

## My Notes - Attacking "On" & "Off" the ball An Effective Decision-Making Process in Football (Soccer) - Written by Kokki

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### The **Logic Flow** cycle when Attacking "On" & "Off" the ball



This guide will help you address the important fundamentals that result in a good decision. An ordered structure built on **The Logic Flow** to help you make the best choice. Involves a series of options where players individually on a team must execute in an orderly manner.

Players cannot duplicate roles, and they must act quickly and in a timely manner. Players need to be well versed with the thought processes involved in attacking on and off the ball.

Team awareness and understanding of each other's role is crucial. The player in possession of the ball and the player(s) moving without the ball must work together, in a group effort, executing each step simultaneously and corroboratively.



### **The Logic Flow** has one cycle broken up into "8" Phases (Moving from left to right)

#### One Cycle




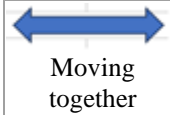
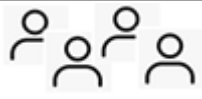

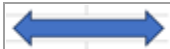

Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7	Phase 8
Begin/ Start the Logical Flow process	The Ball (Either stationary or traveling)	You Without the ball (Before you receive the ball)	Glance / Scan Check and see where the GK is positioned. Helps Creates "Long Vision"	Make an Effective Decision (What is the Best Play) Ask yourself Y/N - From the Options of Play	Control the Ball - In line of the ball - Adjust distance - Select Surface - Cushion & Control	Execute the Option chosen - Options of Play	Reset (Loop) go to Phase 1 Begin/Start the Flow process




## Order of Thought / Options of Play (On & Off the ball)

There are 6 Options "on" & "off" the ball.

All steps in the process must be executed strictly in their defined order sequentially.

The player in possession of the ball and all the players moving without the ball must work together in a group effort, executing each step simultaneously and collaborative.

	0 < ----- Time (Seconds to decide) ----- > Split, 1,2 ...			
	Attacking "On" the ball Player "with" the ball (Player has control of the ball) Logic Flow			Attacking "Off" the ball Player(s) "without" the ball (Player Moving off the ball) Logic Flow
Order of Thought Option 1	Options of Play: - Question Y/N: Can I score? If "Yes" / Action: Attempt to score. If "No" go to next option		Order of Thought Option 1	Options of Play Question Y/N: Can I make a forward run? If "Yes" / Action: Follow up. Anticipate the attempt at goals from a deflection. If you are about to receive the ball then go to <b>"The Logic Flow"</b> section of this guide and begin the cycle from Phase 1 If "No" go to next option
Order of Thought Option 2	Options of Play: - Question Y/N: Can I find someone who can score? If "Yes" / Action: Attempt to play a through ball/ or also known as the killer pass. Create an assist. If "No" go to next option		Order of Thought Option 2	Options of Play: - Question Y/N: Can I make a forward run? If "Yes" / Action: Anticipate the "through ball" or "killer pass". If you are about to receive the ball then go to <b>"The Logic Flow"</b> section of this guide and begin the cycle from Phase 1 If "No" go to next option
Order of Thought Option 3	Options of Play: - Question Y/N: Can I execute a pattern of play If "Yes" / Action: Make the appropriate pass, identify and play the role designated in the move as per your rehearsal. If "No" go to next option		Order of Thought Option 3	Options of Play: - Question Y/N: Can I participate in this pattern of play? If "Yes" / Action: Make the appropriate run, identify and play the role designated in the move as per your rehearsal. If you are about to receive the ball then go to <b>"The Logic Flow"</b> section of this guide and begin the cycle from Phase 1 If "No" go to next option

<p>Order of Thought Option 4</p>	<p>Options of Play: - Question Y/N: Can I Keep Possession If "Yes" / Action: Maintain ball possession. Keep control of the ball until support arrives. If "No" go to next option</p>		<p>Order of Thought Option 4</p>	<p>Options of Play: - Question Y/N: Can I make an appropriate run to Support the player with the ball; If "Yes" / Action: Position yourself along/or across the field. If you are about to receive the ball then go to "The Logic Flow" section of this guide and begin the cycle from Phase 1 If "No" go to next option</p>
<p>Order of Thought Option 5</p>	<p>Options of Play: - Question Y/N: Can I Shield the ball If "Yes" / Action: Maintain ball possession. Keep control of the ball until support arrives. If "No" go to next option</p>		<p>Order of Thought Option 5</p>	<p>Options of Play: - Question Y/N: Can I make an appropriate run to Support the player with the ball who is shielding; If "Yes" / Action: Position yourself along/or across the field. If you are about to receive the ball then go to "The Logic Flow" section of this guide and begin the cycle from Phase 1 If "No" go to next option</p>
<p>Order of Thought Option 6</p>	<p>Options of Play: - Question Y/N: Can I Run/Dribble with the ball If "Yes" / Action: Running with the ball/ 1v1 attacking If "No" (loop) go to Option 1</p>		<p>Order of Thought Option 6</p>	<p>Options of Play: - Question Y/N: Can I swap with a non-active player; maintain team shape. Anticipate receiving the ball. If you are about to receive the ball then go to "The Logic Flow" section of this guide and begin the cycle from Phase 1 If "No" (loop) Repeat Option 6.</p>

## Intimidation

Sometimes players stray away from the “**The Logic Flow**” due to intimidation, social pressure or the yearning to be accepted by their peers. Player’s hesitating, taking too long to make a decision or trying to play it safe to hold a position in the team may actually be contributing to the lack of success.

It is important that all players feel part of the team and feel confident that decisions made that accord with the “**The Logic Flow**” will be accepted and rewarded by all other team members and the coach.

If a player shoots for goal, rather than penetrating, because there was a genuine belief that they can do so, then that action needs to be accepted by other team mates and encouraged.

All players should learn to play with one another and to support one another with a common goal – to play at their best ability and win the match.

All players need to speak the same language and anticipate the play and circumstances in the same way.

Players should never feel intimidated by their fellow team members; on the contrary, they should feel united and feel that are all contributing equally to achieve a common goal.

## Common Sense

Learning “**The Logic Flow**” involves learning that "each" of the steps described need to be understood and automatically executed during play.

It is important that players know their strengths and weaknesses and work at their weaknesses at training until they get them right.

If a player has had no luck executing a step in the “**The Logic Flow**” and confidence is low, then they should move to the next step in the options of play. It is important that players always play the next best option.

An example, if a player attempted to loft the keeper using a chip pass and the ball cannot get height or misses the target constantly, then common sense is to play the ball to another person who can score. At training work on your weaknesses to improve your skill for next time.