

FUÑiño

The Beautiful Game for Kids

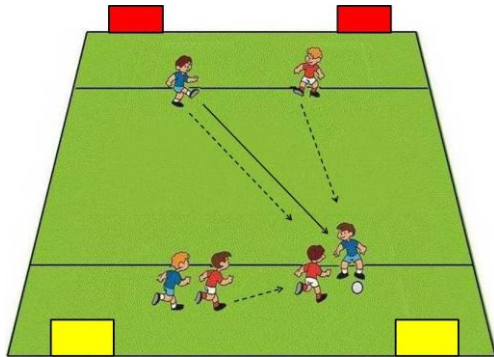
The Ultimate Mini Football Game with 4 goals that will stimulate and unlock Creativity and Game Intelligence



**Horst Wein's Complete Development Programme
for young players from 7 to 9 years of age**

FUNiñoTM

The Beautiful Game for Kids



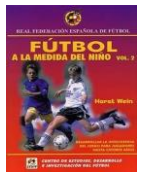
More Action

More Goals

More FUN!



FUNiño is a major part of the official Spanish Youth Football Development Model **Fútbol a la medida del Niño** since 1993



This model is currently employed in 6 Professional Clubs in the German Bundesliga:



Give your young players the chance to **discover the magic of The Beautiful Game** in a unique game programme designed especially for them:



- ✓ Experience the “renaissance of street football” in the 21st century.
- ✓ Be the best coach you can be, creating a player-centred environment where young talent flourishes.
- ✓ Introduce your players to game intelligence while establishing their technique, in a player-centred, game-oriented programme.
- ✓ 32 official **FUNiño** games
- ✓ 24 Preparatory/corrective games
- ✓ 20+ important game variables

FUNiño provides an ideal variable competition structure and training for 7-9 year olds but can be used for older players in training, even up to professional level.



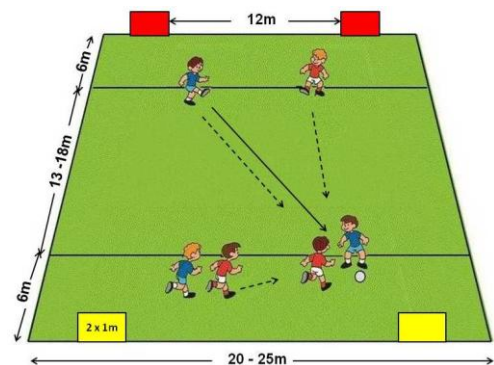
- HORST WEIN's Youth Football Development Programme for 7-9 year olds

Horst Wein's training programme for 7-9 year olds is based on his proven game of Mini-Football, now called **FUNiño** which is the abbreviation for "**F**útbol **a** la medida del **N**iño" or "football designed for children."

The programme is the result of 27 years of innovation, practice and continuing improvement and is part of the Horst Wein Youth Football Development Model, which is the official textbook of the Spanish Football Federation since 1993 and is used by FC Barcelona, Athletic Bilbao and many top clubs around the world.

This breakthrough approach to inducting young children into the game of football obviously has an emphasis on **FUN** so that children come to fall in love with the game from the earliest ages. It has been called the "**Revival of Street Football**."

Having **four wide goals** immediately introduces width and helps to prevent the familiar swarming at the younger age groups. Also having two goals to attack with three defenders means that one goal is usually less-defended, which means there is always a better option available. Both of these factors encourage young players to look before they act and to think before they execute - so game intelligence is introduced naturally from the earliest ages.



