



---

POSITION

---

**PROFILES**

---



# Summit Strikers FC

## Player Profiles - #1 Goalkeeper

<u>MOMENT</u>	<u>DEFENSIVE 1/3</u>	<u>MIDDLE 1/3</u>	<u>ATTACKING 1/3</u>
<b><i>IN POSSESSION (ATT)</i></b>	<ul style="list-style-type: none"> <li>Coaching communication to prevent counterattacks</li> <li>Organize backs w/numbers &amp; position</li> </ul>	<ul style="list-style-type: none"> <li>Stay connected w/the game &amp; position relative to the game</li> <li>Be a “relief” pass if we need to re-start</li> <li>Continue communicating to defense to prevent counterattacks</li> </ul>	<ul style="list-style-type: none"> <li>Confident distribution (short to 4/5/6 or driven to 2/3/7/11 to build or counter</li> <li>Offer good angles of support in possession for use to change point</li> </ul>
<b><i>TRANSITION &gt; DEFENSE</i></b>	<ul style="list-style-type: none"> <li>Critical communication to organize defense – quickly organizing dangerous marks &amp; spaces</li> <li>Positional importance to deny goals</li> </ul>	<ul style="list-style-type: none"> <li>Quick recognition &amp; communication of defense’s height &amp; width in transition</li> <li>Read body language to cut out ball behind back line</li> <li>Adjust angle/positioning quickly to deny early shot</li> </ul>	<ul style="list-style-type: none"> <li>Quick recognition &amp; organization of defense’s height &amp; width in the change</li> <li>Read body language to cut out balls in behind our back line</li> </ul>
<b><i>OUT OF POSSESSION (Def)</i></b>	<ul style="list-style-type: none"> <li>Deal w/any shots (know when to hold/deflect) or crosses (know when to catch/punch/nudge)</li> <li>Critical communication</li> <li>Angle play adjustments</li> </ul>	<ul style="list-style-type: none"> <li>Coaching communication to organize defense</li> <li>Defend space behind back line</li> <li>Good, confident decisions to come off the line</li> </ul>	<ul style="list-style-type: none"> <li>Coaching communication to organize defense and prevent counters</li> <li>Read body language and be alert for balls over back line</li> <li>Be prepared to defend space behind backs</li> </ul>
<b><i>TRANSITION &gt; ATTACK</i></b>	<ul style="list-style-type: none"> <li>Quick recognition &amp; communication when to open up &amp; build vs. counter</li> <li>Effective distribution to counterattack</li> </ul>	<ul style="list-style-type: none"> <li>Recognize &amp; communicate which back should join attack</li> <li>Adjust attacking shape behind the play</li> </ul>	<ul style="list-style-type: none"> <li>Recognize &amp; encourage 2/3 to quickly join attack</li> <li>Push back line up to keep lines tight</li> </ul>
<b><i>SET PIECES (ATT &amp; DEF)</i></b>	<ul style="list-style-type: none"> <li>A – Organization for counter prevent</li> </ul>	<ul style="list-style-type: none"> <li>A – Organization for counter prevent</li> </ul>	<ul style="list-style-type: none"> <li>A – Organization for counter prevent</li> </ul>



