present the crucial theoretical rules we have to know. We present analysis of true match situations, enriched by comprehensive graphics. The whole series is concluded with a set of schemes, for both free-kicks and corners.

This video series and this eBook is valuable material for any coach, as it contains everything you need to know while working on your set-pieces; Interesting theory. Practical analysis. And ready-to-use schemes.

II. Dead ball situations vs Open play

The standard breakdown of the game of soccer, splits the play into four phases – attack, defense and two transition phases. But such view is not complete.

With, between 30 and 40% of goals coming from set-pieces (depending on the tournament, a team and a method of calculations of course) that portion of the game, should also be included in all our models. FIFA have cited the set-pieces' importance in their technical report after World Cup in Brazil, where 22% of all the goals came from set-pieces, but as much as 11% were results of corners and Brazil national team have scored 3 of their 4 second round goals following dead ball attacks.

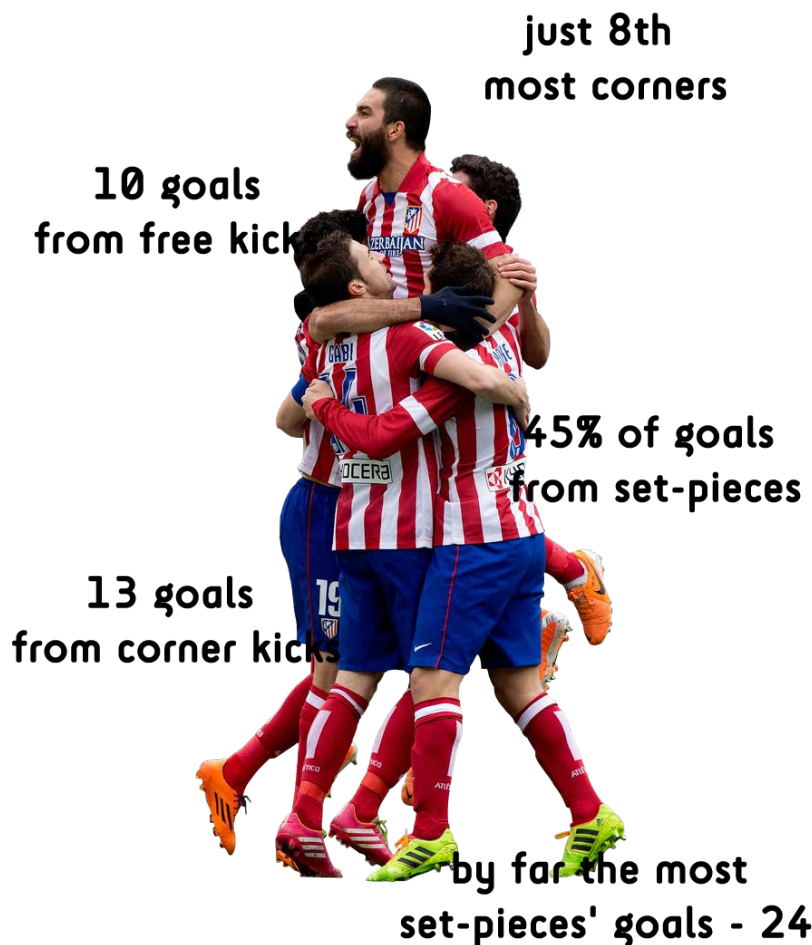


1 The importance of set-pieces rises, with equal level of the teams

But to achieve such level of efficacy, a team needs a lot of training and understanding of roles of individual players.

We often see teams just kicking the ball into the box, where the tallest player is competing against all the defenders to score. Players and coaches too often forget, set-pieces are different than standard open-play, but that doesn't mean it's easier for the attacking team.

When we check stats, we see there is no clear connection with the number of corners and the goals scored. For example, Atletico Madrid, with by far the most corner and free kick goals in the Spanish league, is just 8th when it comes to the number of corners executed, while the team topping the table of corners, Celta de Vigo, have scored this way, just twice so far.



The reason for this, is that as corners may be result of the attacking style of the team, so the high number of action and high percentage of possession, should lead to the higher number of corners, but there is no clear connection between the number of attacking set-pieces and ability to threaten with them. That is just an effect of abilities of the players and the work put into it.

The differences

The open game and the periods of restarting the play from set-pieces have many differences, what seems obvious, and preparing ourselves for dead ball situations we have to be fully aware of them.

- The possibility of planning the play - The first difference is the possibility of planning the play. Preparing for a match, we can plan the main patterns, while with restarts of the

game, we can plan them almost totally. That is because one such play lasts just few seconds, so we can be prepared for almost all outcomes.

- The Set-Up / Formation - Another difference is the set-up of our players. During a set-piece, the players are undertaking different roles. We can't tell midfielders from defenders, but the executor or executors, the players directly involved in the set-piece, players with side role and players covering. That, directly changes also the terminology of our formation. As Gianni Vio has stated, instead of our traditional 4-4-2s or 4-2-3-1s, we should be rather saying about 1-7-2, when one player is taking the restart, 7 are active in attacking the goal and 2 are covering.
- Also the element of contest is completely different, as during an open play, the battle between players is a constant technical-physical challenge, with set-pieces it is more straightforward situation. While the executor and the finisher have to care about the technical aspect, the rest is mainly physical contest. Players are undertaking mainly individual physical contests with their counterparts.

All of the aforementioned characteristics, should motivate us to look in more detail into set-pieces and the tools we can use to raise our chances to score with them and to win a game as result.

We can distinguish following categories of set-pieces in soccer:

- Free kick
- Corner kick
- Penalty kick
- Throw in
- Kick-off
- Goal kick
- Drop ball

In this series we won't be analyzing all the set-pieces, as there won't be enough time for it and the importance of such plays as dropped-ball by a referee does not need much focus, due to its low importance.

We will focus on attacking corners and free kicks, as they are most important and most often connected to scoring. The third option which could be analyzed are throw-ins inside attacking third, but we will leave them for another time.

III. Offensive free-kicks

With free kicks, we will focus on those inside opponents half and with a clear possibility of shooting on goal or creating a goal-scoring opportunity.

We have to start with a distinction between direct and indirect free-kicks. As we are focusing only on those closer to the opponent's goal, we will analyze both options focusing on methods to create a goal-scoring chance.

The main difference between those two types of restart is of course the need to make at least one pass, before attempting a shot on goal, with indirect kicks. With direct possibility, we can always shoot. The only limitations are the abilities of our players. So depending on their possibilities, we can attempt shots even from over 30m from goal. When we can't shoot, we can always help ourselves with planned combination.

Still even with a restart from the surrounding area of the penalty box, we can try scheme, as that will always be surprising to our opponents.

Another distinction could be created based on the distance to goal and positioning.

With the restarts from central areas, the situation is clear, but with free kicks wide or far from goal, we will need a cross or other pass opening up the possibility. Therefore, such plays will be having a lot in common with corners.

With free kicks from the central area, we look for a shoot. Browsing the stats for direct free-kicks we get quickly to one conclusion. The free kick is a good chance to attempt a shot and those shots, when accurate are as dangerous as shots attempted in a dangerous chance, but - the problem is to make this shot accurate. Here we get to the point. The ability to score from a direct free-kick is heavily dependent on the individual ability of players. When we have top class executors, we can easily count on them to attempt shots, but when we lack that, we should be better considering other possibilities.

There were many famous free-kicks executors. Many were famous for different techniques they were using and the most telling example how individual technique and quality, allows the player to collect goals from free kicks and to win matches for the team is the Brazilian goalkeeper Rogerio Ceni, who since 1993 has scored over 120 goals!



2 Rogerio Ceni

The other famous examples are David Beckham, with his most famous last minute free kick goal allowing his national side to qualify for the World Cup

Or Andrea Pirlo, who last season in 2 following games, has scored twice from consecutive free kicks, Giving his team wins over Genoa and Fiorentina.

Another famous free-kick taker was Juninho Pernambucano, who was an expert with longer distance shots.

When we lack such talented executors, it's more important that we have a plan for free-kicks. We can use them not just with indirect free-kicks, when we are forced to pass the ball, but also to increase our possibilities of creating a chance after other restarts.

There are many examples of smart solutions for free kicks, with more schemes in the last section of this eBook.

In this part we will look for example of free kick from the central area outside the box and then we will talk about direct free kicks from inside the box.

The most important thing while creating a shooting chance is surprising the opponents. Teams seek to create the sense of chaos in this phase. When our opponents feel the chaos is prevailing at the moment, they tend to lose their focus and have problems with anticipating the play.

So we look to create chaos by adding movements, which are just extra addition which distracts our rivals.

III.b Offensive free-kicks – An analysis

Generally speaking, a very important element of free kicks is the attitude of the opponents. Most of the times, our choices will be dependent on that, as we adjust our schemes to their set-up.

Even with plans well prepared beforehand, all schemes should include possible response from opponents. We should include different possible outcomes.

In the situation, we will be talking about, from the Champions league final between Barcelona and Manchester United, an important aspect is the space in the central zone left unmarked, at the moment when defending players are focused on forming a wall and marking in 3v3 situation.



3 Free space in the center

With Messi running up to the ball, we can see a space in the center, which was created by clever positioning from FC Barcelona players. It was important for the later phases. This scheme is an example how, through our positioning and movements, we can create situations on the football pitch.

We should note that 2 players were standing near the ball, what always poses some uncertainty, impeding the defending. When we look at Messi, we see that his movement is supposed to deceive the defenders, but is also a trigger for his partners involved in a scheme.



4 With Messi running over the ball, the whole scheme is starting

In the picture above, we can see three players taking actively part in the scheme. Xavi and Messi near the ball and Busquets and Pedro on the penalty box line. At this moment, with their body language, they do not reveal what they are going to do in a moment.

