



# **FOOTBALL PERFORMANCE ANALYST**

MODULE 4. ADVERSARY  
ANALYSIS

**- CONMEBOL -  
EVOLUCIÓN**

## Module 4. Adversary Analysis

It's time to talk about opponent analysis and how to do an excellent survey of information so that coaches can create strategies or even diminish the possible advantages that opponents may have.

As we have seen in the previous modules, the football game can be observed in a pedagogical way in phases and moments, which in fact makes it easier to find patterns that the team executes.

When we talk about detecting patterns, we are talking about observing recurrent behaviors in attack, defense, transitions, and set pieces. We know that football is indeed full of orders and disorder, but that deep down there is an intentionality for each team to find the goal and not concede goals.

Based on these intentionalities, we will often observe repetitions of individual and collective behaviors, what we call patterns. Even if the execution is not exactly the same, there is a concept or an intentionality to fulfill the best possible performance, and the characteristics are similar.

And why might observing these patterns be important for football coaches and players?

When we have information about how an athlete or team plays, we increase the chances of neutralizing the opponent's individual and collective strengths or even exploiting the weaknesses to our advantage.

This is a strategic approach, where your team, even though it complies with the game model and tactical pattern, adjustments can be made to enhance its performance in the game. Thus, we can see that coaches who obtain information from their opponents tend to build strategies to the benefit of their own team.

Thus, performance analysts who study the opponent need to be facilitators for coaches in indicating the individual and collective patterns in a clear and enlightening manner of opponent standard behaviors in various conditions such as:

- Ranking you are in the championship
- Latest Results

- Standard Escalation and most common modifications
- Missing for the upcoming round
- Behavior at Home Games
- Behavior at away games
- Behaviors and strategies when they are behind
- Behaviors and strategies when they are ahead

Thus, we know that many factors can be influential in the behavior of an opposing team. Thus, we can state that contextualizing the opponent in various situations is very important.

Imagine the above scenario in a penalty shootout, depending on the context, the penalty taker changes the penalty shot.

Most will most likely change the beat depending on the scenario and confidence of the moment, after all, we have talked for many times here that sports performance is influenced by 4 strands.

Therefore, often some players manage to keep up their behavior and others are an unknown quantity.

### **The mental influence in context.**

And following in this line of thinking of the performance aspects, how about analyzing the opponent in these aspects also by answering 4 general questions and then going deeper into it?

Let's go.

Physical Strand:

- When we think about the physical performance of the opposing team, how good is the collective performance?
- When we think about the physical performance of the opposing team's sectors, how well does each sector perform?

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- When we think about the individual physical performance of the starters and possible substitutions, how good is the physical performance of each sector?
- What is the physical characteristic of the opposing team overall? Strength, speed, or endurance\*?
- What is the physical characteristic of the opposing team's sectors? Strength, speed, or endurance\*?
- What is the individual physical characteristic of the starters or possible opponent substitutions in the sectors? Strength, speed, or endurance\*?

*\* only a comparative example, but they may be different from these.*

Technical side:

- When we think about the technical performance of the opposing team, how good is the collective performance?
- When we think about the technical performance of the opposing team's sectors, how good is the performance of each sector?
- When we think about the individual technical performance of the starters and possible substitutions, how good is the performance of each sector?
- What is the technical characteristic of the opposing team in general? Passing, shooting, heading, ball handling, dribbling, feinting, controlling, receiving, and marking\*?
- What is the technical characteristic of the opposing team's sectors? Passing, shooting, heading, ball handling, dribbling, feinting, controlling, receiving, and marking\*?
- What is the individual technical characteristic of the starters or possible opponent substitutions in the sectors? Passing, shooting, heading, ball handling, dribbling, feinting, controlling, receiving, and marking\*?

*\* When we mention these items, we may think about how good they are or not. Remembering that there are other items that can be considered technical and vary from culture to culture.*

### Tactical Strand:

- When we think about the tactical performance of the opposing team, how good is the collective performance?
- When we think about the tactical performance of the opposing team's sectors, how good is the performance of each sector?
- When we think about the individual tactical performance of the starters and possible substitutions, how good is the performance of each sector?
- What is the tactical characteristic of the opposing team in general? High quality or not so much? Efficient or not? Please describe.
- What is the tactical characteristic of the opposing team's sectors? High quality or not so high quality? Efficient or not? Please describe.
- What is the individual tactical characteristic of the starters or possible opponent substitutions in the sectors? Which decisions are recurrent? What is the quality of these decisions?