# Summit Strikers FC

## Player Profiles - #2/#3 Outside Back

MOMENT	DEFENSIVE 1/3	MIDDLE 1/3	ATTACKING 1/3
<b>IN POSSESSION (ATT)</b>	<ul style="list-style-type: none"> <li>Help us build out of defensive 1/3 thru linking up w/4,5s, 6,8,10, &amp; 7/9/11s</li> <li>Quality delivery into 7/9/11 vs. pressing opponent</li> </ul>	<ul style="list-style-type: none"> <li>Be available &amp; aware on weak side for us to change the point of attack</li> <li>Join attack to create overloads in wide positions</li> <li>Combine w/forwards to get to final 1/3</li> </ul>	<ul style="list-style-type: none"> <li>Provide support high &amp; wide on strong side</li> <li>Look to link up with 7/11/9 to create goal-scoring deliveries and/or goals</li> <li>Quality wide delivery to score goals</li> </ul>
<b>TRANSITION &gt; DEFENSE</b>	<ul style="list-style-type: none"> <li>Recognize quickly to recover to good defensive position</li> <li>Slow down opponent's counterattack</li> <li>Identify dangerous players to track</li> </ul>	<ul style="list-style-type: none"> <li>Recognize when to quickly press or recover to defensive shape</li> <li>Quickly recognize if it's needed to deny penetration or protect space behind</li> </ul>	<ul style="list-style-type: none"> <li>Recognize quickly when to recover to defensive shape vs. immediately press</li> <li>Quickly get connected to back line &amp; pick up opposition's 7/11</li> </ul>
<b>OUT OF POSSESSION (Def)</b>	<ul style="list-style-type: none"> <li>Deal w/opposition's 7/11 (vs. front 3) or help organize marks (vs. front 2)</li> <li>Deny opposition time, space, &amp; penetration with quality 1v1 defending</li> </ul>	<ul style="list-style-type: none"> <li>Read the game (visual cues/body language)</li> <li>Deny ball &amp; run penetration</li> <li>Protect space behind exploitation</li> </ul>	<ul style="list-style-type: none"> <li>Stay compact with other positional lines</li> <li>Deny turns w/checking opponents</li> <li>Organize positional line in front (7/11)</li> </ul>
<b>TRANSITION &gt; ATTACK</b>	<ul style="list-style-type: none"> <li>Quick recognition to release into counterattack</li> <li>Quick recognition of when to open up to build</li> </ul>	<ul style="list-style-type: none"> <li>Quickly recognize when to attack with dribble or pass to counter w/numbers</li> <li>Attack any space available to unbalance opponent</li> </ul>	<ul style="list-style-type: none"> <li>Quickly recognize where to find supporting space (in front or behind the ball)</li> <li>Counter prevention positioning when further away</li> </ul>
<b>SET PIECES (ATT &amp; DEF)</b>	<ul style="list-style-type: none"> <li>A – Look for quick re-start</li> <li>D– Be alert for quick re-start</li> <li>D – Win individual duel, if called</li> </ul>	<ul style="list-style-type: none"> <li>A – Look for quick re-start/delivery</li> <li>D – Be alert for quick re-start</li> <li>D – Win individual duel, if called</li> </ul>	<ul style="list-style-type: none"> <li>A – Anticipate catching opponent w/quick re-start wide</li> <li>D – Be alert for quick re-start</li> </ul>



# Summit Strikers FC

## Player Profiles - #4/#5 Center Back

<b>MOMENT</b>	<b>DEFENSIVE 1/3</b>	<b>MIDDLE 1/3</b>	<b>ATTACKING 1/3</b>
<b><i>IN POSSESSION (ATT)</i></b>	<ul style="list-style-type: none"> <li>• Help build-up with solid passing to advance to middle 1/3</li> <li>• Skip lines/players to relieve high press</li> </ul>	<ul style="list-style-type: none"> <li>• Provide depth in midfield possession</li> <li>• Be an outlet behind to change point of attack</li> <li>• Join attack for overload opportunity</li> </ul>	<ul style="list-style-type: none"> <li>• Continue providing depth as an outlet to change point of attack</li> <li>• Join attack in central channel to assist in probing for penetrating passes</li> </ul>
<b><i>TRANSITION &gt; DEFENSE</i></b>	<ul style="list-style-type: none"> <li>• Quick recognition to deny goal-scoring chance w/immediate pressure</li> <li>• Quickly identify marks to track</li> <li>• Quickly slow down counter to delay</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition of when to apply pressure, cover, or balance based on pressure &amp; location of the ball</li> <li>• Quickly identify runners to track</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition of when to recover vs. getting compact with positional lines in front</li> <li>• Identify runners to track and defend</li> </ul>
<b><i>OUT OF POSSESSION (Def)</i></b>	<ul style="list-style-type: none"> <li>• Deal w/opposition's CFW (vs. front 3) or with one of the 9's (vs. front 2)</li> <li>• Deny opponent time, space, and penetration w/good 1v1 defending</li> <li>• Head crosses out of danger on crosses</li> </ul>	<ul style="list-style-type: none"> <li>• Read the game (visual cues/body language)</li> <li>• Deny forward penetration/track runners (in front or behind)</li> <li>• Protect space behind</li> </ul>	<ul style="list-style-type: none"> <li>• Assist in press by dealing with checking FW's</li> <li>• Stay connected with other positional lines</li> <li>• Organize positional line in front</li> </ul>
<b><i>TRANSITION &gt; ATTACK</i></b>	<ul style="list-style-type: none"> <li>• Quick recognition of where &amp; how deep to drop for support</li> <li>• Join attack for numbers, when able</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition of counterattack via dribble or pass to create central overload</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition of ability to join attack</li> <li>• Counter prevent from further away</li> </ul>
<b><i>SET PIECES (ATT &amp; DEF)</i></b>	<ul style="list-style-type: none"> <li>• A – Look for quick re-start to build or counter</li> <li>• D – Alert for quick re-start to deny goal</li> </ul>	<ul style="list-style-type: none"> <li>• A – Look for quick re-start and/or quality delivery to catch opponent</li> <li>• D – Alert for quick re-start to deny goal</li> </ul>	<ul style="list-style-type: none"> <li>• A – Look to get into box for aerial duel</li> <li>• D – Alert for early long-range delivery – deny ball behind back line</li> </ul>



