

Levent Sürme – Martin Weng

# Rondos and Positional Games for Coaching of Tactical Principles

- 10 Rondos for pressing
- 10 Rondos for offensive transitions
- 10 Rondos for playing deep
- 10 Rondos for attacking the final third
- 10 Rondos for speed up decision making

Levent Sürme - Martin Weng

# Rondos and Positional Games for Coaching of Tactical



Authors: Levent Sürme, Martin Weng

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# Preface: Peter Schreiner



When I conceived of this book, I thought to myself: “Yet another collection of familiar rondos, none of which will be news to many trainers.” But one I’d read it through, I immediately became enthusiastic.

The ebook by **Levent Sürme** and **Martin Weng** is something quite special. Very good, tactical preliminary remarks clarify the authors’ objective: Five main topics (pressing, going on the offensive, in-depth playing, playing in the final third and swiftness of action) are introduced using vivid examples from professional soccer and impeccably rehearsed on the basis of 10 game forms.

Of particular value is the information regarding coaching, organization and possible variations. This allows every coach to implement the rondos and game forms presented in targeted fashion during training, and thus prepare his players in motivated and diversified fashion for the demands of the 11 against 11 game.

Good luck implementing the game forms!

A handwritten signature in black ink, appearing to read 'Peter Schreiner'.

# Preface by the authors

The aim of every trainer is to apply the content from the training successfully in the game. This requires efficient training sessions. "We have trained that so often and you get it wrong again in the game." Everyone has heard or even uttered this sentence in the dressing room or on the pitch.

It is well known, that each training session consists of several parts. Rondos are now a firmly planned element in almost every session. There are probably very few coaches in the world who don't include them in practices. Usually built in a rectangle, for example exercises in 4:4 + 2 or similar take place.

In particular, **Pep Guardiola**, during in his time at **FC Barcelona** and later at **FC Bayern Munich**, made positional games more and more popular in many variations.

But each Rondo has its own details and outcomes.



This booklet / e-book takes up the basic idea of the Rondo and aligns it with five different main topics. Pressing, offensive transition, playing forward, attack the final third and cognitive forms.

How can I train these with Rondos or positional games and stay closely related to the 11v11. It creates a high recognition value for the players. All challenges posed by 11v11, can be mapped in rondos.

Except for shots on a big goal. Experience shows, however, that many rondos can be easily and effectively converted into game forms by installing big goals. In addition to being closely related to the game, positional games ensure a high number of repetitions for each involved player.

After identifying the wanted outcome of the training, the Coach has to decide about the design of the exercise. It continues with the number of players per team or also the neutral players and their positions. The choice of rules in particular is an important variable for provoking the learning content.

Each chapter is dedicated to one focus. It starts with an explanation of the topic with its respective sub-categories. These are visually represented with the help of selected game situations from top clubs such as FC Bayern Munich or RB Leipzig.

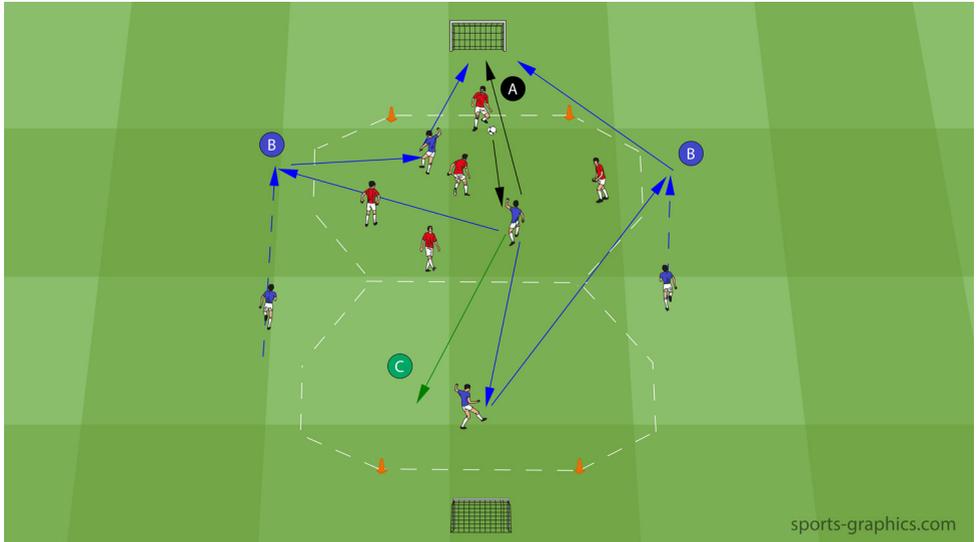
Every chapter contains ten rondos. Each exercise is preceded by a description of the exact game principles or game situation for which it is suitable. This is followed by a drawing, a description of the exercise with the associated provocation rules and possible variations. The exact dimensions of the fields depend on the level of play and age group.

