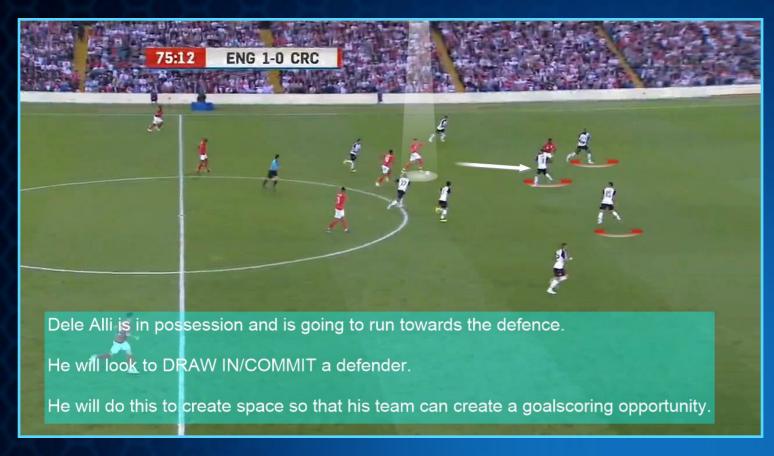


### TO DRAW IN/COMMIT (THE DEFENDER)

=

TO ATTRACT A DEFENDER
TOWARDS THE BALL SO THAT
YOU CAN CREATE SPACE FOR AN
ATTACKING OPPORTUNITY





#### DRAW IN / COMMIT THE DEFENDER

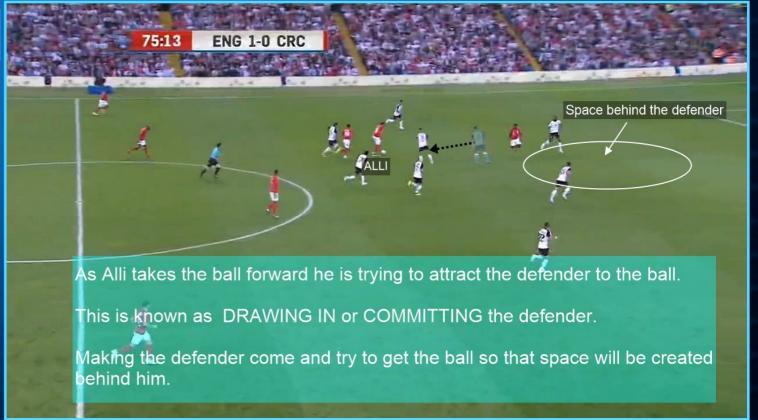
To open spaces in defences and create opportunities, Dele Alli will need to move defenders around.

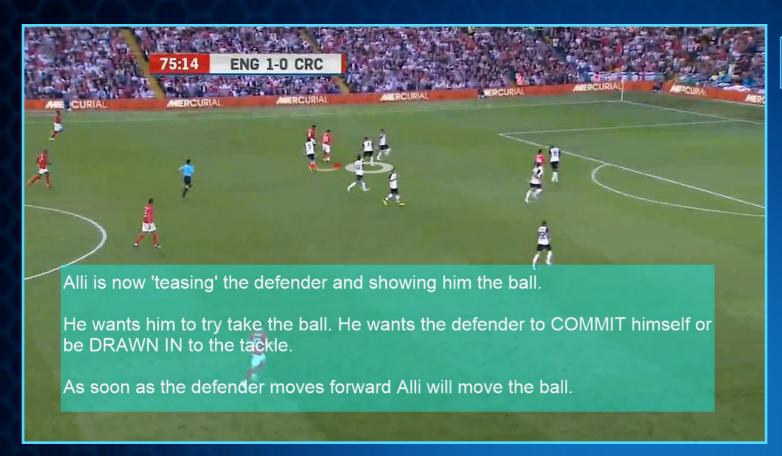
Alli will look to DRAW IN / COMMIT THE DEFENDER.

#### PLANNING TO DRAW IN THE DEFENDER

Here, you can see Alli is running towards the defender. He is trying to DRAW IN the defender.

Alli will make the defender come towards him and leave space behind. He will run at the defender to make the defender COMMIT HIMSELF.





#### MAKE THE DEFENDER COMMIT HIMSELF

As you can see the defender has got closer to Alli. He has started to become DRAWN IN & COMMIT HIMSELF

Alli will now show the defender the ball so that he tries to tackle him.

#### THE DEFENDER HAS BEEN DRAWN IN

The defender has tried to make the tackle and has COMMITTED HIMSELF.

#### Alli DREW IN THE DEFENDER

making him come out of position and leave a space behind.





#### THE DEFENDER OVER-COMMITTED

To defender has OVER-COMMITTED - he has COMMITTED to a challenge and left his defence vulnerable.

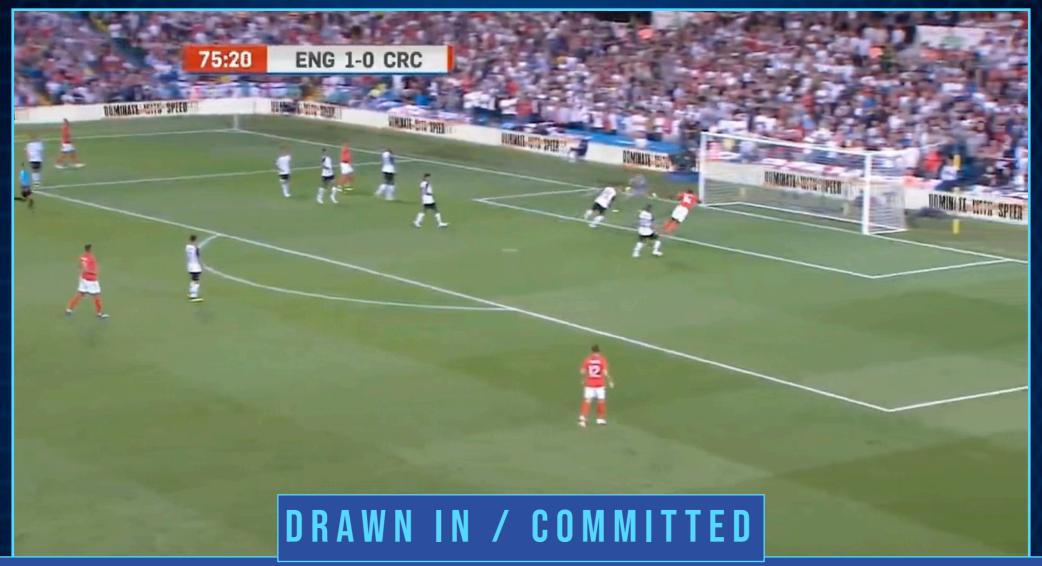
Alli was successful in DRAWING IN the defender and was able to move into the space left.

#### CREATE A SCORING OPPORTUNITY

If the defender had not been DRAWN IN, he would have been in the position you can see.

This would have prevented Alli from having an opportunity to create a goal.





The result ended in a goal. If the defender had not been DRAWN IN by Alli's movement then he may have stopped it.

It's an attacker's intention to COMMIT the defender to the ball as this can open up spaces on the pitch for his teammates.