# Summit Strikers FC

## Player Profiles - #6 Defensive CMF

MOMENT	DEFENSIVE 1/3	MIDDLE 1/3	ATTACKING 1/3
<b><i>IN POSSESSION (ATT)</i></b>	<ul style="list-style-type: none"> <li>Vital in build-up as an outlet for 4/5</li> <li>May drop down between 4/5 vs. press with 2 9's from opposition</li> <li>Inter-change with 8/10 to get free</li> </ul>	<ul style="list-style-type: none"> <li>Supporting link between backs and forwards</li> <li>Depth in support in MF to assist with changing point of attack</li> <li>Proper inter-change with 8/10</li> </ul>	<ul style="list-style-type: none"> <li>Provide depth in support to change the point of attack to probe to score</li> <li>Look to join areas of the field to create overloads</li> <li>Quality entry passes into 7/9/11</li> </ul>
<b><i>TRANSITION &gt; DEFENSE</i></b>	<ul style="list-style-type: none"> <li>Quick recognition to deny scoring chance or penetration with pressure</li> <li>Track counterattacking threatening players (usually opposition's 8/10)</li> </ul>	<ul style="list-style-type: none"> <li>Quick recognition to apply immediate pressure vs. quick recovery to compactness</li> <li>Track countering dangerous players</li> </ul>	<ul style="list-style-type: none"> <li>Quick recognition to quickly join press to win the ball back vs. recovering to dangerous counter opportunities</li> <li>Quick organization of other MFs</li> </ul>
<b><i>OUT OF POSSESSION (Def)</i></b>	<ul style="list-style-type: none"> <li>Deal w/opposition's 10 (vs. 1 ACM) or 1 of 2 10's (vs. 2 ACM)</li> <li>Deny comfortable possession</li> <li>Intercept passes/screen opposition's 9</li> <li>Organize 8/10 defensively</li> </ul>	<ul style="list-style-type: none"> <li>Deny penetration into opposition's 9</li> <li>Deny opposition's 10 opportunities to play make</li> <li>Assist in covering/balancing with 8/10</li> </ul>	<ul style="list-style-type: none"> <li>Assist FWs in press by denying access to opposition's 10/8</li> <li>Stay connected/compact with 8/10 and FW's in front</li> </ul>
<b><i>TRANSITION &gt; ATTACK</i></b>	<ul style="list-style-type: none"> <li>Quick recognition of finding space to support in pockets to either assist with build-up or on the counter</li> </ul>	<ul style="list-style-type: none"> <li>Quick recognition whether to counter quickly or support to build and change point of attack</li> </ul>	<ul style="list-style-type: none"> <li>Quick recognition to play forward quickly to counter vs. dropping deep in MF line to change point of attack</li> </ul>
<b><i>SET PIECES (ATT &amp; DEF)</i></b>	<ul style="list-style-type: none"> <li>A – Look for quick re-start to counter</li> <li>D – Alert to quick re-starts/delay play</li> <li>D – Anchor in the wall</li> <li>D – Win match up on balls in box</li> </ul>	<ul style="list-style-type: none"> <li>A – Look for quick re-start to counter or build</li> <li>D – Alert to quick re-starts/delay play</li> <li>D – Win aerial ball into box</li> </ul>	<ul style="list-style-type: none"> <li>A – Execute attacking role on set piece</li> <li>D – Alert to quick re-start</li> <li>D – Quickly organize positional lines in front to deter counterattack</li> </ul>