When Messi is close to the ball, both Busquets and Pedro runs into space, which they were assigned in a scheme. Analyzing Busquets' play, we have to credit the involvement of Pique and Villa, who created the free space. To help their teammates, they pulled the ManU defenders in such a way, for a Busquets to have time and space to execute the play. Villa is pulling defenders toward the goal, while Pique is staying wide, taking them out of the targeted space.



5 Pique and Villa creating space for Busquets

On the other side, Pedro is by himself, because the more attacking players are taking part in the free kick, the more defensive players are coming back to help their team, which can be harmful for the scheme. Since the very beginning, Pedro is assigned a role in the wall, which can catch the opponents off guard. Then, while Messi is running over the ball, he runs along the barrier and continues moving horizontally, what allows him to stay onside.

As a result, Busquets was in a good position to play a through pass and Pedro was first to run into desired free space.



6 Busquets playing a through pass to Pedro

All factors mentioned above were crucial for the scheme to take place. Thanks to good movements of the players, their opponents were late for their tackles. But what is even more important, on the top level, the speed of actions has to be high, what in this example turned out to be an obstacle to finalize the move.

Again, we have seen how big importance does inches and split-seconds have in football, but as for the scheme – it worked perfectly, allowing Barcelona player to have a goal-scoring opportunity.

That's what we can and should include in our plans, when we design, train and execute our schemes.

III.c Offensive free-kicks – Indirect free-kicks inside the box

Another type of free-kicks, which requires combination from us are indirect free-kicks from inside the box. This is not a situation we see very often, but due to the area where it happens, and the resulting expectations, we should be prepared for, so it will bear fruits for us in the game.

The main characteristics of such a situation, is it's vicinity to the goal and a really high number of players in the area. A result of that is a big chaos – we have very little space and even less time to take advantage of that kick.

Very often, we see teams just having one player kicking it powerfully, hoping to find some gap in the barrier. We have to remember however, that we don't want to just rely on luck, so we should put some thought into those actions



7 Cristiano Ronaldo is about to beat the goalkeeper from an indirect free-kick

In such situation we have two possible solutions:

- We can choose our most creative player to execute it, relying on his ability of choosing the best reaction to the situation
- We can plan a ready scheme and want players to execute it

Whatever we will be doing, we should include unpredictability to our play.

IV. Offensive corner kicks

The set-piece, with which coaches use schemes most often are corners. Corners are naturally associated with a dangerous chance, but with their positioning they are still forcing us to prepare some play to create a clear chance.

With the ball far wide and many defenders back, we still have to do a lot to even attempt a shot.

Therefore, we tend to put players inside the box and attempt a cross. We take our best headers close to the box and best crosser with the ball, with a desire for them to do their job.

That approach is logical, as we can easily connect with such player, but with adding something extra to our corners, we can significantly raise our chances of scoring.

First we have to think of an alternative solution of corners, when we lack good crossers and strong headers of the ball. The example springing to mind is a FC Barcelona team, which were famous for their short corners. With few tall players and such good dribblers and well developed team positional play, they could have easily take that option.



8 FC Barcelona taking a short corner

The problem with short corners is, that the opponents are all back and prepared for defending, while we have the ball in a point, where we are limited by lines from two sides. When our rivals decide to press us, we will be struggling with further development of action. To solve that, we either need a scheme, which would allow us to quickly get the ball into the box or a quick circulation of the ball, which would help us transport the ball into the less occupied area. Still, as we will prove latter, that is an idea worth considering.

When we look for successful corners, we have to consider four elements:



To make possible, attempting a shot, we have to consider the obstacles we are facing.

We have to start with a plan – even when our idea for a corner is just a cross into to the box for our central defender to attack it, by making it clear beforehand, we raise our chances of successful execution. Still, we have plenty of tools to use, to add something more, distracting the attention of our opponents and obstructing their play. There are also many ways to underline our strengths.



As a plan, we understand our general scheme, which specify the area we want to send the ball into, the players involved and the movements included.

The above is a scheme of play and many coaches think that is enough for the play to be successful, but it's just a beginning.



The first problem and the second point in our plan is awareness. It has 2 meanings in this context. First, players have to be aware of their tasks. Every player have to know what he has to do, why he is doing it and how can he do it most successfully. The second meaning of the awareness of players taking part in

set-pieces schemes is the ability to assess the on-pitch situation and adjust the plan to the situation. It doesn't mean to improvise, but to be able to make small changes or take advantage of situation presented.

IDEA/PLAN

ACTIVITY



AWARENESS

EXECUTION

The second additional element is the activity of the players. Activity not only with his tasks, but the willingness to do everything to be successful with the play. Players have to be able to risk and be active to read the changing situation and react appropriately after the ball is in play again and everything can happen as we can plan a scheme, but we can't be sure what will happen few seconds later. In big part, this ability is related to the action following the scheme – the extension of it.

Another element is the execution. Let's say, we have our play planned, the action won't lasting long, as there will be either a shot soon after or the opponents will clear the ball away. Our players know their tasks and are staying focused. Still, we can't be sure of the result, as now it all depends on the technical execution of it all.



Those elements are the components responsible for the result of the play – jointly with the opponent's response of course. When we will take care of all of those, we will significantly improve our chances of success.

When planning our play, we can use some popular tools. First, we can create the sense of chaos. As Italian master of set-pieces Gianni Vio states, it is crucial to confuse our opponents as it automatically decreases their ability to spoil our play. The sense of chaos means both unexpected behavior and additional movements, so the opponent does not know which action will be the crucial one.

The second element is the aim to create a favorable situation in some space. That can be creating a numerical superiority in one part of the penalty box or creating a 1v1 situation for our best players.

To do that, we can additionally use block – like setting a screen in basketball – what can be done statically and dynamically. We can also do faint runs – when we start running in one direction, then changing our run, gaining a time advantage over our marker.

Static block is when we stand in such a way; we obstruct a path of the marker of our teammate.

Dynamic block is when I run in such a way, to create a constant block to one of my teammates. So in this one, I have to also analyze opponents path.

IV.B Offensive corner kicks – An analysis

In this part, we will analyze few elements, which were important for the Chelsea team, to score in an action following a cross from a corner against PSG.

The main actors of this action were Gary Cahill and John Terry. Both start by positioning themselves close to the goalkeeper and the goal line. That was also important as it imposed few positive effects.



First, the goalkeeper found himself in an uncomfortable situation, as he was surrounded by chaos created by many players. Probably it also influenced the fact Sirigu didn't come out to catch the high ball after the initial header.

The second positive effect was that the defenders had much more difficult job to do. They had to focus on their opponents, on the ball and on competing for a good positioning when staying in such crowded area.

When we look at the defending players, we can see that in such positioning Chelsea footballers were helped by the goalkeeper, to stay away from their markers. We can see that Cahill is staying close to his opponents, but Terry is using the goalie as a block between



Subsequently, we can see Chelsea players who succeeded in losing their markers, as Paris' defenders are still inside the goal box.



From what we see later, none of the French defenders didn't catch up with their rivals, what was crucial for the execution – we see how much space Gary Cahill has.

Eventually, the goal was scored in the later phase of the corner, so it couldn't have been planned, but thanks to their smart starting positions and the smart choices afterwards, Chelsea players were more effective, scoring a goal.

V. Covering our offensive set-pieces

When we work on our set-pieces, we have to remember that a significant amount of them finishes with a dispossession. Definitely, we have to be prepared for that as well. We have to include covering players in our schemes and we have to teach our players for their response in such situation.

The main problem, with losing the ball after an offensive set-piece is that we have a high number of players up field and in the moment of the dispossession, most of them are over the line of the ball, so they are powerless when it comes to recovering the ball.

Our opponents find themselves in a very good situation, as they can attack a low number of opponents, having a lot of free space in front of them. That opens up possibilities of speed and passes into space. Therefore we have to warn our footballers to stop any possibility of a pass forward, immediately after recovering the ball. We should also have one player pressing the holder immediately, even before he is able to control the ball.

There should also be another one player covering the space, slowing the action down and creating a central block to the most dangerous areas. Also our goalkeeper should be prepared for an intervention high up the field, in case of a longer pass.

Our main guidelines should be:



- 1. PRESS THE BALL IMMEDIATELY.**
- 2. COMMIT A FOUL - BE WARY OF A SUSPENSION.**
- 3. BE AGGRESSIVE, BUT DON'T TACKLE.**
- 4. HAVE ONE PLAYER COVERING THE CENTER – KEEPING DEPTH.**
- 5. AWARENESS OF THE GOALKEEPER.**

V.B Covering our offensive set-pieces – An analysis of successful example

In both analyzed actions of continuation of a set-piece, we will show examples from the games of Under 21 Polish National Team, coached by Marcin Dorna.

In those clips, we see situations following corners, but the same rules are valid for offensive free kicks.

In the first clip. Polish team is taking a corner. Close to the goal, including the taker, the proportions are of 9 to 5 in favor of the defending team – probable the result of the team's tactics and the scenario of the game.



The Poles were well prepared to cover the play, as there were 5 outfield players against just 2 Malteses. After clearing the ball, it was controlled by one of the Malta's forwards. The events immediately afterwards were crucial.



Yes, the ball was controlled by the player, but the opponent closest to him did not wait for the events to unfold, but pressed him immediately. What is more, he was soon accompanied by a partner, who eventually recovered the ball.



As we have said and what was showed in here, the key is the pressing of the ball, which enabled the striker to develop the action.

It was followed by a 6v6 situation upfront, but the key were the events showed just before. The attack on the Malta forward, which was quicker than his actions, allowed the Polish team to recover the ball and stopped any threat immediately.

As a result Polish team came back into the box and scored the goal. Effective way of covering own offensive set-pieces, did not just helped to prevent any threat from the opponents counter, but also helped to fully take advantage of the offensive set-play.

V.C Covering our offensive set-pieces – An analysis of unsuccessful example

In the second clip we will again see a Polish youth team, but now we will focus more on the approach of Turkish team. Here we will see, how the lack of actions toward covering own offensive set-pieces lead to the team conceding a goal, soon after it had an offensive set play themselves.

