

**REAL MADRID**  
**Carlo Ancelotti & Paul Clement**  
**Overlapping against a low defensive block and in counter attacking**

**Overview:**

This session focuses on attacking play and, in particular, the use of overlaps to create and exploit space, a fundamental principle of attacking football. Ultimately, a team can go through, round or over the opposition's defence in the process of scoring or making an attempt on goal. Some teams will use a multi-faceted approach to attacking, while others are more one-dimensional, but each must be prepared for. The way the opposition defends will impact how space can be exploited (by using high, medium or low block... or a combination), and whether space can be found to the sides or behind. The use of overlapping is a highly effective manoeuvre in attacking play, and is a tactic we often deploy at Real Madrid.

**OVERLAPPING AGAINST A LOW DEFENSIVE BLOCK AND IN COUNTER ATTACKING**

**SET-UP**

<b>AREA</b>	Full pitch
<b>EQUIPMENT</b>	Balls, cones, goals, mannequins
<b>NUMBER OF PLAYERS</b>	Up to 10v10 plus keeper
<b>SESSION TIME</b>	80mins

**What do I get the players to do?**

**Technical expertise (12mins)**

Following a standard warm-up (8mins), we set up as shown (1) - a simple 'pass and follow' process in a passing circuit, with one-two combination play in wide positions. We want to see movement before the ball is received, good timing and weight of the pass, and playing intensity.

In the second practice (2), we progress things so the wide player moves inside either with or without the ball. He then chooses to either pass to that overlapping player or go it alone.

**4v3 counter-attacking (15mins)**

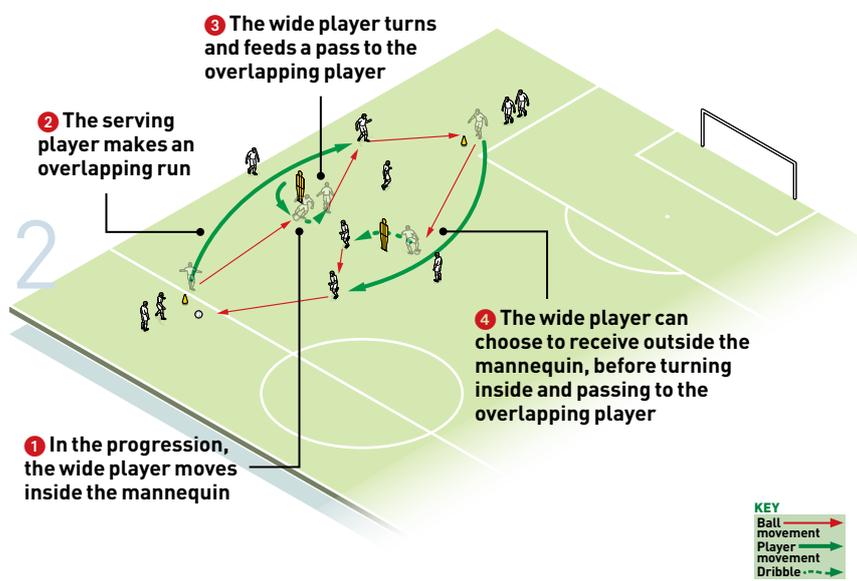
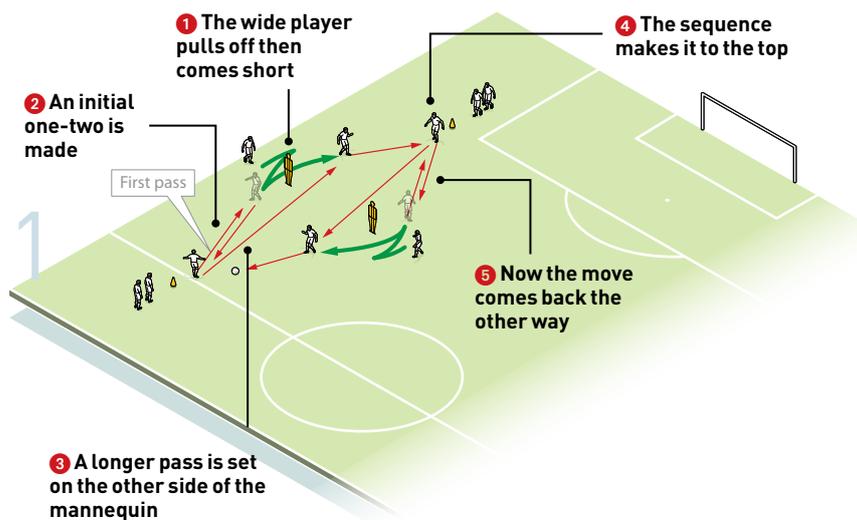
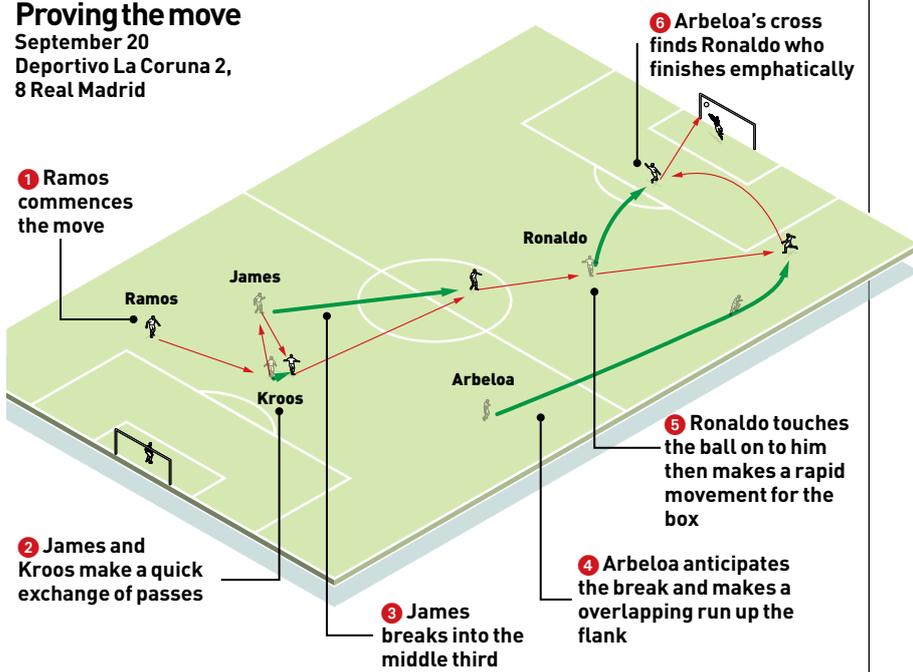
Now we move into the centre of the pitch to set up a practice where four attackers must advance in on three defenders at speed (3).