# Summit Strikers FC

## Player Profiles - #8/#10 Attacking CMF

MOMENT	DEFENSIVE 1/3	MIDDLE 1/3	ATTACKING 1/3
<b><i>IN POSSESSION (ATT)</i></b>	<ul style="list-style-type: none"> <li>• Provide support for other MFs and backs to skip lines vs. opponent's press</li> <li>• Inter-change with other MF's to help build out of back</li> <li>• Look to face up to play forward</li> </ul>	<ul style="list-style-type: none"> <li>• Constant link between backs and forwards – looking to help advance the ball through the lines in midfield</li> <li>• Source to utilize to change point</li> <li>• Quality passing into FWs – looking to get into Final 1/3</li> </ul>	<ul style="list-style-type: none"> <li>• Constant support to link with other MFs &amp; FWs to create scoring chances</li> <li>• Inter-change with 9 to disorient opposition's 4/5</li> <li>• Get into box for wide delivery in box</li> <li>• Finish from distance</li> </ul>
<b><i>TRANSITION &gt; DEFENSE</i></b>	<ul style="list-style-type: none"> <li>• Quick recognition to deny scoring chance vs. recovery to defend counter</li> <li>• Find opposition's MFs to track</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition to immediately press vs. recovery to defensive positioning</li> <li>• Find opposition's MF's to track</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition to immediately press or recovery runs to defensive shape</li> <li>• Quickly find opposition's 1<sup>st</sup> option</li> </ul>
<b><i>OUT OF POSSESSION (Def)</i></b>	<ul style="list-style-type: none"> <li>• Deal w/opposition's 6 (vs. 1 DCM) or 6 or 8 (vs. 2 DCM)</li> <li>• Deny comfortable playmaking of the opposition's 6/8</li> <li>• Organize 7/9/11 in press</li> </ul>	<ul style="list-style-type: none"> <li>• Deny penetration by opposition's 6/8/10 via tackling, tight pressure, and interception</li> <li>• Track opposition's MF players</li> <li>• Organize positional line in front</li> </ul>	<ul style="list-style-type: none"> <li>• Assist in press by denying outlets (opposition's 6/8) chance to get out</li> <li>• Defensively organize positional lines in front</li> <li>• Interception/Tackling to regain ball</li> </ul>
<b><i>TRANSITION &gt; ATTACK</i></b>	<ul style="list-style-type: none"> <li>• Quick recognition to quickly counter going forward vs. support to build out</li> <li>• Quick decision to assist to support in next positional line to overload</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition to play forward quickly vs. dropping deep to provide option to get into final 1/3 or change point to overload wide</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition to counter with pass, run, dribble, or shot vs. changing point to probe to create scoring chance</li> </ul>
<b><i>SET PIECES (ATT &amp; DEF)</i></b>	<ul style="list-style-type: none"> <li>• A – Be an early outlet for quick re-start</li> <li>• D – Be alert for quick re-start</li> </ul>	<ul style="list-style-type: none"> <li>• A – Be an early outlet for quick re-start</li> <li>• D – Be alert for quick re-start/slow</li> </ul>	<ul style="list-style-type: none"> <li>• A – Execute set piece role</li> <li>• A – Early option for re-start</li> <li>• D – Deny quick re-start for counter</li> </ul>



# Summit Strikers FC

## Player Profiles - #7/#11 Wide Forward

<b>MOMENT</b>	<b>DEFENSIVE 1/3</b>	<b>MIDDLE 1/3</b>	<b>ATTACKING 1/3</b>
<b><i>IN POSSESSION (ATT)</i></b>	<ul style="list-style-type: none"><li>• Provide higher option in build-up phase for our backs to skip lines</li><li>• Inter-change w/8/10 &amp; 2/3 in build up</li></ul>	<ul style="list-style-type: none"><li>• Inter-change with 9 and/or 2/3 to penetrate and play through midfield</li><li>• Continue to combine w/MFs and FWs to advance ball into Final 1/3</li></ul>	<ul style="list-style-type: none"><li>• Provide wide support to get isolated to go 1v1 to create goal or delivery</li><li>• Make runs to threaten back line</li><li>• Finish crosses from opposite side</li></ul>
<b><i>TRANSITION &gt; DEFENSE</i></b>	<ul style="list-style-type: none"><li>• Quick recognition to quickly double back to win ball vs. recovering to good defensive shape</li><li>• Find opposition's 2/3 to track</li></ul>	<ul style="list-style-type: none"><li>• Quick recognition to immediately press/double back to win the ball vs. recovering to good defensive shape</li><li>• Find opposition's 2/3 to track</li></ul>	<ul style="list-style-type: none"><li>• Quick recognition to immediately press to win the ball vs. recovering to good defensive shape</li><li>• Find opposition's 2/3 to track</li></ul>
<b><i>OUT OF POSSESSION (Def)</i></b>	<ul style="list-style-type: none"><li>• Double back to win ball with 2/3 off opposition's 7/11</li><li>• Track opposition's 2/3 coming forward</li></ul>	<ul style="list-style-type: none"><li>• Continue to look to double back to win the ball via tackle interception</li><li>• Continue to track opposition's 2/3</li></ul>	<ul style="list-style-type: none"><li>• Work w/9 to effectively press</li><li>• Deny opposition's 2/3 any penetration</li><li>• Track 2/3 releasing into midfield</li></ul>
<b><i>TRANSITION &gt; ATTACK</i></b>	<ul style="list-style-type: none"><li>• Quick recognition to be quick forward option wide</li><li>• Turn clearances into passes with anticipation</li></ul>	<ul style="list-style-type: none"><li>• Quick recognition to quickly counter with a run, pass, or dribble to get into Final 1/3 vs. support for build-up play</li><li>• Threaten behind if opposition is high</li></ul>	<ul style="list-style-type: none"><li>• Quick recognition to go forward with run, pass, dribble, or shot vs. opening up wide for option to isolate for 1v1</li><li>• Quick forward decision to create goal</li></ul>
<b><i>SET PIECES (ATT &amp; DEF)</i></b>	<ul style="list-style-type: none"><li>• A – Be an early outlet for quick re-start</li><li>• D – Be alert for quick re-start</li><li>• D – Join wall for FKs in scoring range</li></ul>	<ul style="list-style-type: none"><li>• A – Be an early outlet for quick re-start</li><li>• D – Be alert for quick re-start/slow play</li><li>• D – Recover to mark opponents</li></ul>	<ul style="list-style-type: none"><li>• A – Execute set piece role</li><li>• A – Early option for re-start</li><li>• D – Deny quick re-start for counter</li></ul>





