PHASES	PRINCIPLES OF THE GAME (What to do?)
	Notion of space, time and supernumerary
Collective possession to advance	1) Creation and use of space 2) Play in the gaps and between the lines 4) Creation of numerical superiority 5) Getting open 6) Game combination (actions of 2, or 3 players), combination of actions
Destabilize (on the last line)	1) Play to the opposite side after having fixed collectively 2) In-depth play after a space opening 3) Find a player launched in depth in the back of the defense 4) Play "combination" to create numbers up 5) Get open to isolate and dribble (concept of 1v1)
Finition (Last Pas + Duel Forward - Goalkeeper)	1) Anticipate, adjust to shoot 2) Get open 3) Increase the rate of speed

OFFENSIVE

PHASES	PRINCIPLES OF THE GAME (What to do?)
	Notion of space, time and supernumerary
Oppose yourself to the opponent porgession - Rebalance	1) Close the space of direct channel and organize the marking 2) Anticipate the depth when the on the ball is not framed 3) Stop the progression of the opponent and reorganize alignments
Protect the Goal/ Recover	1) Increase density and be active in the direct channel 2) Direct and organize the collective pressure based "the timing of the pass" 3) Cover up the partner in the defensive action (defensive numerical superiority) 4) Organize the defensive recovery
To Recover	1) Good positionning (position "ball- goal") 2) Anticipate, adjust to intervene (moment of intervention) 3) Intervene to engage or not the counter-attack

DEFENSIVE

Pedagogical frame	* Pressure on the player with the ball * Marking in the channel of drect play * Play in depth and increase the rate of speed as soon as possible (individually and collectively) * Allow reversibility (Reaction time) * Team organization (Notion of lines) * All defensive movement contains a "counter-attack" and any offensive movement contains a potential defensive drop

Channel of direct play (CJD): The channel of direct play is a virtual channel that runs from the player on the ball to the goal. It serves as a benchmark to prioritize offensive actions.

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