This booklet/ebook refers to all female, male and diverse persons. The generic masculine form has been used when referring to persons in the interests of readability. This is not in any way meant to constitute unequal treatment on the basis of gender.



## 5v2 – Counterattack with three options

With the focus on offensive transition, there must always be the opportunity to play into the depth through a narrow corridor. This is the shortest way to the opposing goal. Outplaying the counterpressing also means to demand a pass dynamically along the neighboring corridor. From there it is possible to continue playing deeply. Sometimes it is also worthwhile to take a detour via a backpass to enable better pass angles for a counterattack. If a counterattack makes no sense, the last alternative is possession of the ball.



### ORGANIZATION & DESCRIPTION

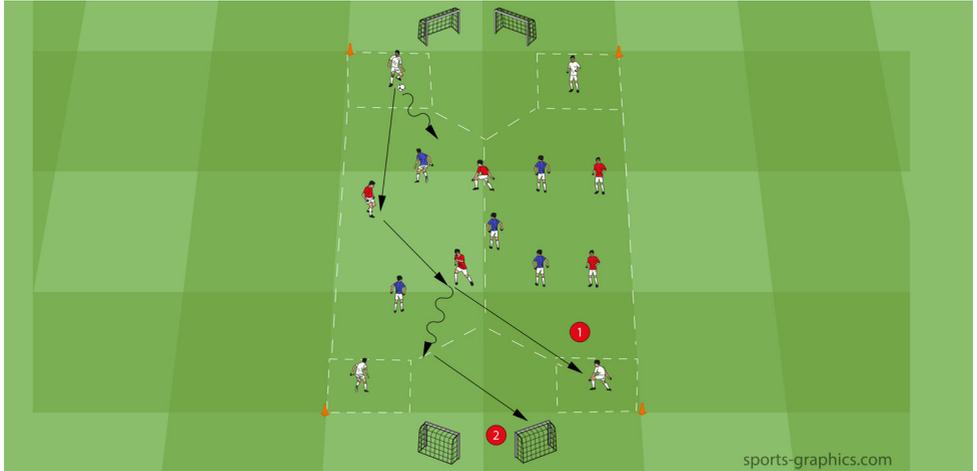
- Mark two fields as shown and set up 2 mini-goals.
- Red plays in possession of the ball a 5v2 against blue.
- Red plays 10 consecutive passes = 1 point.
- If blue wins the ball, there are three options to score:
  - A) Attack the countergoal by one of the two pressing players = 2 points.
  - B) Attack the countergoal over the pass demanding outer player (switching corridor) = 3 points.
  - C) Secure possession of the ball by switching fields and play 10 consecutive passes = 1 point.
- Blue counterpress after losing the ball.

### VARIATION

- After 10 passes, the team in possession can score a goal on the other side.

## 5v5 + 4 – Combine & counter a space limiting pressing strategy

Training of decision making with the aim of combining vertically along a narrow field or using diagonal forward passes to break opponent's pressing. After a diagonal forward pass, the attack must continue with 1-2 touches and maximum speed. This means, that the defending team has no chance to setup his defense again. Passes to half spaces and to the strikers are trained.



### ORGANIZATION & DESCRIPTION

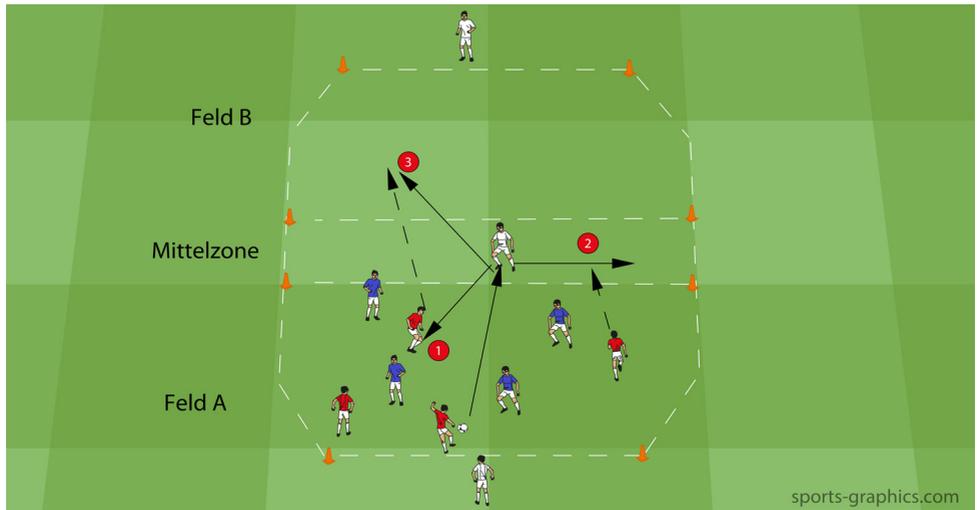
- Mark a field with a vertical line in the middle as shown and set up 4 mini-goals.
- Red plays against blue in the field.
- The four neutrals position themselves in the marked zones.
- First, there must be a pass to the neutral player. This results the playing direction to score.
- The neutrals may be attacked and can also dribble in. But it is not allowed to demand for a pass out of his zone.
- To switch the ball to the other half of the field is allowed only one time.
- 1 point:
  - 1) Pass to the target player (neutral player; half space) if the playing direction is clear.
  - 2) Pass one of the mini-goals (center forward) on the right side if the playing direction is clear.
- Scoring after maximum 3 passes: 5 points.
- If blue wins the ball, the task is changed immediately.
- Due to the different scoring possibilities, the defending team has to decide which passing options they should block or which space should be controlled.

