Abstract

The work deals with the attack in the football and is focused on the situation of the establishment, management and end of the attack. It deals with both technical and tactical aspect of the attack - chosen game systems in specific situations.

The first part is devoted to the definition of basic concepts and general characteristics of the game. Gaming performance and its contents is defined. There are also discussed in detail all elements of the game that are important to the attack phase, namely individual offensive game activities, game combinations and game systems.

The research analyzes a number of video records of selected matches. There are monitored offensive game systems used and its specifics. The paper analyzes the success of individual gaming systems and evaluates the ratio of representation of players' positions in the establishment and termination of successful offensive operations.

Results of research should serve the players and coaches as a resource of information to improve the offensive phase of the game.

Keywords

Football, soccer, offensive phase of the game, gaming systems, fast break