

## 3-5-2 SYSTEM

### TACTICAL ARRANGEMENTS AND PLAYER FUNCTIONS

#### *(DEFENDING BLOCK)*

#### *MAN TO MAN MARKERS AND SWEEPER BEHIND MARKERS*

- ***MARKERS MUST BE ATHLETIC.*** SPEED AND ANAEROBIC CAPACITY IS CRITICAL TO TRACK OPPONENTS FORWARD.
- ***MARKERS MUST BE AGGRESSIVE, YET UNDER CONTROL.*** THIS IS ESPECIALLY TRUE IN 1V1 DUELS BECAUSE THERE IS A LOT OF SPACE TO PLAY IN.
- ***MARKERS USUALLY PAIRED VS. ATTACKERS.*** THAT IS FAST MARKER VS. A FAST FORWARD. A DISCIPLINED TACTICAL MARKER VS. A VERY TECHNICAL FORWARD. A GOOD HEADER VS. A TALL FORWARD.
- ***SWEEPER MUST BE ATHLETIC AND A SUPERB TACTICIAN.*** MUST BE ABLE TO ADVISE AND SUPPORT MARKERS AND BE CAPABLE OF ANTICIPATING FUTURE POINTS OF ATTACK AS MAN TO MAN MARKING ALLOWS DEFENSIVE SHAPE TO BE COMPROMISED.
- ***SWEEPER MUST BE A GOOD HEADER OF THE BALL.*** USUALLY, QUICK, AGILE MARKERS ARE OFTEN NOT VERY TALL.
- ***PLAYING WITH ONLY THREE IN THE BACK CAN LIMIT ATTACKING OPTIONS.***
  - THREE IN BACK IS ASKED TO ACHIEVE PENETRATION BY PASSING ONLY.
  - IF A BACK PLAYER PENETRATES BY DRIBBLING OR MOVING FORWARD INTO OPEN SPACES, A MIDFIELD PLAYER **MUST** ASSUME THAT PLAYERS DEFENSIVE RESPONSIBILITY.