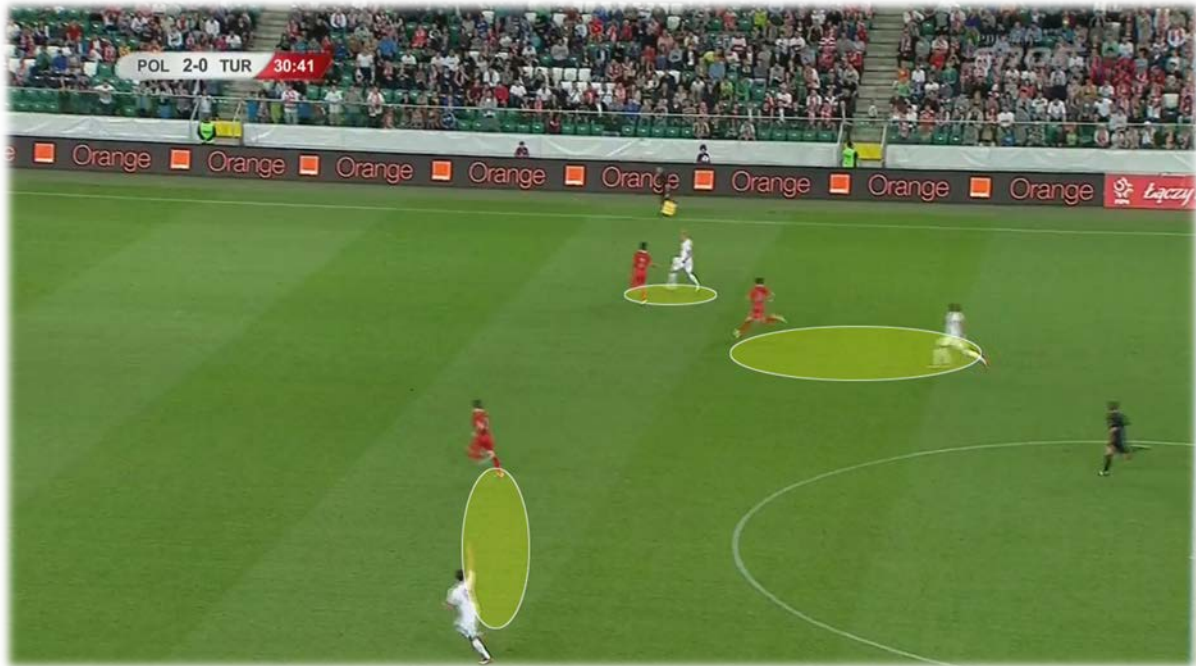
While analyzing this corner, we start with comparison of the proportions, again. The defending polish team is composed of 2 players higher up the pitch, waiting for the possible recovery, while all other players are defending.

Turks, including the executor, are attacking with 7 players. Therefore, outside the box, there is a 3v2 situation of outfield players in favor of the Turks.



In which moment the problems for the Turkey U21 team have started? When the goalkeeper has caught the ball, he was not disturbed by any of the opponents. No one of them attempted to obstruct possible quick restart of play. In fact, he was quicker to launch an attack, than they were trying to recover to defense.

Following a successful launch of play by a goalkeeper, a 3v3 action was started, closed to the center line.



For Turkey, it was the last moment to attempt a firm tackle, stopping the action, but as we can see the Turkish player allowed the opponents a lot of freedom. Just like in the 1st video, that was a key moment.

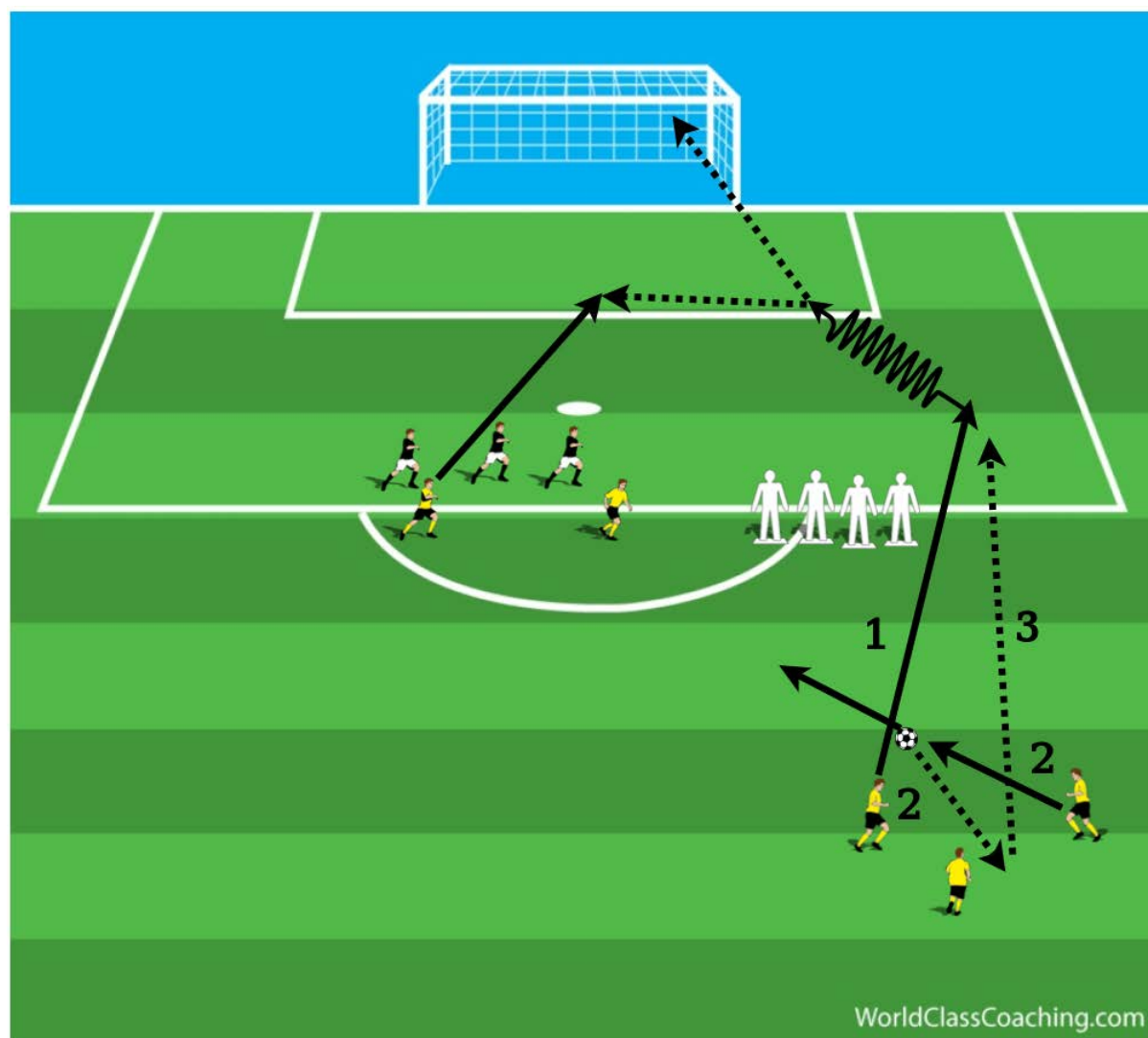
The freedom of the striker was used to attempt a through pass, what resulted in a goal. Those 2 actions, shows us how quick action directed at preventing the play is crucial, when we are disposed after set-pieces. We have to be fully aware of that.

VI. Schemes of set-pieces

To increase clarity in the following schemes, mannequins were used to form a wall and only the crucial number of opponents were presented. From most of the schemes, also goalkeeper was deleted, for the same reasons.

The use of a block/screen was shown in the form of red triangle. More explanations in descriptions

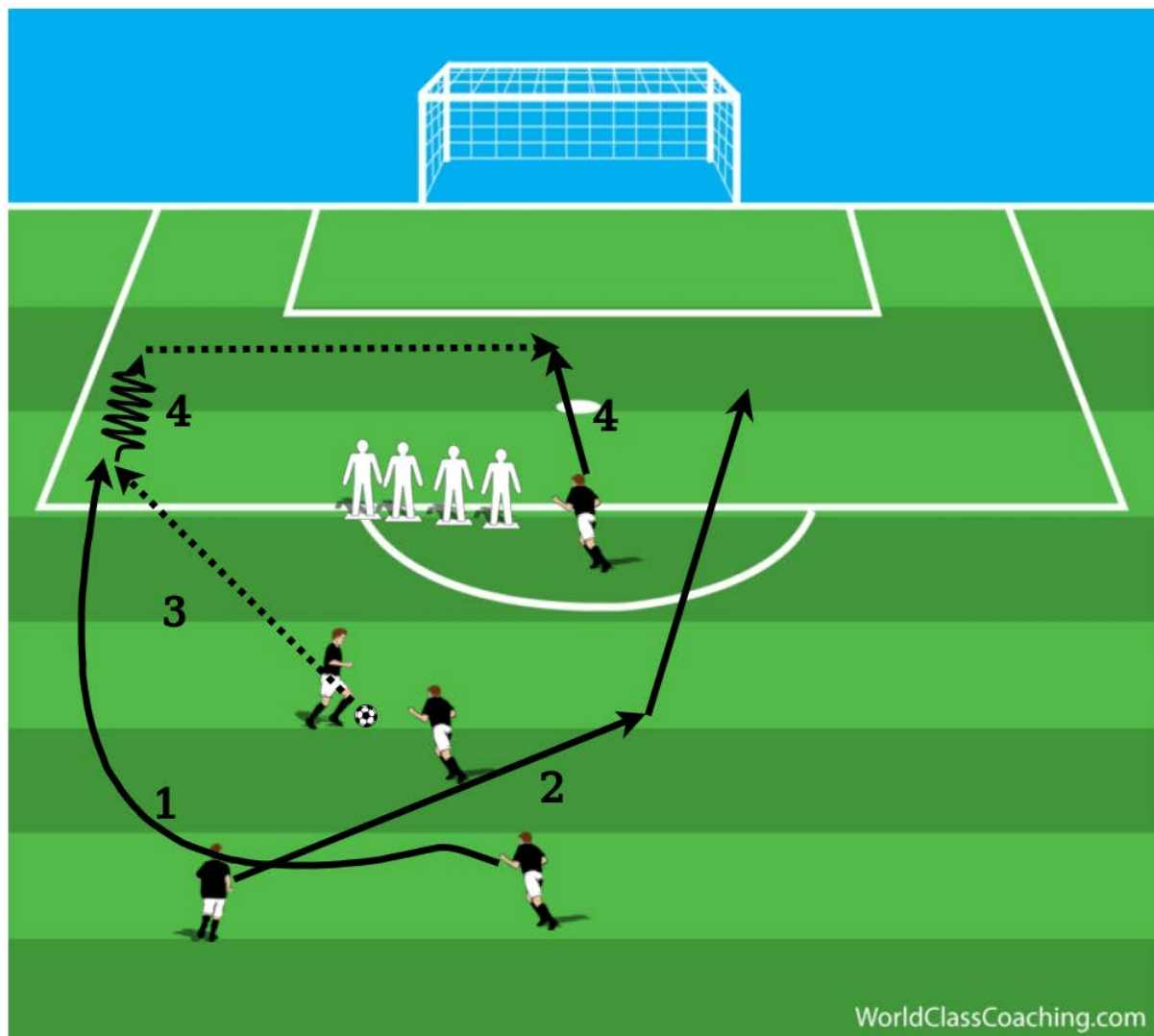
1. A scheme of a free kick – combination in triangle on the side