### Mental Strand:

- When we think about the mental performance of the opposing team, how good is the collective performance?
- When we think about the mental performance of the opposing team's sectors, how good is the performance of each sector?
- When we think about the individual mental performance of the starters and possible substitutions, how good is the performance of each sector?
- What is the mental characteristic of the opposing team overall? Motivated, focused, emotional control, self-confidence, attentiveness, objectivity, communication, resilience, etc.?
- What is the mental characteristic of the opposing team's sectors in the sectors? Motivated, focused, emotional control, self-confidence, attention, objectivity, communication, resilience, etc.?

- What is the individual mental characteristic of the starters or possible opponent replacements in the sectors? Motivated, focused, emotional control, self-confidence, attention, objectivity, communication, resilience, etc.?

Imagine yourself creating a database with this information? It will be of great applicability on a daily basis.

However, let's talk about the possibilities that you might find in the clubs you come to work in.

In many cases coaches request more detailed information about the opponents like the ones mentioned above, but there are also coaches who prefer to watch the opponents' full games. And that's fine!

What we need to understand is that each coach may have his or her own way of working, and we need to be a point that enhances their work. In other words, offer the best condition for the coach to extract information and use it on a daily basis.

Often, you may encounter coaches who want to watch together with assistants and performance analyst a first time to get a sense of the opponent.

What has been done is to use the analysis software during these moments that the coaching staff is watching the games and separate/mark the videos without having to leave the screen they are watching.

It works like this, the game must already be inside the software you use to analyze and the computer projecting it onto a TV or video projector for all to see.

An analysis protocol must be previously set up so that hotkeys can be pressed during play, and thus they already mark and clip the videos making specific playlists.

For example, by pressing the key:

- A = Attack (Offensive organization)
- D = Defense (Defensive organization)
- C = Counterattacks
- E = Corners

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- F = Free-kicks
- O = Offensive transitions
- T = Defensive transitions
- P = Pressure to the ball carrier
- R = Recovery of the ball in 5 sec. after the loss
- G = Goalkeeper's actions
- X = Chances

Figure 1: Example of a game action analysis chart

	Nombre	Seg. antes de la acción	Seg. después de la acción	Atajo teclado
<input type="radio"/>	Acciones del Arquero	3	7	I
<input type="radio"/>	F.D. Defensa	10	5	H
<input type="radio"/>	F.D. Presión	5	5	P
<input type="radio"/>	F.O. Ataques	10	3	A
<input type="radio"/>	F.O. Contra Ataque	7	7	J
<input type="radio"/>	F.O. Llegadas	10	3	K
<input type="radio"/>	Recuperación	5	5	R
<input checked="" type="radio"/>	T. Equina	7	3	Y
<input type="radio"/>	Tiro Libre	5	7	U
<input type="radio"/>	Transición Ataque-Defensa	5	5	T

Source: screen capture from Azsportech ([www.azvideotag.com](http://www.azvideotag.com))

Nombre	Name
Seg. antes de la acción	Sec. before action
Seg. después de la acción	Sec. after action
Atajo teclado	Key Code
Acciones del arquero	Goalkeeper Actions

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F.D. Defensa	F.D. Defense
F.D. Presión	F.D. Pressure
F.O. Ataques	F.O. Attacks
F.O. Contra Ataque	F.O. Counter Attack
F.O. Llegadas	F.O. Arrivals
Recuperación	Recovery
T. Esquina	Corners
T. Libre	Free Kicks
Transición Ataque-Defensa	Attack-Defensive Transition

Imagine each key configured with a video cut time of X seconds back and X seconds forward. You will get what you want to see in the games, separated by specific playlists.

And you want to know the best part?

Each member of the coaching staff can be focused on a specific situation, making the observations and markings even better.

For example:

- Coach focused on game model and overall performance
- Attack-focused assistant
- Analyst focused on defense
- Goalkeeper coach focused on all goalkeeper actions and set pieces
- Physical trainer focused on physical actions that were or could be done better.

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Figure 2: Example of game analysis system divided into events.



Source: screen capture from Azsportech ([www.azvideotag.com](http://www.azvideotag.com))

This will depend on the reality of each committee and the duties of each. But today, all of this can be done with free and paid software. You just need to want to go up a level and have this multi-professional study where everyone will dominate the game model and discuss improvements together.

Even because all the material produced can be used with the athletes in a collective or individual way.

Can you imagine being more assertive with your information?