# Summit Strikers FC

## Player Profiles - #9 Forward

<b>MOMENT</b>	<b>DEFENSIVE 1/3</b>	<b>MIDDLE 1/3</b>	<b>ATTACKING 1/3</b>
<b><i>IN POSSESSION (ATT)</i></b>	<ul style="list-style-type: none"> <li>• Provide higher option in build-up phase for our backs to skip lines</li> <li>• Inter-change w/8/10 &amp; in build up to advance ball into middle 1/3</li> </ul>	<ul style="list-style-type: none"> <li>• Inter-change with 10/8 to penetrate and play through midfield</li> <li>• Continue to combine w/MFs and FWs to advance ball into Final 1/3</li> <li>• Threaten back line if opposition is high</li> </ul>	<ul style="list-style-type: none"> <li>• Constant mobility (checking &amp; threatening runs) to disorient opposition's defense</li> <li>• Combine/Inter-change w/10 to create scoring chances</li> <li>• Finish chances/crosses</li> </ul>
<b><i>TRANSITION &gt; DEFENSE</i></b>	<ul style="list-style-type: none"> <li>• Quick recognition to quickly double back to win ball vs. recovering to good defensive shape</li> <li>• Find opposition's 4/5/6 to track</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition to immediately press/double back to win the ball vs. recovering to good defensive shape</li> <li>• Find opposition's 4/5/6 to track</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition to immediately press to win the ball vs. recovering to good defensive shape to channel the ball</li> <li>• Find opposition's 4/5/6 to track</li> </ul>
<b><i>OUT OF POSSESSION (Def)</i></b>	<ul style="list-style-type: none"> <li>• Double-back to win ball off opposition's 6</li> <li>• Track opposition's 4/5 releasing into attack</li> </ul>	<ul style="list-style-type: none"> <li>• Continue to double-back to win ball off opposition's 6</li> <li>• Continue to track opposition's 4/5 releasing into attack</li> </ul>	<ul style="list-style-type: none"> <li>• Initiates press by channeling opposition's build-up to make play predictable</li> <li>• Track/defend opposition's 4/5 dribbling into midfield to overload</li> </ul>
<b><i>TRANSITION &gt; ATTACK</i></b>	<ul style="list-style-type: none"> <li>• Quick recognition to be quick forward option wide</li> <li>• Turn clearances into passes with anticipation</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition to quickly counter with a run, pass, or dribble to get into Final 1/3 vs. support for build-up play</li> <li>• Threaten behind if opposition is high</li> </ul>	<ul style="list-style-type: none"> <li>• Quick recognition to go forward with run, pass, dribble, or shot (catch GK)</li> <li>• Opportunistic by finishing loose balls from turnovers</li> </ul>
<b><i>SET PIECES (ATT &amp; DEF)</i></b>	<ul style="list-style-type: none"> <li>• A – Be an early outlet for quick re-start</li> <li>• D – Be alert for quick re-start</li> </ul>	<ul style="list-style-type: none"> <li>• A – Be an early outlet for quick re-start</li> <li>• D – Be alert for quick re-start/slow</li> </ul>	<ul style="list-style-type: none"> <li>• A – Execute set piece role</li> <li>• A – Early option for re-start</li> <li>• D – Deny quick re-start for counter</li> </ul>