Three players are with the ball. First is running over it and continues running along the wall (No. 1 – long arrow). Then, the second player runs over the ball and lightly passes it to the third player with his backheel (No. 2). Last player passes to the first player who is already wide to the barrier (No. 3). He tries running into the box with the ball.

In this scheme, it's important for the first player, to run wide of the wall, so none of the opponents intercepts the pass.

2. A scheme of a free kick – combination in a diamond



Four players close to the ball. Two as to execute the pass – positioned as if the one with the ball, is to pass to the other, close to him. Two other prepare for runs.

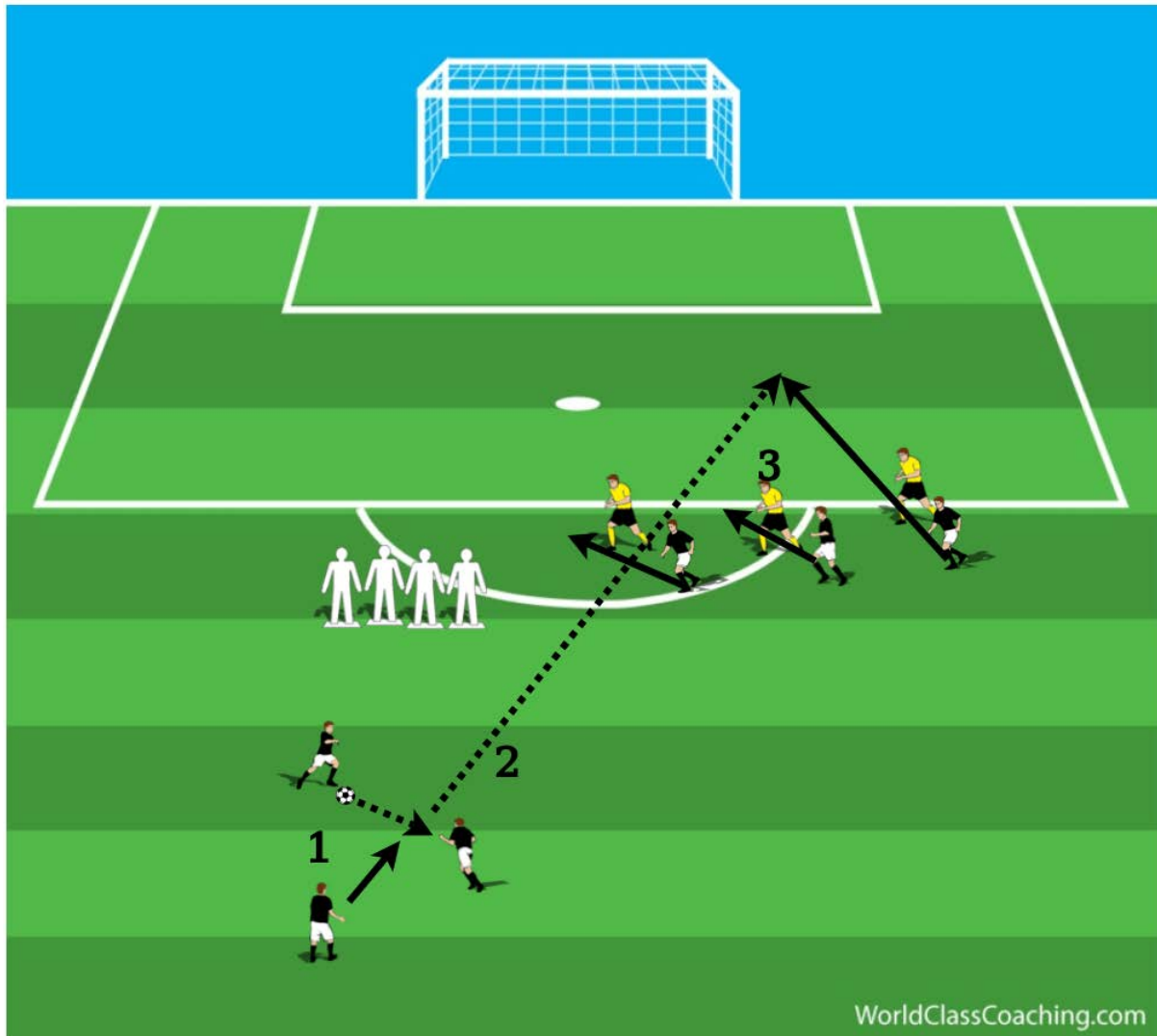
First, starts the runner from the more inside position (No. 1) and runs to a wide position.

Then, the second runner sprints close to the ball towards the center (No. 2). By this time, the opponents start running from the wall.

The player with the ball, he is positioned almost with his back towards the goal, instead of passing to the player standing close to him, turns around quickly and passes to the player who started running first (No. 3). Very important is, that the player with the ball surprises opponents with his body language, as he was facing other side and looking in other directions.

The player who received the ball either runs into the box or attempts a cross (No. 4).

3. A scheme of a free kick – feinting a long shot



Three players are close to the ball. One is supposed to roll it, another to stop it and the last one to make a long run, so as to hit the ball powerfully.

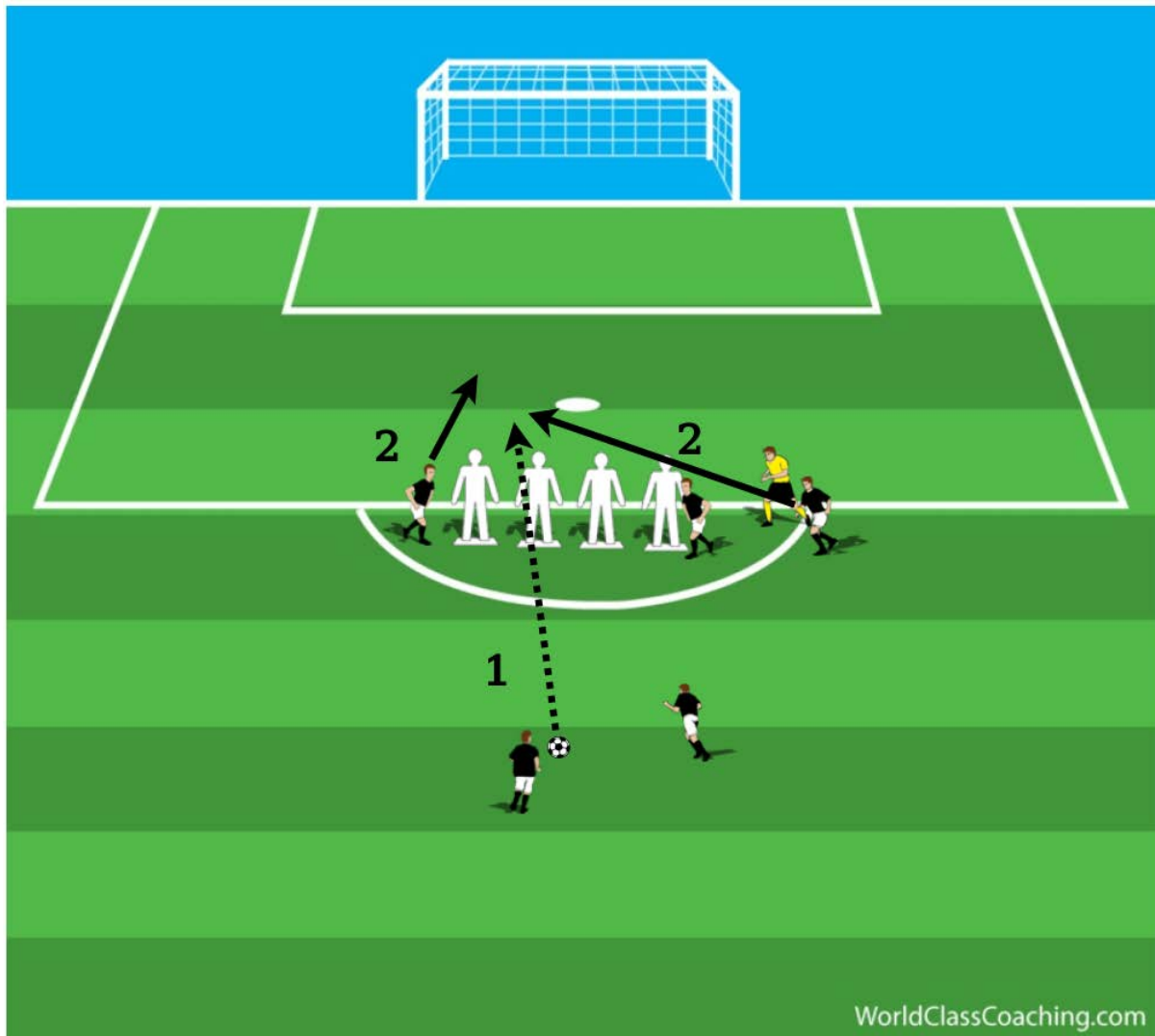
The scheme starts with the long run of the player. It is important, as it should convince opponents he is about to shoot (No. 1).