This tip changes the game!

Therefore, having footage of your team and opponents is fundamental. And that's why most of the time the analyst is filming his games and the opponents. To have materials to support his studies.

At this point you must be asking yourself. But how many games should I watch to get a pattern of the opponent?

An excellent question, but without a concrete answer.

Usually analysts and coaches watch 3 to 5 of their opponents' most recent games and can already identify well-established patterns. But this can change from team to team, especially

those that change a lot of strategies game by game and this requires more games to understand better.

And now another question must arise. What about when I don't have videos of the opponents?

In this case it gets very complicated to know the tactical patterns of the team, but you can seek information with teams who have played against them and in particular the other team's squad to try to extract individual information and who their standouts are. Create a scenario of the strengths talked about and obtained even with few resources.

Data such as standings, starting team, how they scored, who the standouts are, results, etc. may suggest some precautions or even strategies for this next game.

However, we suggest that you send a local cameraman to film the game. There are many freelance cameramen who would be willing to do this job and send it to you. Or even the services of local analysts. Think about it.

Be careful with very old footage or even when there is a change of roster or coach. A lot may have changed, but in general you will already understand the veteran athletes who have played and their characteristics. Use this to your advantage when drawing up a scenario.

So, if you have only one game video available, this is it. If you have more than one game, contextualize it with our first questions of this module (home and away games, etc...).

Assemble an information base that enables the coach to clearly know how the opponent plays and who are the players in the squad.

For this to work very well, I refer back to the planning in technical committee of important points to be highlighted in the analyses, the work protocol.

Then, this work starts to have some steps:

- Development of the protocol in technical committee
- Running the protocol to analyze the opponent
- Extraction of the best information
- Creating a form of presentation with clarity of who the opponent is and what he does for the coaches and players, which can be in various forms:

- video reports
- printed reports
- collective, sector or individual explanations
- submissions of observations
- statistical presentations
- use of applications with photos, videos, texts, and statistics.

You must find a way to generate this connection with the understanding of the extracted information.

There is no point in having the information if those who receive it don't understand. Create mechanisms to send, explain, and debate. This will generate retention of the information and learning of what is being discussed. And even better, create situations in training that replicate such information to reinforce understanding and learning.

The use of external data platforms (websites and third-party companies) is common in professional teams. There are sites that produce daily data on all the clubs of certain leagues, just find out if the category you work with has information on these sites and use them as another source of information. The paid data platforms have very advanced features such as technical, tactical, and physical analysis, and can even get exclusive footage from various leagues. Many teams subscribe to service packages just to have the games available.

In some federations and confederations, depending on the category, they already receive this service to help with information that clubs can use.


We have already seen that information can be created and come in many forms, but I want to invite you to create a presentation of the opponent that can be used to present to the coach and the athletes, both individually and collectively, and if you still feel you should add or take away information, you decide!

I present the X steps of the opponent's presentation:


### Step 1: The Overview

In this slide you should give the main characteristics of who the opposing team is, showing their ranking in the competition or competitions and their latest results. Also, showing the team's shield and colors brings familiarity and better understanding.

Figure 3: Example of analysis of the rival's game model

**AZSPORTTECH**

**Egipto**

**Probable Alineación Titular**



**Posibles Sustituciones**

<b>Marwan Mohse</b>	(Centrodelantero)
<b>Amr Warda</b>	(Volante)
<b>Kahraba</b>	(Mediapunta)

**Filosofía de Juego**

En el proceso de Héctor Cuper, actual entrenador, ha presentado una rotación interesante en todas las posiciones del campo debido a la cantidad de partidos disputados en Copa Africana de Naciones y Eliminatorias, pero principalmente teniendo en cuenta las características y nivel del rival de turno.

Esquema inicial de 1-4-2-3-1 el cual pasa rápidamente a un sistema estático de 1-4-4-1-1, con dos líneas (Defensa y Medio Campo) ordenadas posicionalmente. Defensivamente para dos líneas de cuatro estáticas, muy ordenadas. No presentan presión alta, esperan a que el rival cruce la mitad del campo para presionar al hombre, pero de forma pasiva y sin presentar mayor oposición para este.

Se repliegan de forma ordenada minimizando la posibilidad de recibir pases filtrados.