### VARIATION

- After switching field, limit touches. One player free touches, the other teammates only 1-2 touches.

## 4v4 + 3 – Getting behind the last defensive line by supporting

A signal is given to the remaining players when the striker gets a forward pass in front of the opponent defense. Either run forward behind the last defending line to receive the ball or demand for a lay off pass. Accordingly, the area is only narrowed further in depth.



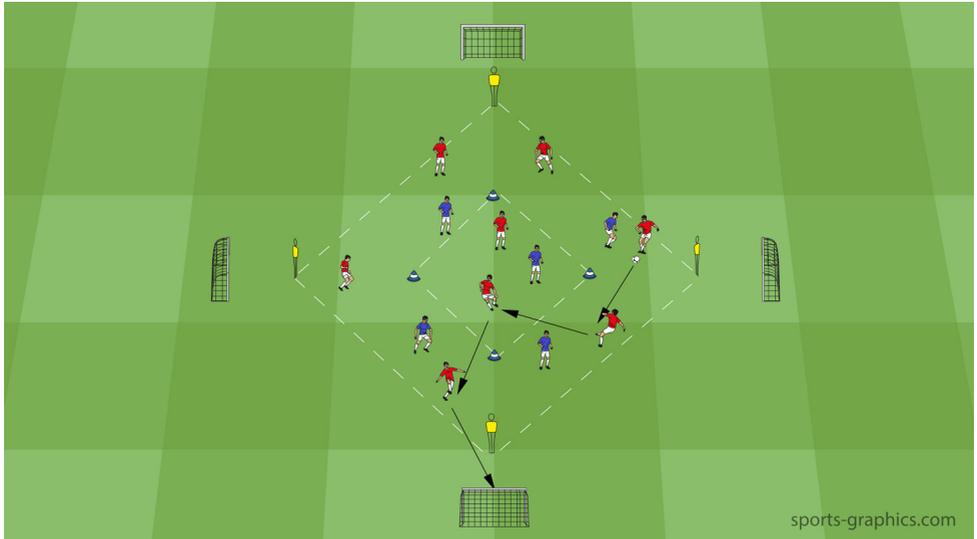
### ORGANIZATION & DESCRIPTION

- Mark two fields with a central zone as shown.
- Red plays with the white neutrals against blue for possession.
- Both lines of the central zone are offside lines of the respective field. Doesn't apply for the neutrals.
- A player must receive a pass in the central zone or in the opposite field (A/B) but can't enter the zone/field before a pass is made.
- The neutral in the central zone has 3 options:
  1. Lay off pass (Field A/B).
  2. Pass to a forward running player in the central zone.
  3. Pass into the path of a forward running player in field A/B.
- The neutrals out of field A and B may only get 2 passes.
- Switch the field by passing or dribbling.
- If blue wins the ball, change of task immediately.
- Every successful switch of field = 1 point.
- After switching field, all players move up to the other field. Only when all players have moved up it is allowed to switch back again.

### VARIATIONS

- Time specification for switching the field, after a pass to the neutral player out of the field A/B.
- One player of the defending team is allowed to move in the central zone or the opposite field A/B.