Two other players are doing their tasks – short pass and a stop for the runner.

But the player who was attempting a shot, instead of kicking the ball towards the goal, chips it towards the far post (No. 2). This player either plays the ball first time or helps himself with additional touch.

Close to the box, we can ask all players to attack this space where the ball is played, but it should be more effective if all other players run toward different direction, so the whole team is working to create best conditions for teammate (No. 3).

4. A scheme of a free kick – A chip over the wall.



One or two players close to the ball. With two players, we are more convincing to our opponents, that we are about to attempt a direct shot.

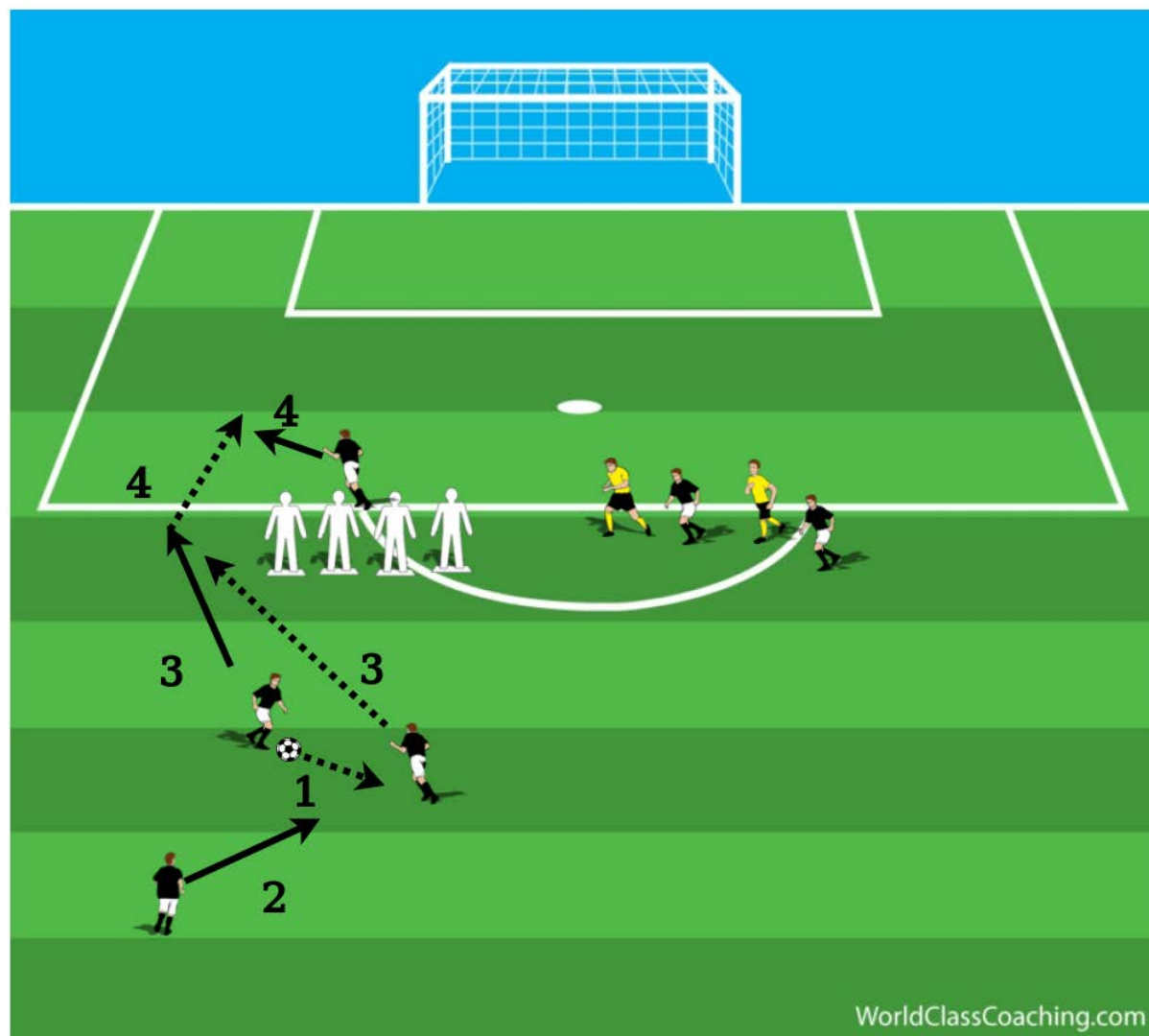
Two players are staying very close to the wall. Some other players are more to the side.

One of the players takes a run, but instead of a shot on goal, he chips the ball over the wall.

Assigned players turn around quickly and attack the ball (No. 2) – they should hit it first time, as they will be pressed soon.

We can assign one player starting from the wall and one from wider position. They should turn around immediately and time their run very well. Too soon, and they might be offside. Too late, and opponents will block the ball. It is also important to hit the ball first time if possible.

5. A scheme of a free kick – Activating a player from the wall.



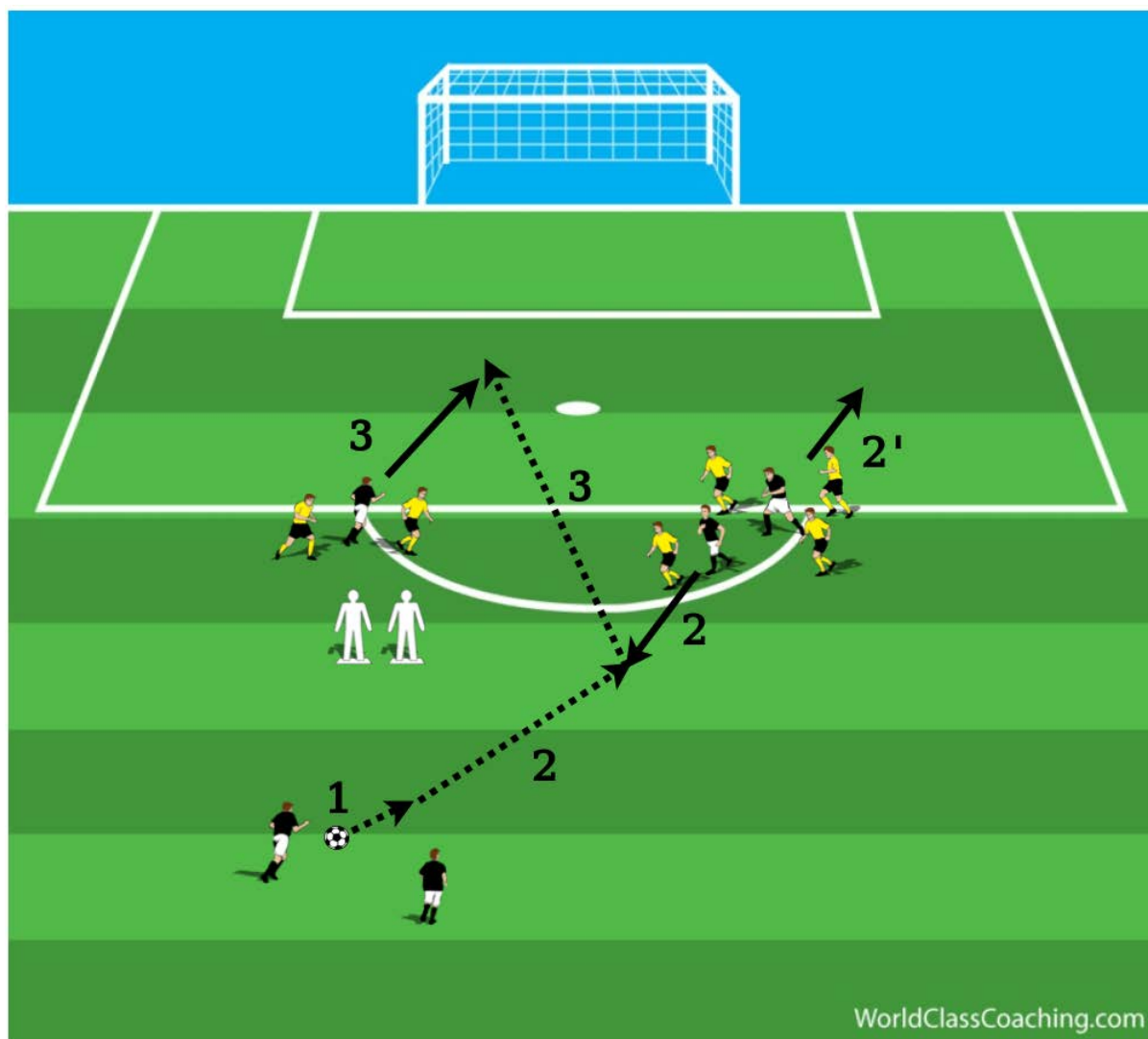
Three players close to the ball. One or two players in the wall and some other players more centrally.

One player is faking a long run, as he is to shoot on goal. The body language of all of those three players is important. They have to make opponent thinking they are about to shoot, so none of our other players are marked well.