Los inicios de juego o salidas de fondo siempre toman como opción el juego en largo, tomando como referencia la posición del centro delantero intentando saltar líneas del campo dividiendo el juego y ganando la segunda pelota. Debido a los inconvenientes que tiene con la salida del fondo como se nombró, no tienen grandes movimientos ofensivos, la mayoría de estos se dan mediante transiciones rápidas y con pocas sucesiones de pases. No especulan esperando los obstáculos que les pueda presentar el equipo rival.


**Fortalezas**

Resuelven de forma rápida y con velocidad en el momento de realizar las transiciones ofensivas. Lanzas balones directos y al vacío buscando saltar líneas.

Salah es el jugador a cuidar. Siempre es la sorpresa en ataque. Se para por derecha, pero tiene total libertad en ataque. Se para por izquierda, pero tiene total libertad en ataque. Puede generar peligro tanto con individualidades como también filtrando pases entre los zagueros o llegando al fondo para levantar el centro.

Otro jugador a tener en cuenta es Elneny. Gran capacidad para recuperar pelotas, pero también para distribuir el juego y llegar al área para ir a buscar centros, los volantes suelen apoyarse en él y continuar el juego.

**Video:** <https://bit.ly/2HZXU1R>

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Source: screen capture from Azsporttech (www.azvideotag.com)

Egypt

Probable Starting Lineup

Game Philosophy

In the process of Hector Cuper, current coach, has presented an interesting rotation in all positions of the field due to the number of matches played in African Cup of Nations and Qualifiers, but mainly taking into account the characteristics and level of the opponent.

Initial scheme of 1-4-2-3-1 which quickly changes to a static system of 1-4-4-1-1, with two lines (Defense and Midfield) positionally ordered. Defensively for two static lines of four,

very orderly. They do not present high pressure, they wait for the opponent to cross the middle of the field to press the man, but in a passive way and without creating any opposition.

They retreat in an orderly fashion, minimizing the possibility of receiving filtered passes.

The starting line of play or the starting back line always choose the long play, taking as a reference the position of the center forward trying to jump the lines of the field, dividing the game and winning the second ball.

Due to the disadvantages that they have with the exit of the backline as mentioned above, they do not have great offensive movements, most of these are given through quick transitions and with few successions of passes. They do not wait for the obstacles that the opposing team may present.

## Strengths

They solve quickly and with speed at the moment of offensive transitions. They launch direct shots into empty space looking to skip lines.

Salah is the player to watch. He is always the surprise on the attack. He stops on the right, but has total freedom on the attack.

He can generate danger both with individuals and also by filtering passes between the defenders or by getting to the back to play the cross.

Another player to watch out for is Elneny. Great ability to retrieve balls, but also to spread the play and get into the box for crosses, the midfielders often rely on him to move the game forward.

## Possible Substitutions

Marwan Mohse (Centerforward)

Amr Warda (Winger)

Kahraba (Midfielder)

## Step 2: The Game Model

Here you can present the team and the team's base position, as well as possible substitutions.

An overview of the Game Model including Offense, Defense and Transitions

## Step 3: The interactions

Here you can detail what interactions the opposing athletes make in the quest to build the game.

## Step 4: Building the attack

Describe the strengths and weaknesses of the construction of the opponent's attack and present 1 to 3 videos showing what exactly you mean in strengths and weaknesses.

Figure 4: Example of an analysis of the rival's offensive phase

En lo que respecta al posicionamiento ofensivo, no varía su idea al momento de iniciar dicha fase. Lo intentan lograr sin importar el esquema empleado en ese juego. Si bien pueden adaptarse a un juego de respuesta con posicionamiento agrupado del bloque para intentar salir de contragolpe mediante transiciones ofensivas rápidas, uno de los movimientos que mejor llevan a cabo es la constante búsqueda de la distribución del juego de banda a banda intentando lateralizar la posesión de la pelota y buscar así el desgaste de su rival mientras este debe vascular buscando impedir que se filtre un pase de peligro.

Dicha característica le permite adelantar líneas e ir ganando metros en el terreno de juego siempre buscando tener paciencia hasta inclusive para encontrar un jugador con una distancia considerable para que este pueda buscar un remate de media y larga distancia.

De todas maneras, pueden por momentos si las condiciones del partido así lo indican buscar ataques mediante juego directo y contragolpes, pero según lo que se ha podido observar en los últimos encuentros, no es la característica que mejor han sabido emplear.