Attackers 1 and 2 attempt to isolate defender 1 in creating a 2v1 situation.

Attacker 3 penetrates the defensive line by making a diagonal run between defenders 2 and 3. Attacker 4 maintains width on the right side.

**Proving the move**

September 20  
Deportivo La Coruna 2,  
8 Real Madrid



**KEY**  
Ball movement  
Player movement  
Dribble



**Carlo Ancelotti & Paul Clement**

**REAL MADRID**

In securing the Champions League crown for Real Madrid in May 2014, Carlo Ancelotti achieved the incredible feat of clinching major silverware in four different countries.

Having enjoyed hugely successful times managing teams including Juventus, AC Milan, Chelsea and PSG, he is only the second person to win the Champions League three times (twice with Milan and once with Real Madrid).

Additionally, he won the European Cup, (now know as the Champions League) twice as a player with AC Milan.

Carlo Ancelotti is expertly assisted at Real Madrid by English coach Paul Clement, with whom he won a Barclays Premier League and FA Cup double at Chelsea. Clement then joined Ancelotti at PSG where they won the French League title. He holds a UEFA Pro Licence and has also coached at Fulham and Blackburn Rovers.

“We are looking for good positioning, technical quality, quick ball movement and clever movement off the ball.”

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Attackers know that to defend the overlap and diagonal run, defenders have to slide together, closing the space between. If they do this, the ball should be switched back quickly to the opposite side.

**Phase of play (20mins)**

This is 10v10 plus one keeper (4). Teams are organised in a low defensive block, with the attacking team aiming to create space by spreading out end to end and side to side - note the spacing between players and the positioning between the lines of the opposition.

The attacking team attempts to exploit the green shaded areas as this is where most space can be found. Should reds recover the ball, they attack any of the three small goals.

We are looking for good positioning, technical quality, quick ball movement and clever running off the ball, smart decision-making, switches of play, overlaps, crossing and finishing, and balance in order to prevent counter-attacks.

**Game (20mins)**

This is a conditioned game to encourage overlapping (5). The wide areas are marked off into zones where only one defender and two attackers can enter, while the pitch is divided into thirds with offside 'live' from these lines. A goal scored that uses an overlapping movement counts double. ■