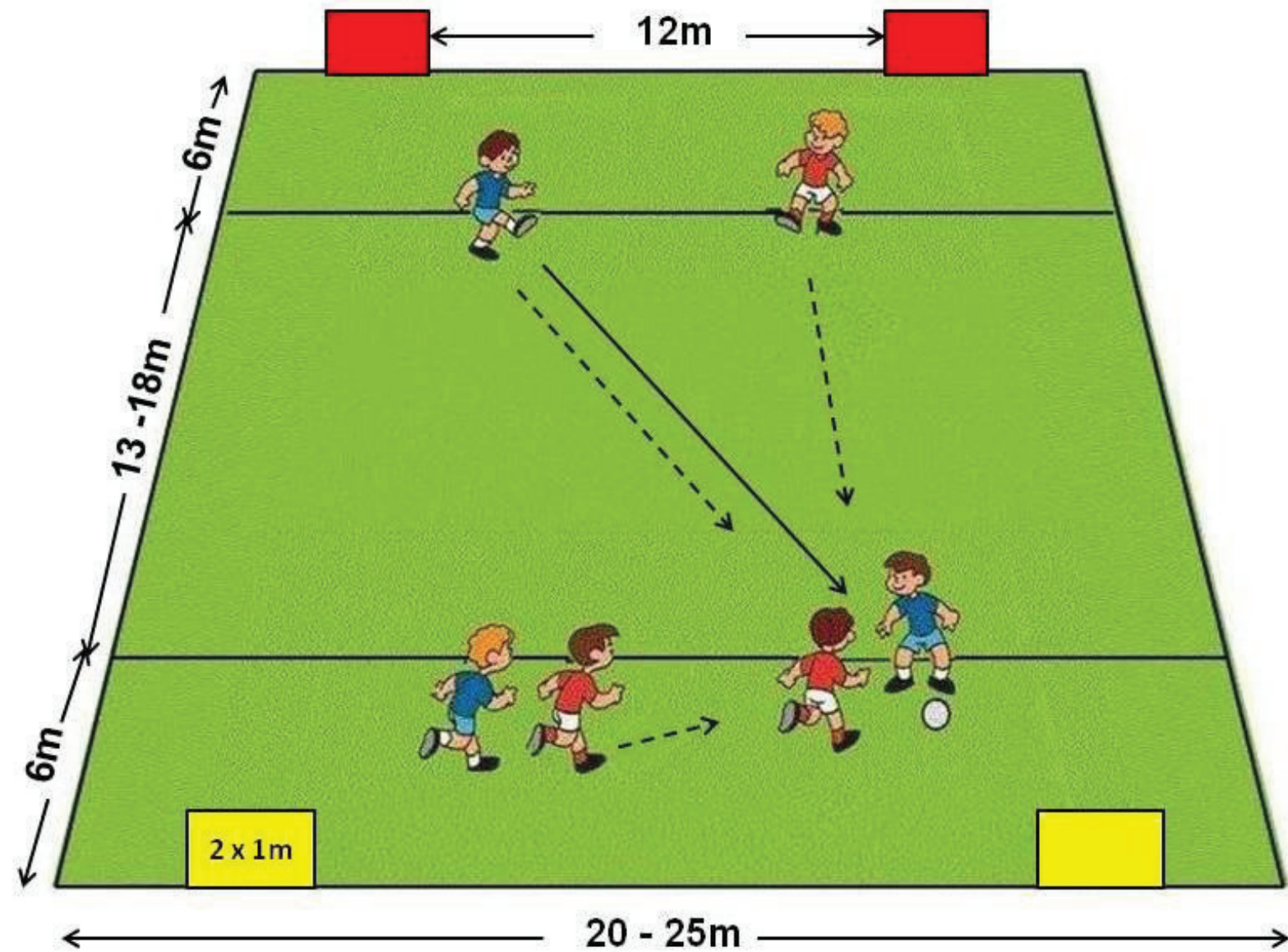
This unique modern coaching programme includes:

- A **player-centred** approach to coaching, where the child comes first.
- A **game-oriented** approach, for optimal, holistic learning. (No more lines, laps and lectures). All aspects of the game: technical, physical, tactical and game intelligence are developed in an integrated manner for greater transfer and effect.
- A **guided-discovery** approach to learning, where the coach stimulates the players' game intelligence through effective questioning.

The programme is designed for all ability levels, but encourages an inclusive approach.

FUNiño has many advantages over other small sided games especially 4v4 and 7v7. Horst's unique use of simplified games that are appropriate to each age group, both for their competitions and their training, makes this programme far superior to the traditional offerings for youth development in football. In total, counting the 32 official games, their 47 variations and the 24 preparatory games the complete programme effectively includes over 100 games to keep both coaches and their players stimulated throughout, while also covering all the important aspects of the game for this developmental stage.