CONSTRUCCIÓN Y FINALIZACIÓN: <http://bit.ly/2p0NaaY>

SALIDAS DEL FONDO: <http://bit.ly/30SpuTq>

Source: screen capture from Azsportech ([www.azvideotag.com](http://www.azvideotag.com))

In terms of offensive positioning, he does not change his idea at the beginning of this phase. They try to achieve it regardless of the scheme used in that game. Although they can adapt to a response game with grouped positioning of the block to try to counterattack through quick offensive transitions, one of the movements they perform best is the constant search for the distribution of the game from wing to wing trying to lateralize the possession of the ball and thus seek to wear down their opponent while the latter must pass the ball around to prevent a dangerous pass from getting through.

This characteristic allows him to move forward and gain meters on the field, always looking for patience, even to find a player with a considerable distance so that he can look for a shot from medium and long distance.

However, they can at times, if the conditions of the match so indicate, look for attacks through direct play and counter-attacks, but according to what has been observed in the last few games, this is not the characteristic that they have been able to employ best.

Construction and completion

Background outputs

## Step 5: Creating Goal Chances

Describe 3 to 5 goal chances they built and what were the most visible features. Present videos that accurately represent this idea. Include the opponent's strengths and weaknesses in creating goal chances.

## Step 6: Defense

How does the opposing team defend? How they organize themselves defensively. It's time to show the strengths and weaknesses and videos that represent exactly what you want to say.

Figure 5: Example of an analysis of the rival's defensive phase

Para el posicionamiento defensivo, si debemos tener en cuenta distintos despliegues de lo que puede ser por ejemplo la línea defensiva adaptada. Han intentado plantear una línea defensiva tanto de 3 futbolistas como de 4, las cuales como es sabido varían no solo en características individuales, sino que también en cuanto a coberturas de sectores en el campo de juego. Para los momentos en los que se emplea la línea defensiva de 4, se mantiene una idea de bloque posicional con el afán de impedir que se filtren pases y el rival tenga volumen ofensivo en sectores peligrosos. A su vez para los momentos en los cuales se opta por una línea defensiva de 3 hombres muchas veces se dejan espacios para que el rival coloque pelotas al vacío e inclusive puedan darse situaciones donde se manifiesten mano a mano que pueden dejar a los delanteros rivales de cara al gol.



TRANSICIONES DEFENSIVAS Y REPLIEGUES: <http://bit.ly/2lwDdJq>

Source: screen capture from Azsportech ([www.azvideotag.com](http://www.azvideotag.com))

For defensive positioning, we must take into account different deployments of what can be, for example, the adapted defensive line. They have tried to propose a defensive line of both 3 and 4 players, which as is known vary not only in individual characteristics, but also in terms of coverage of sectors in the field of play. For the moments in which the 4-man defensive line is used, the idea of positional blocking is maintained in order to prevent passes from leaking and the opponent from having offensive volume in dangerous sectors. At the same time, for the moments in which a 3-man defensive line is used, spaces are often left for the rival to place empty balls and there may even be situations where one-on-one situations may occur that may leave the rival forwards facing the goal.

Defensive transitions and retreats

## Step 7: Creating chances against the opponent

Here it is worth working out how other teams have managed to score goals or create chances against this opponent, showing the vulnerabilities and also strengths that prevent chances.

## Step 8: Defensive Transitions

What exactly the opponent does after losing the ball on the attack. Expose the strengths and weaknesses of this transition. Exemplify with good videos.

## Step 9: Offensive Transitions

What exactly the opponent does after getting the ball back. Expose the strengths and weaknesses of this transition. Exemplify with good videos.

## Step 10: Offensive Set Pieces

What the opponent does in each type of set-piece and recomposition when attacking. Show the strong and weak points. Give examples with good videos of each of the set pieces. What are the collective and individual characteristics of these free kicks?

Figure 6: Offensive corners (in favor)



Source: Screen capture from Azsportech ([www.azvideotag.com](http://www.azvideotag.com))

Remember the side and front shots: How do you play in the defensive sector and in the offensive sector with offensive side shots? Are there moves at the beginning of the game? Present them.

Introduce the main free kick players and how they take penalties.

## Step 11: Defensive Set Pieces

What the opponent does in each type of set-piece and recomposition when defending. Show the strong and weak points. Give examples of each set piece with good videos. What are the collective and individual characteristics of these free kicks?

Are there spaces to be explored? Quality of Defense.

Does the team have any specific positioning to defend itself in the beginning of the game or do you have spaces that can be explored?