A player with the ball rolls it lightly to the other player. The first player starts a run (No. 1 and 2), but the second player, instead of passing for the player attempting a long shot, passes quickly wide, to the player who was initiating the whole play – the player who was standing with the ball (No. 3). He has to turn around and start sprinting immediately after rolling the ball.

After receiving a pass, he can either try a run, if granted the space or a through pass to a runner from the wall (No. 4).

6. A scheme of a free kick – A combination through the center.



In this scheme, we want our opponents to think we will cross the ball into the box.

One or two players close to the ball. Our other players are in 2 groups. One or two are behind the wall and 2 or 3 are in front of the far post.

The play can be started with a longer pass or one shorter and then longer, if we have 2 players there (No. 2 and 3).

From the group on the far post 1 or 2 start running towards the far post (No. 2'), pulling other defenders with them, then one of the players is running towards the ball (No. 2).

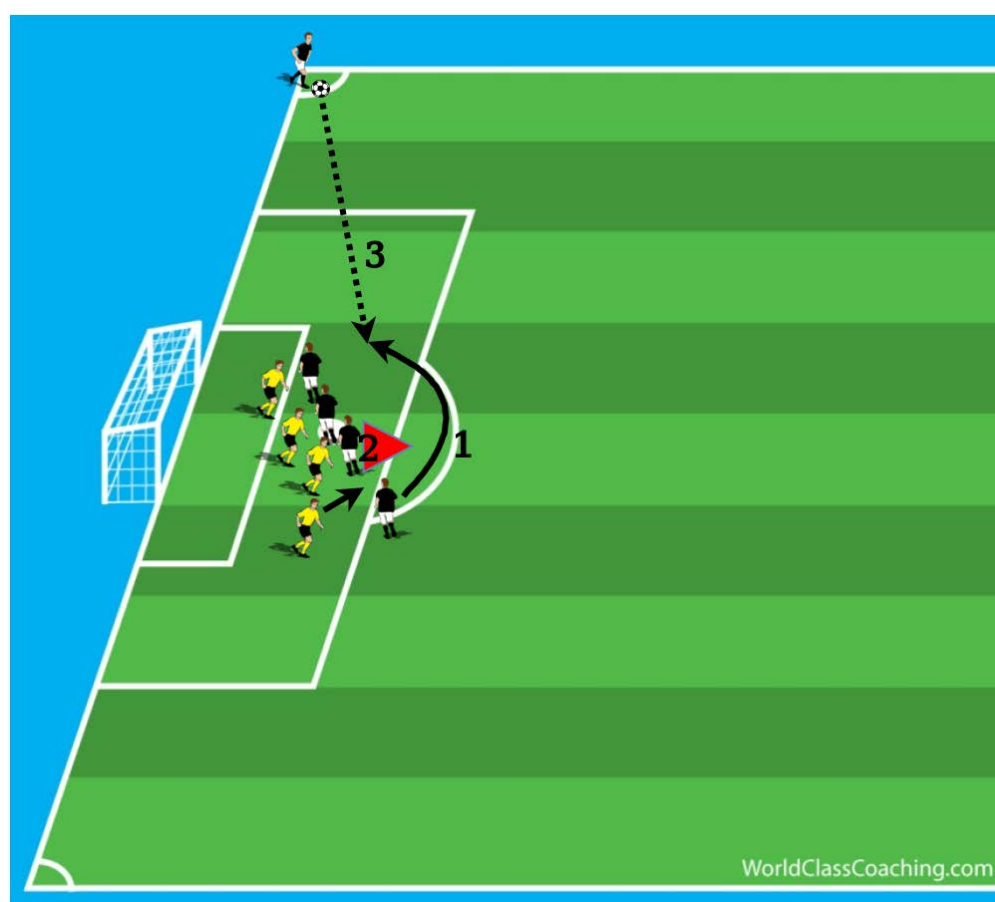
At the same time, one of the players behind the wall starts diagonal run towards the goal – he has to be wary of the offside (No. 3).

With the pass to the player running towards the ball, he has to pass it first time onto the path of the player starting from the wall (No. 3).

In this scheme, we want have a space in the center for those passes to have chance. Players from the group on to the far side need to help their teammates pulling opponents wide.

The player starting from behind the wall has a difficult task and has to time his run very well.

7. A scheme of a corner kick – The avalanche.



A scheme against individual marking.

Four our players are positioned diagonally as in the graphic.

On the signal, they start running slowly towards the goal.

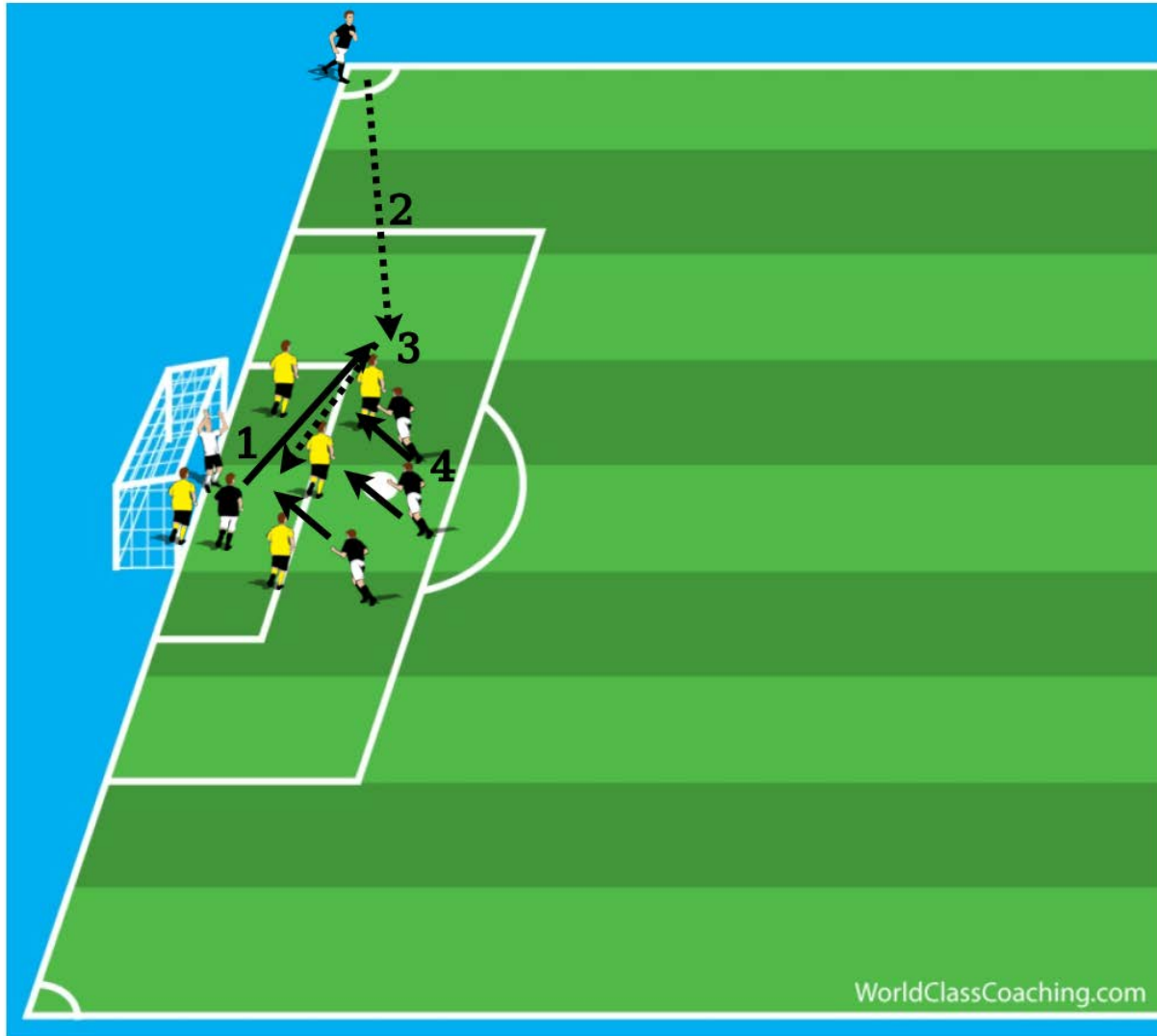
The player furthest from the ball runs quickly towards the near edge of the goal box (No. 1).

He is helped by the partner next to him, who has to execute a screening on the marker of the runner (No. 2 – screening showed as a red triangle).

Other players are trying to block the space for him as well.

He should receive the ball close to the near edge of the goal box. He attempts a shot.

8. A scheme of a corner kick – Trojan horse.



A scheme against zonal marking.

One player is inside 'the castle' – goal box marked zonally (No. 1). Other players are further from goal.