FUNiño is destined to become the number 1 development game for this age, globally. It has been proven to nurture intelligent, creative players, as witnessed in the recent prominence of Spanish football, the success of the 2011 Mexican U17 World Cup winning team (of which 3 players at least were exposed to this game) and the growing popularity among Bundesliga clubs in Germany. In October 2012 Arrigo Sacchi the Technical Director of the Italian Football Federation, recommended it to all the Serie A clubs.



3v3 with 4 wide goals

CONTENTS of manual

Introduction	1
Game Intelligence - A Breakthrough for the Modern Game of Football	
The Rules of FUNiño	12
Why FUNiño and not 4v4?	15
Why FUNiño and not 7v7?	17
Preparatory/Corrective Games	19
Player's Evaluation Test with FUNiño Games	34
The FUNiño Pentathlon	36
Menu of FUNiño Games	39
Proposal for an Internal FUNiño Champions League	68
Proposal for an Interclub FUNiño Festival	70
Transition from FUNiño to 7-a-side	71
How to cultivate the Talent of Young Football Players	74
Knowing Your Players	77
The Many Benefits of FUNiño	87
About the Author	99

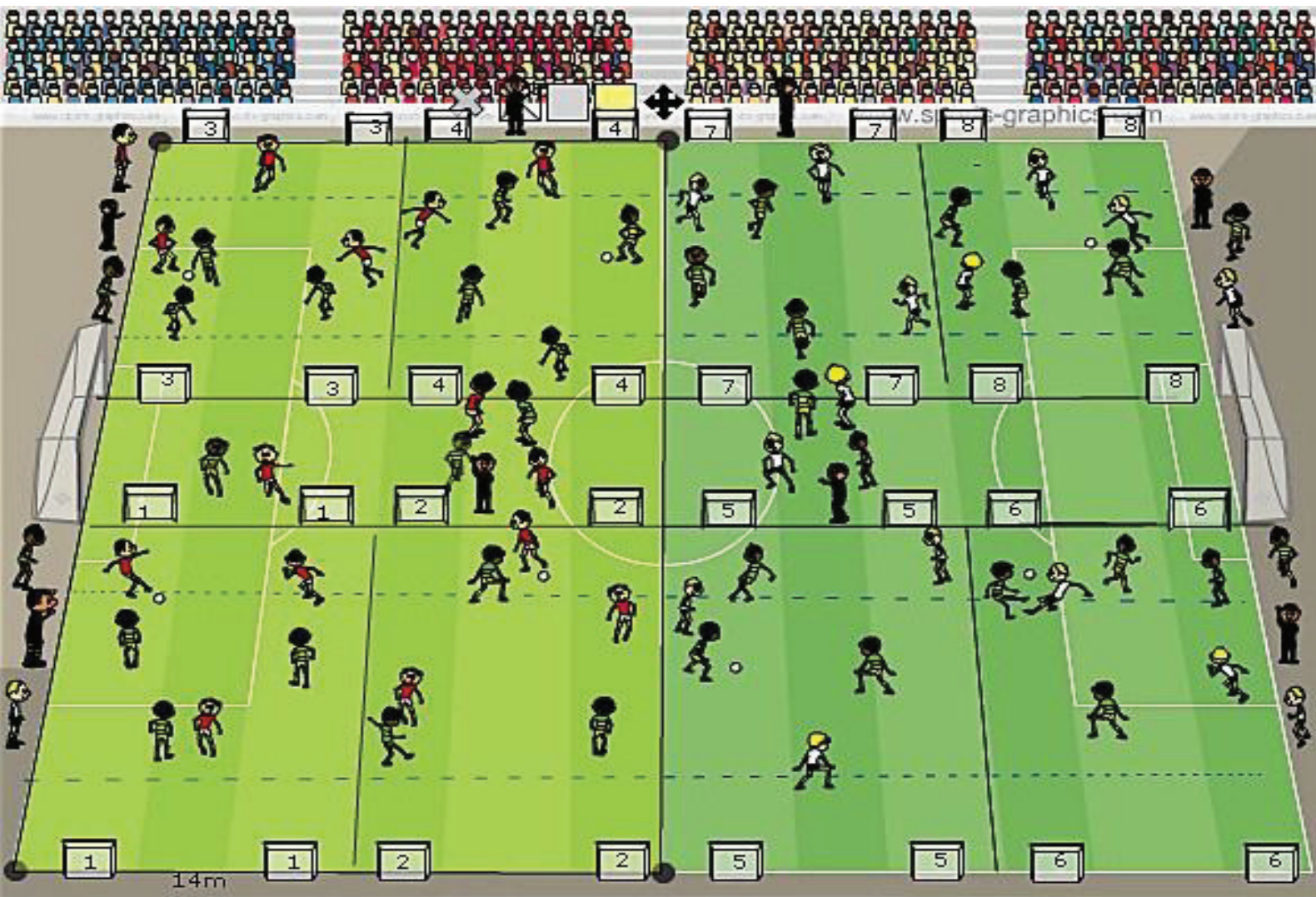
Official **FUNiÑo** Games

1. **FUNiÑo** official rules
2. **FUNiÑo** dribbling across the end-line + 9 variations
3. **FUNiÑo** with two wide goals + 12 variations
4. **FUNiÑo** mix (with different wide goals) + 1 variation
5. **FUNiÑo** with a handicap
6. **FUNiÑo** with one covering player + 2 variations
7. **FUNiÑo** with spatial restrictions
8. **FUNiÑo** with 3 teams + 3 variations
9. **FUNiÑo** keeping possession in a 3v2 situation + 4 variations
10. **FUNiÑo** simultaneously three times 1v1
