

Introduction to the Game Model of the international coach and creator of the Pons Method: David Pons.

The principle of David Pons' game model is based on and inspired by Johan Cruyff, but with its own tactical and methodological evolution. It focuses on the following fundamental principles:

Fundamental Principles

1

Possession of the ball

Not as an end, but as a means to generate advantages, wear down the rival and create superiority.

2

Pressure after loss

Recover the ball within the first 3-5 seconds after losing the ball.

3

I play from the defense

Organized play construction from the goalkeeper and the defensive line, avoiding long, purposeless passes.

4

Triangles and geometric figures

I work with constant triangulations to maintain the fluidity of the game and facilitate decision-making.

5

Pressure forward

Pressure by quadrants, which forces the opponent to play in areas where progression is difficult.

6

Tactical adaptability

It is not a rigid model, but rather adaptive depending on the context of the team and the available players.

Possession is not for speculation, but for finding spaces, attacking and progressing, or for resting with the ball, but never without intention.

Offensive Phase - Construction and Attack

2.1. Ball output

David Pons' model emphasizes a controlled and structured ball output, with different schemes adapted according to the opponent's pressure:

- Modified Lavolpian exit: The pivot drops down between the centre-backs, generating numerical superiority in the first line.
- 3+2 start: The centre-backs move wide and the full-backs move forward, allowing for a double pivot in midfield.
- Rotations and changes of direction: To disorganize the opponent and open spaces on the wing.

2.2. Progression and Creation

- Triangles and superiorities: The team moves based on triangles, always ensuring a passing option.
- Draw to release: A player holds the ball to draw marks and free up space in another area of the field.
- Indoor-outdoor game: The use of central corridors and bands is alternated to avoid being predictable.

Offensive Phase - Final third and completion



False nine

A forward who drops back to receive and frees up space for the wingers or inside midfielders.



Unmarks automated

Rehearsed movements for the second line arrival and occupation of the area.



Definition in goal zone

Priority is given to finishing options in situations of numerical advantage or positional.



Defensive Phase - Organization and Recovery

3.1. Pressure after loss

- 5 Second Rule: The entire team pushes hard after the loss, seeking immediate recovery.
- Closing passing lines: Preventing the opponent from connecting with their most creative midfielders.
- Zone marking with dynamic references: It is not a fixed man marking, but rather a situational reference that allows for quick adjustments.

3.2. Organized defense

- Medium-high block: The team defends compactly in the intermediate zone to recover and get out at speed.
- Mixed marking: Combination of zonal and individual marking, especially in defensive transitions.
- Tilting sides: They adjust according to the side of the ball, with staggered coverage to avoid misalignments.

Transitions - Key Moments of the Game

4.1. Defense-Attack Transition

- Counterattack in 3 passes: The goal is to break through the opponent's line quickly after recovering the ball.
- Tactical rotation of full-backs and central midfielders: Automatic adjustments to offer new passing lines.
- Change of pace: It is decided when to accelerate or pause the pace of play depending on the context of the match.

4.2. Attack-Defense Transition

- Medium or high block retreat: Depending on the location of the ball when losing possession.
- Closing interior spaces: Priority is given to defending the central lane, forcing the opponent to play on the outside.
- Momentary five-man line activation: A midfielder drops back into defence if the team is at a minimal advantage.

Set Pieces - Strategy and Automation

5.1. Corner kicks and fouls



"X" movements within the area

To confuse the defenders' reference.



Automation of the second plays

All players have a clear role in rebounding and rebounding.



Premeditated blocks

To release a finisher in the finishing zone.

5.2. Managing the pace of the match

- Change of speed in possession: Based on the moment of the match and the score.
- Optimizing possession in the last 10 minutes: Prioritizing ball retention without falling into speculation.

Conclusion: A Comprehensive Game Model

David Pons' Game Model seeks to maximize team performance through:

- 1 Tactical automation, without losing creativity.
- 2 Dominance of possession with a clear offensive purpose.
- 3 Tactical adaptability depending on the context and the available players.
- 4 Game management and efficient transitions to optimize key moments of the match.

It is a dynamic, modern and flexible model, which takes inspiration from Barça DNA, but improves it with strategic and technological adjustments.

EVOLVED GAME MODEL - INTELLIGENT AND ADAPTIVE FOOTBALL

1. General Philosophy:

The Evolved Game Model is based on total adaptability with principles of automation, artificial intelligence and applied neuroscience. A dynamic and flexible game is prioritized, optimizing individual performance within a structured but creative collective system.

Key Principles:

- Smart possession: It's not just about having the ball, but about creating superiority with every touch.
- Ultra-dynamic pressure: Recover the ball in less than 3 seconds with automatic adjustments.
- Tactical modularity: Changing structures depending on the match situation.
- Individual and collective automations: Pre-programmed tasks without losing creativity.
- AI-powered transitions: Real-time data analysis for faster decisions.

Conclusion: A Smart and Adaptive Football Model

This Evolved Model merges the principles of the Pons Method, the Modern Game Model and the David Pons Model, but takes it to the next level with:

- 1 Advanced tactical automation with AI and real-time data.
- 2 Total flexibility to adapt to any tactical context.
- 3 Maximum efficiency in transitions and rhythm management.
- 4 Integration of biomechanics and neuroscience to enhance individual and collective performance.

It is a model designed to maximize performance at any competitive level, combining order and creativity, automation and improvisation.