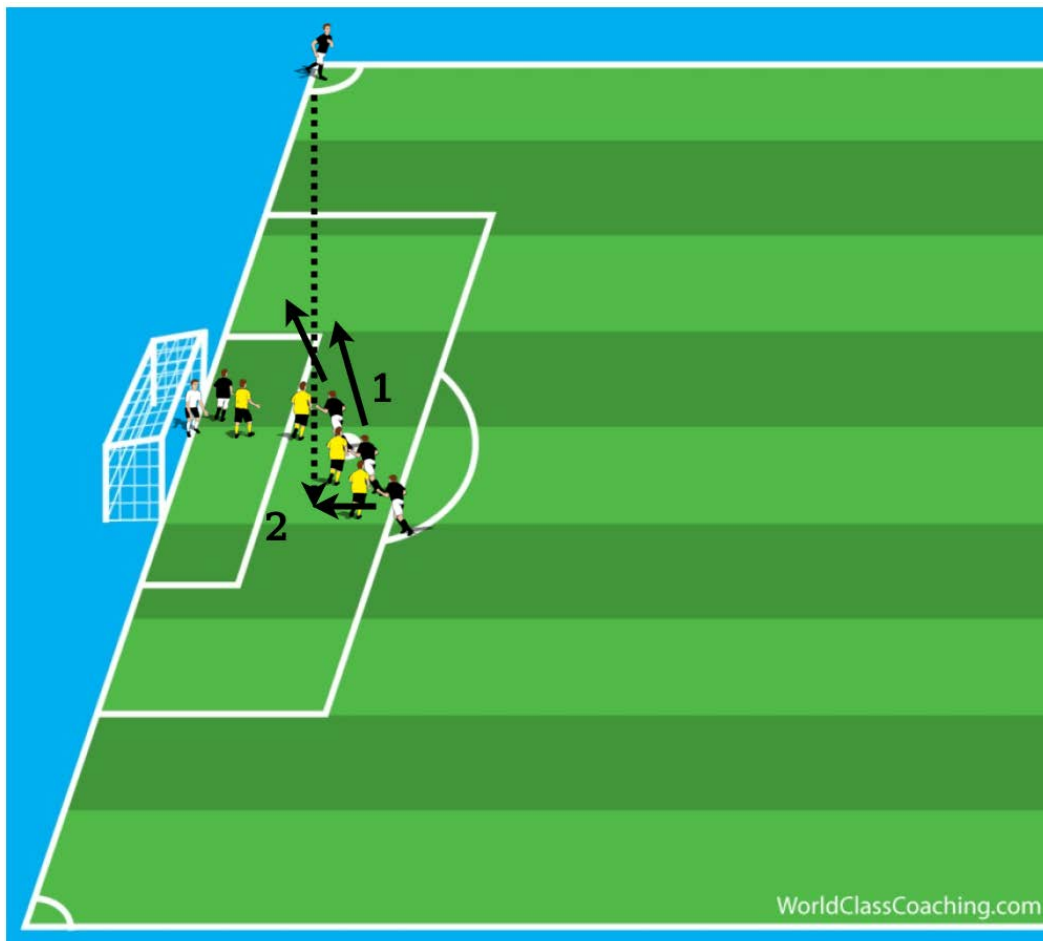
The scheme starts with the player from inside the goal box sprinting towards the near edge, where a cross is directed (No. 2).

His task is to anticipate movements of the opponents and to flick the ball with his head towards the inside of the goal box (No. 3).

At the same time, other players run into the goal box and try to attack the flicked ball (No. 4).

It's important that the whole scheme starts with this single run by a player from the inside, as he wants to catch the opponents standing still.

9. A scheme of a corner kick – Detached.



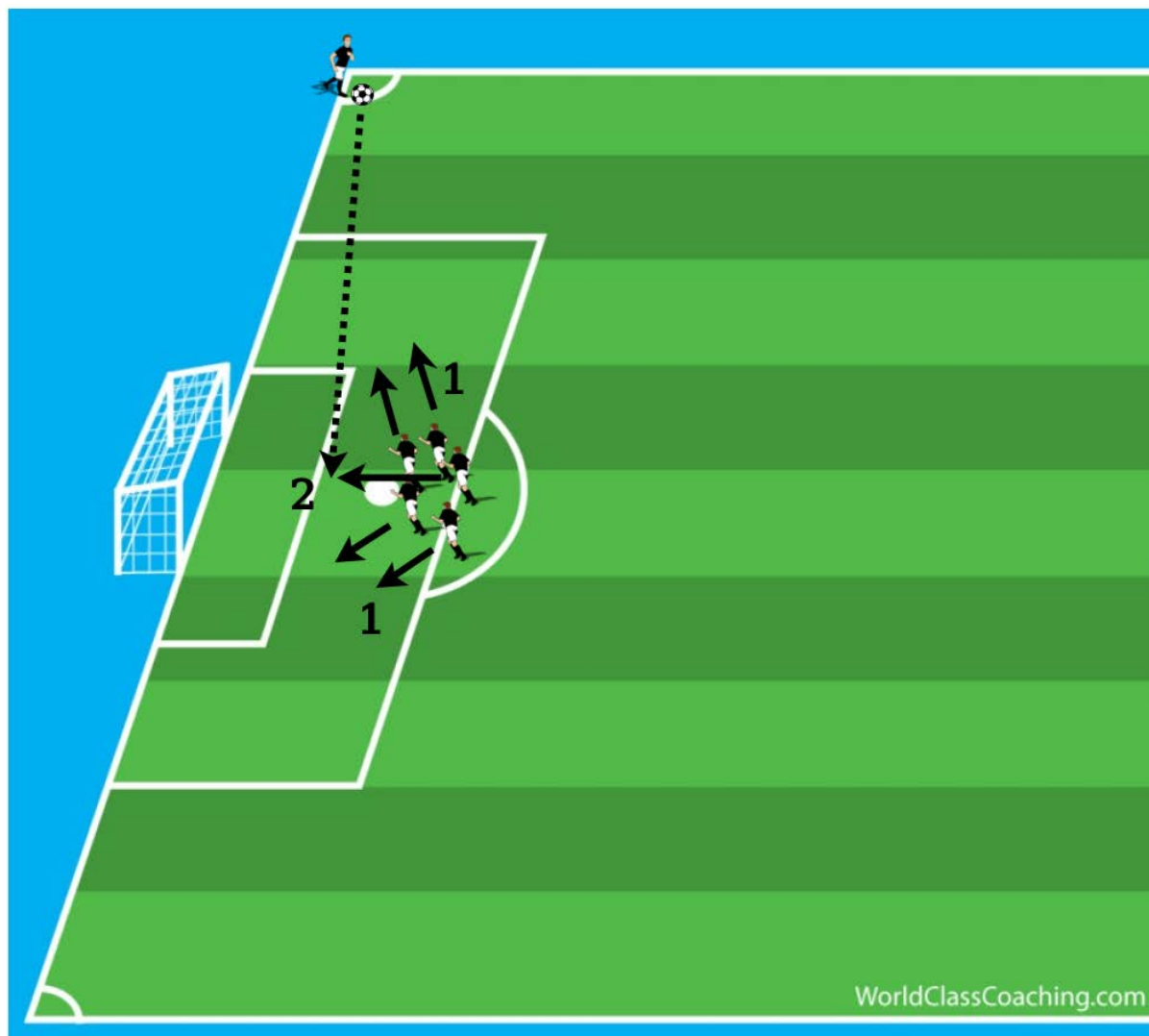
A scheme against individual marking.

We have one player close to the goal and the goalkeeper and the group of four players positioned in a diagonal line as in the graphic. The whole group have to start from a longer distance, as the run need a little bit of time.

The whole diagonal group starts running towards the near post slowly (No. 1). Soon after they are speeding up, but now, the last player changes his direction and runs toward the far post, where the ball is crossed (No. 2).

The whole movement is directed to create a 1v1 for that furthest player, when the ball is crossed to the far post.

10. A scheme of a corner kick – Stepping aside.



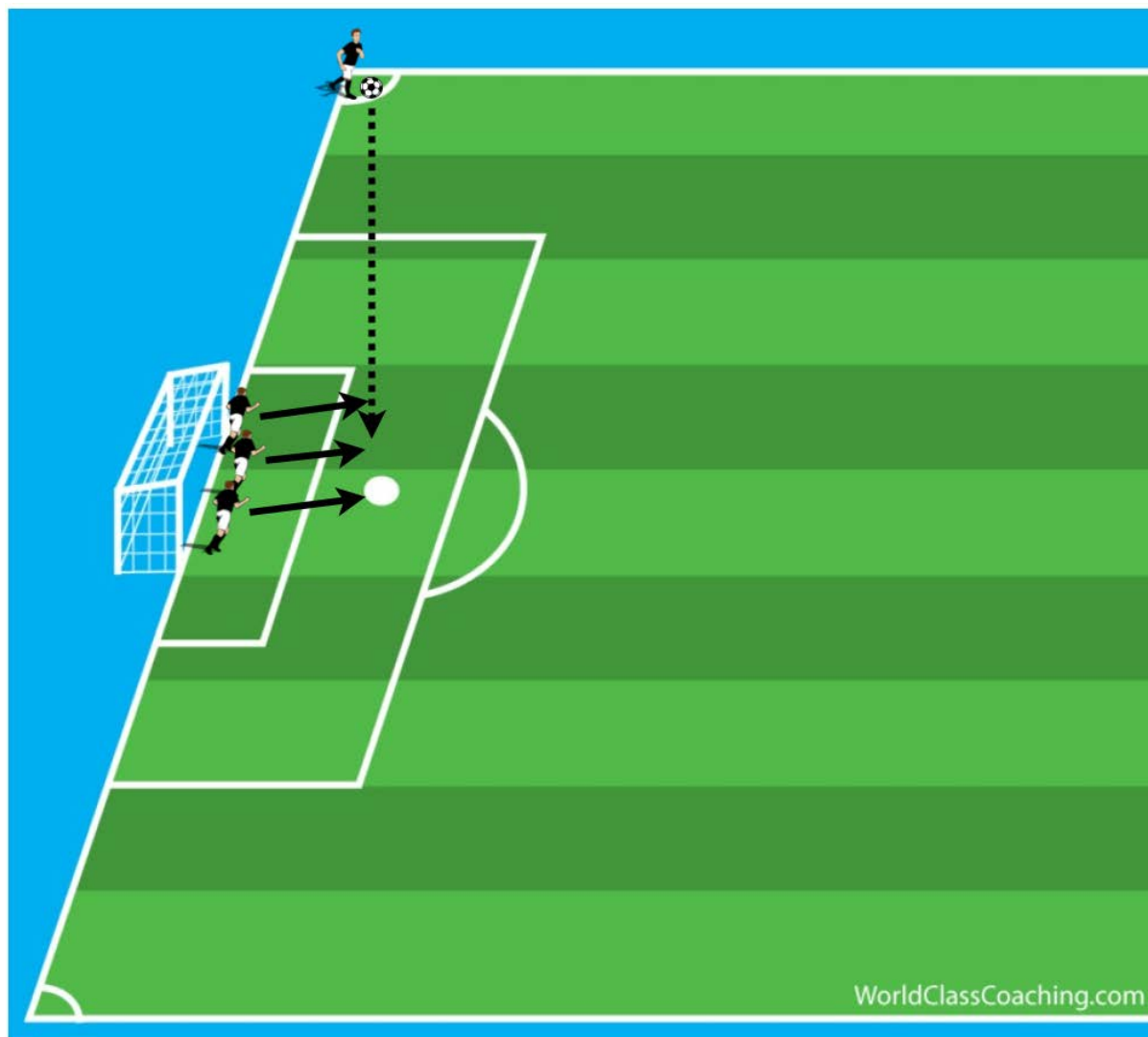
A scheme against individual marking.