Figure 7: Example of an analysis of the defence in a quiet balloon

### Pelota quieta (en contra)

Si bien una de sus características principales es el juego aéreo, presentan errores en cuanto a la toma de marcas y el orden táctico. En los tiros de esquina en contra mantienen una estructura en cuanto al planteo para contrarrestar al rival. Antes de que el rival efectúe el tiro de esquina, plantean una marca mixta con 1 hombre al palo, 3 hombres en línea y el resto marcando 1 a 1 (adaptándose a la cantidad de jugadores que ponga el equipo rival en su área).

Video: <https://bit.ly/2jrZN96>



Source: screen capture from Azsportech (www.azvideotag.com)

Although one of their main characteristics is their aerial play, they have errors in terms of marking and tactical order. In the corner kicks against they maintain a structure in terms of the approach to counteract the rival. Before the opponent takes the corner kick, they set up a mixed marking with 1 man at the post, 3 men in line and the rest marking 1 on 1 (adapting to the number of players that the rival team puts in their area).

Still ball (against)

## Step 12: Analysis of the players highlighted

In this section, you can present an individual report of the characteristics of the rival's outstanding players, with a report of their strengths and weaknesses, as well as statistical data such as their age, height, preferred foot, disputed matches, among others.

Figure 8: Example player profile.

## Tarek Hamed (8) – Central Midfielder

Starting Central Midfielder. Positions himself as a double 5, fulfilling the function of being the midfielder who focuses his game in the distribution of possession. Although his strong point is not marking, he adapts to the specific game situations that arise and collaborates with the marking, since his position on the field requires it. He has good ball control and distributes the game well, good percentage of passes and unmarked to be a quick option to receive.

Does not translate and unmarks himself quickly	Poor marking
Good passing percentage	
Distribute the game well	

## Amr Warda – Outside Central Midfielder

One of the possible variants in the midfield. He has good ball control and distribution. The strength of his game is in the dispute of the aerial game. He has a good percentage of headers. In addition, in repeated plays he gets loose and shoots from medium distance achieving accurate shots that reach the opponent's goal.

Distribute the game properly	Poor marking
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Long shots	Misses passes on exits from the back
Good dribbling	
Free Kicks	

### Momen Zakaria – Outside Miedfielder

One of the possible variants in the midfield as a midfielder on the wings. He can adapt to the position both on the right and on the left. He adapts to different schemes and although his strong point is not marking, he collaborates with it when the game requires it. His main characteristic is the change of pace and speed. He presents good actions in fast offensive transitions.

Distributes the game properly	Rushed decisions
Long shots	Aerial game
Good center shots	

### Hossam Ashour (25) – Central Miedfielder

One of the possible variants as a central midfielder. His strong point is ball recovery and not so much the distribution of the game. He is a big player for a central midfielder and on several

occasions he is charged with fouls due to excessive strength in the dispute of the game. He presents a correct passing in short distance passes but loses effectiveness in medium and long distance.

Aerial game	Low passing effectiveness
Marking	Makes a lot of fouls

## Ramadam Sobhi (14) Left Outside Midfielder

One of the possible variants as a wing midfielder. He has similar characteristics to (21). His strong point is not the mark and has a good change of pace and explosion with the ball under control.

Change of Rhythm	Marking
Distributes the game properly	

## Shikabala (18) Forward

Corpulent, forward, possible variant also as an outside right midfielder. Agile and with good change of pace and explosion. Transfers the ball, makes the break and seeks to unload or finish the play with a dangerous cross.

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Skilled	Individualist
Shots	

Source: screen capture from Azsportech ([www.azvideotag.com](http://www.azvideotag.com))

Here we can highlight the opposing goalkeepers

Well, this is a suggested opponent report where you can also include statistics and other information.

However, the most important thing is to find a way to give clarity in the information and that it can be presented either in meetings, sending by email-app-cloud or even in print.

When we talk about meetings, the meeting time should generally not exceed 30 to 40 minutes. But there is no rule, just to keep the participants focused. If interaction occurs between athletes in the study of the opponent, the learning is better and the time ends up being ideal. Anyway, adjust it to your reality.

Take advantage and already develop your opponent analysis model based on this knowledge!

### Analysis during the match

Really, in all the modules of this course we go through a journey of understanding the performance analyst profession, the technological advances, and the means and methods of work. A support function of extreme importance when we think about training and games.

We saw that the coaches use the information to elaborate the training sessions, improving the game model in a collective and individual way. The information can certainly transform positively when well planned and executed with mastery.