11. **FUNiÑo** through-passes from midfield to striker + 5 variations
12. **FUNiÑo** attacking diagonally-opposite goals
13. **FUNiÑo** swap the colour of the goals during play + 1 variation
14. **FUNiÑo** choose any of the 4 goals + 4 variations
15. **FUNiÑo** Lionel Messi + 1 variation
16. **FUNiÑo** consecutive goals game
17. **FUNiÑo** attacking using width
18. **FUNiÑo** disguise and intercept through passes
19. **FUNiÑo** channel the opponent's attack
20. **FUNiÑo** using an outlet player on each sideline + 2 variations
21. **FUNiÑo** rugby (without forward passes)
22. **FUNiÑo** with back passes from the end-line
23. **FUNiÑo** with two balls at the same time
24. **FUNiÑo** "sliding door"
25. **FUNiÑo** with additional goalkeepers
26. **FUNiÑo** make sure depth + 2 variations
27. **FUNiÑo** substituting when the ball is lost
28. **FUNiÑo** surprise attack with a different ball
29. **FUNiÑo** cocktail + 6 variations
30. **FUNiÑo** from 1V1 to 3v3 with 3 balls
31. **FUNiÑo** adding and subtracting players
32. **FUNiÑo** chaos

FUNiño Festival

A full-size pitch hosts 8 **FUNiño** games and 64 players at the same time.

Teams play two matches of 3x10 minutes (with 2.5 minutes of rest in between the periods).



The whole competition lasts 75 minutes in which the official **FUNiño** rules are applied.

Coaches give no instructions and generally choose equal teams from their 16 player squad, which makes for a better experience for everybody on the day.

FUNdamentals - Learn to
love the game!

FUNiñ 

Fun for kids

plenty of goals

plenty of action

No specialization

Involvement

Equal playing time

The Game is the Teacher!