## 8v5 – Speed up after passing through the center



### ORGANIZATION & DESCRIPTION

- Mark a large and a small diamond as shown and set up 4 mini goals.
- Red plays in possession of the ball against blue (8v5).
- 10 consecutive passes = 1 point.
- It´s allowed to pass into the inner diamond.
- It´s allowed dribble out of the inner diamond.
- If the ball was played through the inner diamond, it´s allowed to score on the 4 mini goals.
- Scoring on a mini goal = 1 point. If the goal is scored within 3 seconds after playing through the inner diamond.
- If it is not possible to score within the 3 seconds, the team tries to keep possession.
- After winning the ball, blue tries to counter attack on the 4 mini goals and red tries to counterpress.
- Scoring a goal after winning the ball (counter attack) = 2 points.

### VARIATIONS

- As soon as the ball has been played through the inner diamond, each player has to play with minimum 2 touches.
- After winning the ball, blue must play a certain number of passes before they can score a goal.



## LEVENT SÜRME

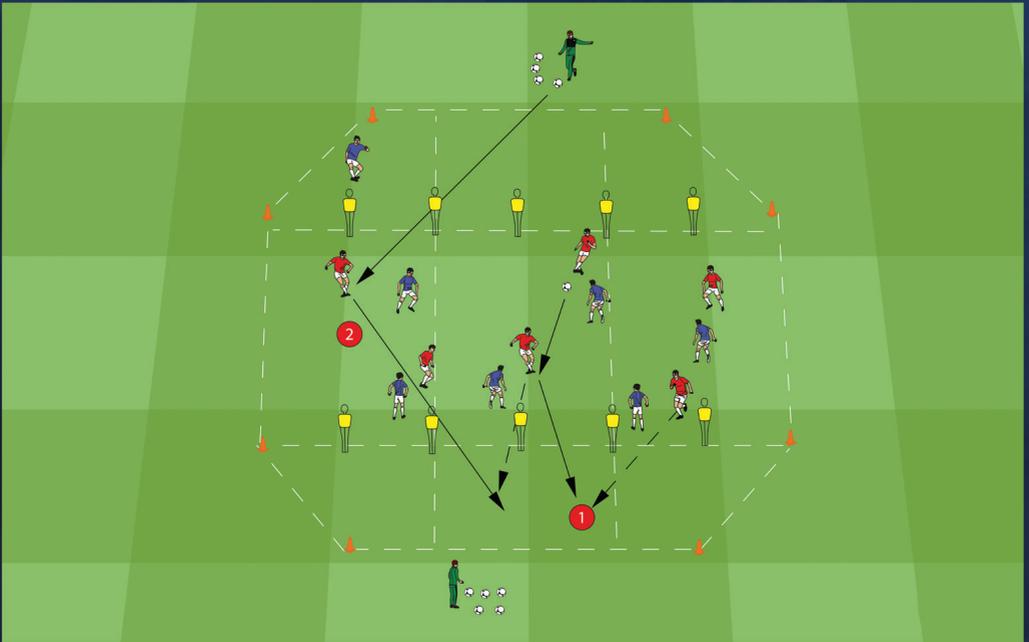
- Levent Sürme joined FC Augsburg at the age of 7 until he was 19. 2003, After he had to quit due to an injury, he started working for FC Augsburg as a youth coach for the U8 team.
- He has got the UEFA “A” Licence and worked under Thomas Tuchel and Manuel Baum who were head of the academy.
- He was head coach at FC Augsburg for 15 years. U8-U17. Last three years head coach of the U17 Bundesliga-Team.
- From 2018 to 2020 he was the head coach of the U15-Team at RB Leipzig.
- With the beginning of this season he works for SKY as an analyst for the Champions League matches.
- He also holds seminars for some Football-Associations in Germany and the Turkish-Football-Federation.



## MARTIN WENG

- “Martin Weng joined FC Augsburg at the age of 11 and played there until the U19 team. After that he played for several years in the amateur field and started his coaching career at the age of 28 as a player-coach.”
- He has got the UEFA “A” Licence and studied business administration (diploma thesis was the marketing of FC Augsburg).
- From 2016 to 2018 he was assistant coach of the FC Augsburg U17 Bundesliga-Team.
- Since 2018 he is head coach of the first team at the bavarian amateur club FC Gundelfingen.
- He is also coach at the talent development programm from the german football association (U11-U14).

# Rondos and Positional Games for Coaching of Tactical Principles



The Book by **Levent Sürme** and **Martin Weng** includes very good tactical preliminary remarks that clarify the objectives of the authors. The 5 main topics are introduced using descriptive examples from professional soccer, with the aid of selected game situations from the top clubs, such as FC Bayern München or RB Leipzig, visually depicted and perfectly rehearsed using 10 game forms for each.

Particularly valuable is the information on coaching, organization and possible variations. This way, every trainer can implement the game forms presented during training and thus prepare his players in motivated fashion for the demands of the 11 against 11 game.