When we remember football games that we watched or participated in many years ago, we can recall that in football, the technical committees had a smaller number of members. But now there is a growing number of specialists on the technical committees, which in fact helps and produces a greater amount of important information. And when we think about important information, we also think about using it in real time during football matches.

If organized in a professional way, even with few resources, it can be of great transformation in the decisions made by the coach during the game. But for this, the analyst or whoever passes the information needs to have absolute knowledge of the game model and many

football conceptual references.

Let's think of all this as a network of information coming from another plane and angle of vision. In this way, the trainer starts to reflect and observe such information that many times on the same plane of vision is not possible to observe.

Whether it is quantitative or qualitative information, the proposal for real-time analysis needs to be well defined so that it is not just opinions generated by perceptions, but information based on numbers and concepts.

Real-time analysis is a reality that is advancing every season with new technologies and applications in the physical, technical, and tactical areas.

Today it is possible to monitor an athlete's physical condition every minute and with clear indications of a drop in performance. We are also able to extract technical and tactical information with artificial intelligence systems that recognize the athletes on the field and track all their actions and interactions.

Of course, more and more technology will advance and not every club will be able to afford such advanced systems to monitor and give performance indications. Therefore, adjusting to your reality is fundamental. What we are talking about here can be done with a minimum of resources and be improved over time.

But what will make the difference is the intelligence applied and organization in executing a good live game protocol.

We want to encourage you to apply real-time analysis in your context and generate information from your team's game model and perhaps physical monitoring aspects as well.

Then let's move on to how to do and organize all this!

From a structural point of view let's review a basic working structure of a performance analyst in football:

- Tripod with a video camera or a cell phone. Here the whole game can be filmed (recorded) so that it can later be analyzed and deepened (post-game protocol).
- Computer for using these videos and creating playlists of analysis or presentations.

Figure 9: Live analysis with laptop + camera



Source: Own file.

And how can we in this scenario presented above, send some information to the trainer?

With the permission of communication between analyst and bench, the possibility is radio communication or voice messages. A set of portable communicator radios with headsets are easily accessible and low investment.

The radios allow real-time communication and interaction with someone on the bench, usually an assistant or another member of the coaching staff who filters the information and transmits it to the coach. This type of communication helps a lot to understand the dynamics of the game.

And if we can use those images that are being filmed in real time at halftime of the game.

*But I only have the camcorder or cell phone, what to do?*

Often analysts mark the time of extremely important occurrences and take them to the

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locker room to present them to the coach on their own cell phone, camcorder, or using a computer with the memory card used for recording in the first half.

Figure 10: Live analysis with camera + capture + iPad + laptop



Source: Own file.

Did you understand this card tip?

I know, it is very good and almost no financial investment.

You will use your own camcorder and have two memory cards, one to record the first half of the game and one to record the second half of the game. So when the first half is over, swap the cards and send the first half card to be used on some computer in the locker room to present to the coach or athletes with your notes of the time the desired event occurred.

In this case, here's another tip:

- Create a card to write down the time the action you want to show occurs and what it

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is. Mark several, and then decide the best one or ones to show. Because throughout the game, the team may not repeat a certain mistake and it may not be necessary to show it anymore, for example. Or even show a great success to stimulate that this is a good way to go the next time.

Annotate: *[Time of shooting (can be different from the game)] + [What happened]*

This is a very simple way, and when combined with radio information, you and your team can take it to the next level. For everything to go very well, clearly define what information they seek in real time and what the dynamics of the information will be.

There are coaches who ask for information all the time, others every 15 minutes, and others at halftime. Find out which dynamic will be best for your team.

Figure 11: Live analysis + laptop



Source: Own file

For this, there are possibilities to show and talk about the technical, tactical and physical events throughout the game.

To give you an idea, some teams take pictures and send images printed or via messaging apps to the bench to be shown to the coach and the athletes. It works very well, you just have to adjust it to your reality. This can come every 15 minutes with statistics and images using free messaging apps. Just have the analyst or whoever is supporting the analyst send it to one of the assistants on the bench.

Photos are a great resource, too.

Your team members probably have a cell phone with a working 4g that can receive messages, images, and videos. We are talking about simple structures that can be used and generate good results.

However, some game analysis software companies already have the possibility of sharing everything that is being done (statistics, footage and playlists) in real time to a monitor (usually an iPad) on the bench, which allows the discussion of information between analyst and assistants almost in real time to the event and generating the final information that goes to the coach with much more positive impact.

Usually this is done by using network cables to connect the systems or by using high speed internet. However, today independent antenna systems provide both physical information from GPS and visual information from the analysts' cameras or the competition structure.