A group of five players centrally, on the edge of the penalty box.

Four players starts running in opposing directions – two towards the near post and two towards the far post (No. 1).

The player starting furthest from goal runs centrally, as his partners have created a free space in front of the goal for him. He has to attack the ball and win his 1v1 (No. 2).

11. A scheme of a corner kick – Homecoming.



A scheme against individual marking.

A group of three or four players is standing on the goal line.

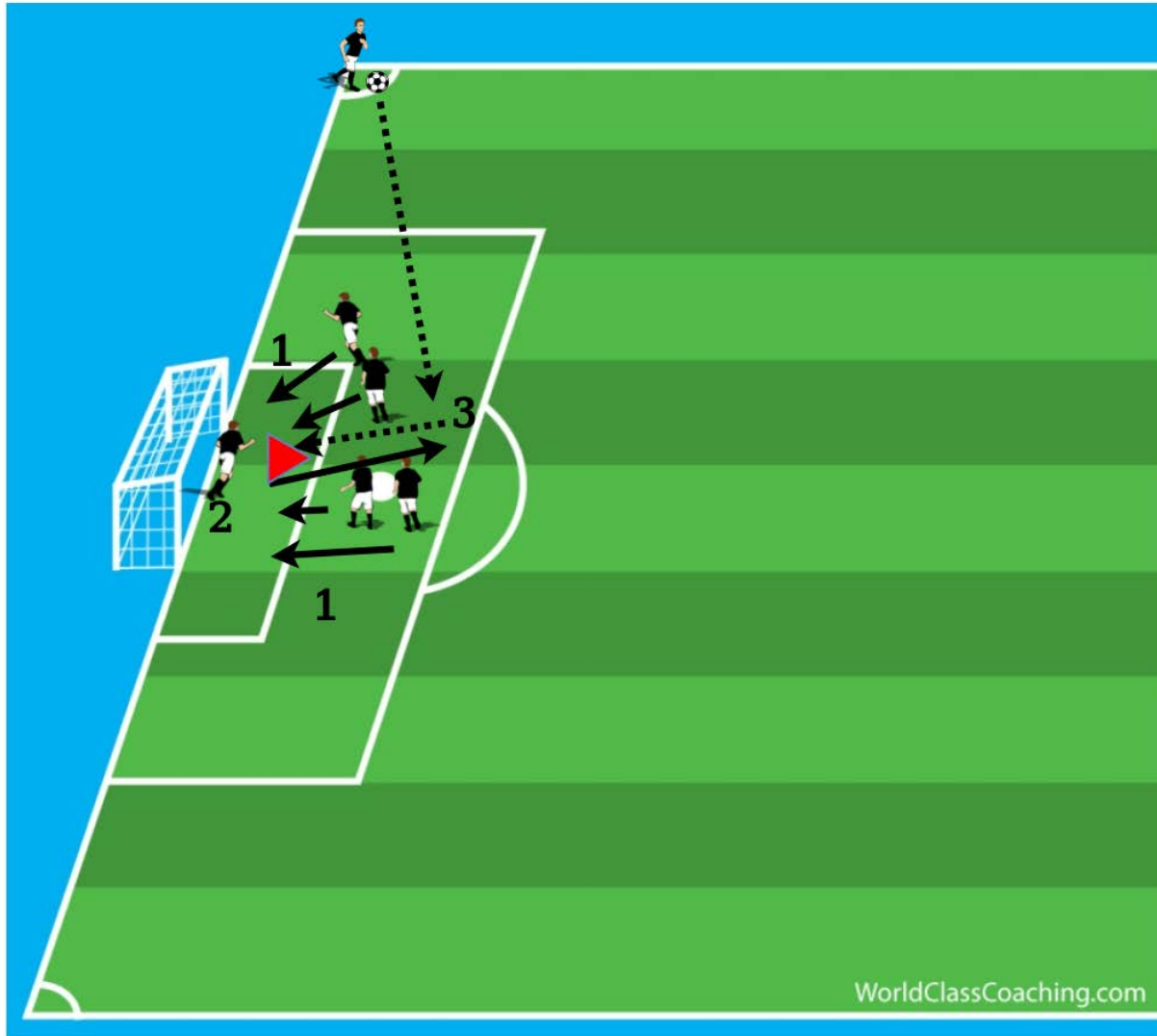
Simultaneously, they start running away from the goal.

The cross is made to the central area, just outside the goal box. Any player can attack the ball.

That run allow them to be first for the ball – they can block their marker.

A more advanced option is for 2 or 3 players to block all other markers, while just one of our players is attacking the ball.

12. A scheme of a corner kick – Blizzard.



It is an against-individual-marking version of the scheme nr 8 –‘Trojan Horse’

A group of four players starts from between the penalty spot and the box line.

One player is starting from in front of the goalkeeper.

The group of four players starts running towards the goal (No. 1).

At the same time, the player starting close to the keeper runs toward the penalty spot (No. 2).

When passing each other, that group of four, should screen against the marker of their teammate – showed with a red triangle (No. 2).

The player starting from the goal line tries to head the ball towards the goal the area outside of the goal box (No. 3).

All players close to the goal – those from the group of four, try to react to the flicking of the ball.

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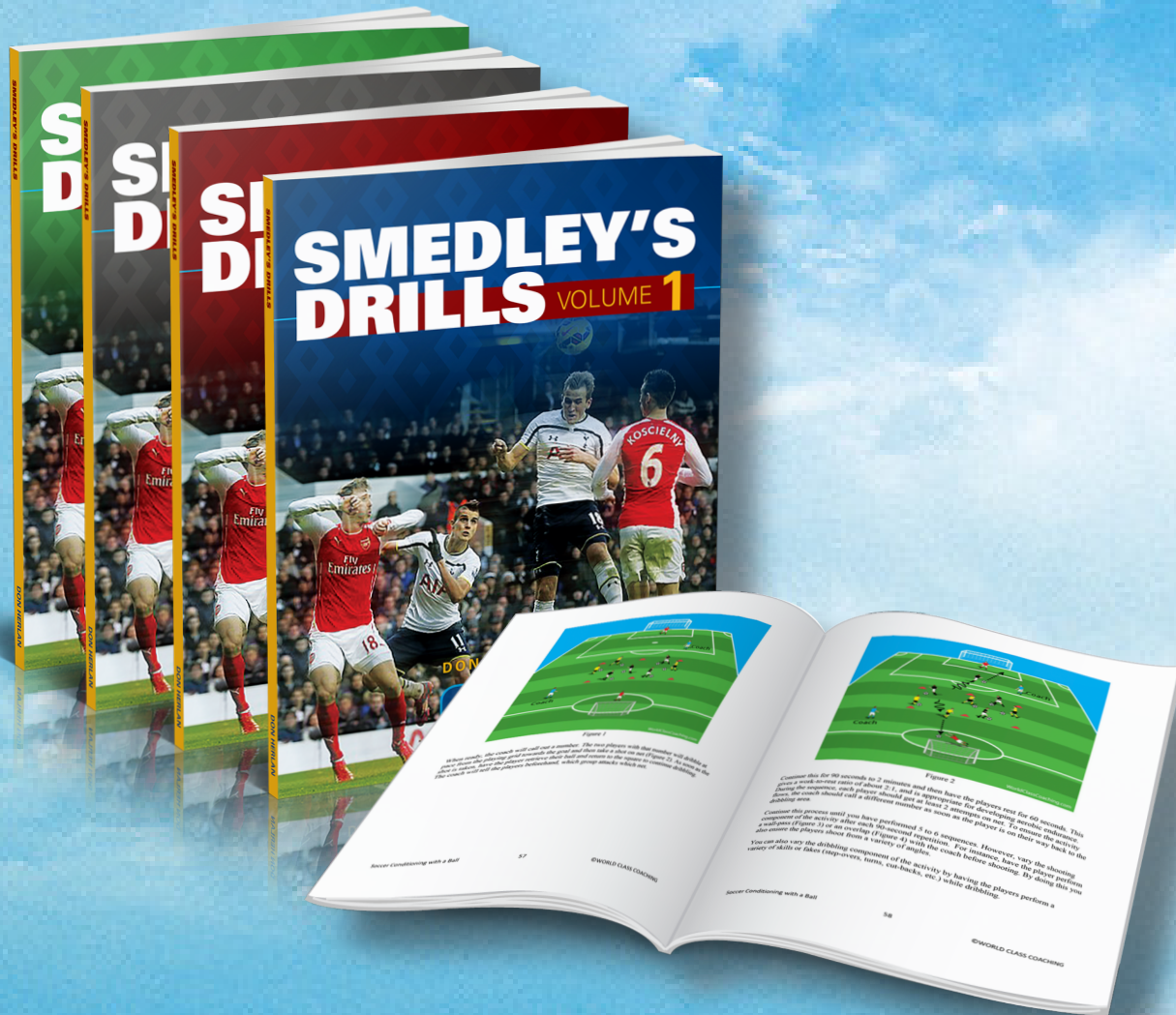
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