I can mention the structure available at the FIFA® 2019 Women's World Cup in France that already provided the equipment and possibilities of choice among several cameras for the analyst to use, without the need to use any equipment of their own, but of the competition.

Figure 12: Live analysis structure provided by the organization. Women's World Cup 2019



Source: Own file.

Let's imagine the following: real-time images are sent from the performance analyst to the assistants on the bench, who watch the separate moves, discuss via radio the content of the information, and then talk to the coach, who may or may not use this information.

A more advanced structure makes use of more than one person making the markings and sending them to a single system. The software is able to receive several remarks from different people and organize all of this in a timeline that can be consulted during the game and analyzed in real time.

This structure usually has several mobile devices connected to each other by a proprietary network system that stores everything in a data center and sends it to the backup. There are several specialists sending information and debating via radio. It is modern and very useful.

We are talking here about a type of communication during the entire game in real time with conversations, images and statistics. But there is another important moment for working: The Half Time Break

Imagine that within a few minutes of halftime the coach needs to receive the information,

see the image, and present it to the athletes. Yes, many already do this.

### But which image to send and enjoy?

Usually the analyst and assistants prepare 1 to 4 images/videos of extreme informational relevance to be presented on a big screen by a video projector in the locker room.

This image needs to be very well defined and clear in information. Usually the technical assistant takes this image 5 to 10 minutes before the end of the first half to discuss with another assistant before the final presentation. Then, of those pre-defined videos between analyst and assistant, one or two end up being used to help organize or correct some aspect of the team.

### Choosing the best video is a challenge!

A challenge that gets more and more productive with each game. At first it may seem very stressful the issue of time/information to be presented at halftime of the game, but with the routine being well defined and organized it becomes more relaxed and efficient. Soon you will have more clarity on what to send and present with the little time available.

This will also depend on the coach's profile, after all, some like to present videos to correct elements of the strategy or game model, however, there are coaches who like to reinforce positive actions. It is up to the analyst to improve and adjust to the coach's needs at all times.

Also thinking about this scenario are the optimal video time settings in the locker room. Remember that in software, cut times are pre-set and may not show the entire desired shot. So, I recommend knowing the best way to adjust the selected video clips in the software you use. In some cases, an auxiliary computer is needed to properly adjust the clips to the time of the entire play so that when presenting it, it makes sense and clarity of information.

As we have seen so far, you have all the tools to generate information to the coach in real time during the football match: knowledge and good will.

Also, you can see this guide below that describes some of the conventional real-time analysis routines when it comes to the role of the performance analyst in football.

This professional has become an Information Assistant and must be aligned with the concepts and philosophy of play of the team's coach.

So let's go into a few more details to illustrate the analyst's role:

- Before the game:
- Install and configure all equipment;

- Connect all the information integration systems and test them;
- Leave the game protocol and information capture mechanisms ready to go when you start the game;
- Keep the locker room equipment ready to present the information at halftime.
- Arriving before the delegation arrives at the stadium guarantees time to install and test before the locker room gets busy, and also to correct possible problems with equipment, cables, or configurations.
- During the game:
  - Run the protocol;
  - Communicate with the helper or helpers;
  - Suggest specific video clips according to the trainer's need and type of work;
  - Ensure access to the team's own information;
  - Secure access to your adversary's information;
  - Ensure that the video mechanisms in the locker room are able to convey the best information.
- After the game:
  - Correct and adjust all protocol markings;
  - Provide the analysis to the entire technical committee;
  - Provide the analysis to all athletes;
  - Run the further analysis protocol;
  - Create and adjust the database;
  - Check with trainer and assistants if there are improvements in the protocol and information produced;
  - Seek continuous improvement.

Perhaps the real-time analysis process requires less information to be obtained by the analyst, but also important and transformative information. Therefore, ensuring good pre-game protocol planning and training in the technical committee is fundamental.

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Training the use of the official game protocols on training days ensures better execution at the actual time of the game and adjustments of the necessary markings such as time and objective of each tag.

And so, we go through an information management cycle that goes from building protocols pre, during, and post football games and trainings with the goal of having information to implement a monitoring process and constant improvements.

Everything we have seen in this course has taken us on a journey of learning from the simplest resources to the possibilities of more complex resources. From the advance of technologies to the most important one, which is the knowledge of the game and why we analyze training and games.

You have taken another step towards a better and studied football.

Congratulations!