www.thebeautifulgame.ie

PREPARATORY/CORRECTIVE GAMES

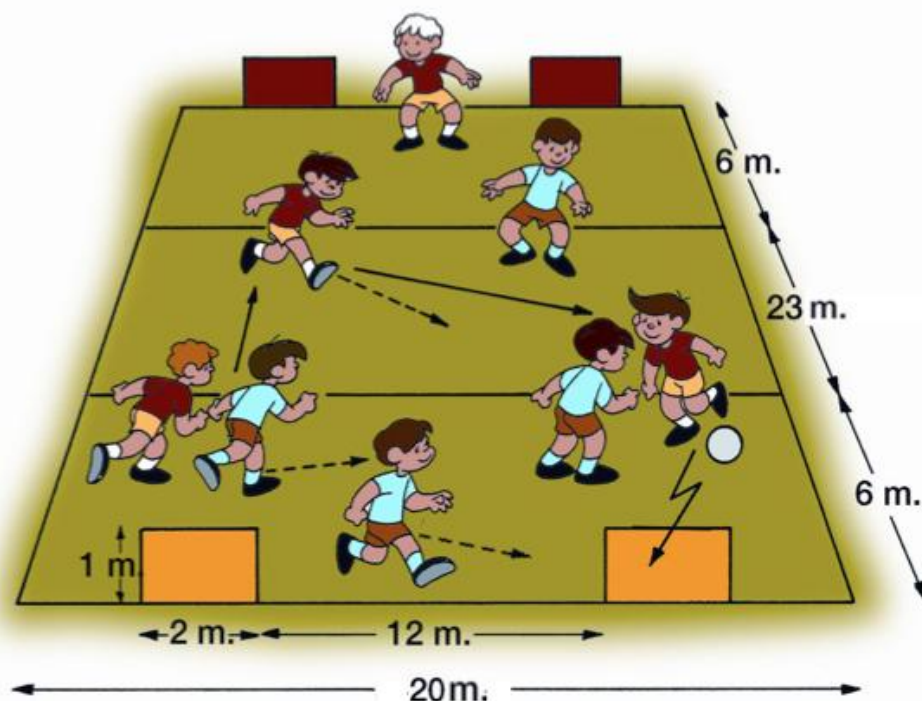
B. 3V1

6. 3v1 plus one covering player

Three attackers play against the first defender with a second defender covering behind him in the shooting zone.

Variation

Continuous 3v1 attacks alternating from one end to another with a first defender and a covering defender at both ends. The defenders are assigned to one end only, and must stay in their own half of the pitch and not interfere when the attackers attack the other end.



*“The problem is, in England, you teach children to win the game,
in Spain, we teach children to play the game”*

José Mourinho



Which attacker should start with the ball?

Ideally the central attacker as he has more options to pass the ball

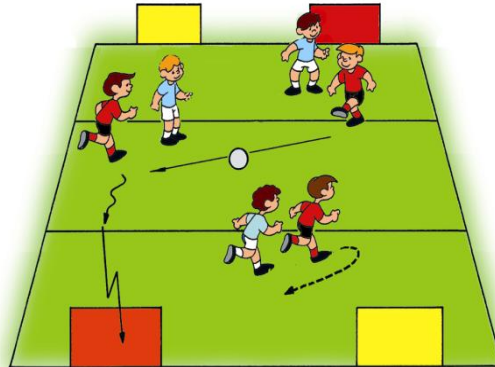
Should he dribble the ball or pass it?

He should dribble towards the first defender, engaging him and then drag him towards the second defender and the goal on that side, freeing up space in front of the other goal for a reverse pass into the run of a teammate.

FUNiño OFFICIAL GAMES

12. FUNiño ATTACKING DIAGONALLY-OPPOSITE GOALS

Use two different coloured goals for each team to attack. They can be either 2m goals for shooting or 6m cone-goals for dribbling. Each team attacks two diagonally-opposed goals and defends the other two goals.



Which of the two goals is the best one to attack?

The players should attack the goal that is defended by only 1 defender. To do so, they should create a 2v1 situation and exploit this successfully to score.

How should the attack be carried out, by running with the ball or passing?

- Passing makes the game faster, with better use of free space..
- But frequent changes of direction when running with the ball may create more space and force more defensive errors.

How can the attacker create a numerical advantage for his team?

The ball-carrier draws defenders to himself and the goal nearest him, and with a sudden, explosive change of direction can free himself and attack the other (less defended) goal in a 2v1 situation that his movements created.



Benefits Of **FUNiño** Abridged

FUNiño recognizes that playing is like breathing to children, necessary for their physical and mental well-being!

Player Benefits:

Optimal pitch size and player numbers, 4 goals out wide and simple rules means:

- The game is easy to understand and learn
- Experiencing success brings greater confidence, enjoyment and motivation
- More touches on the ball, more goals, more 1v1s and 2v1s
- Lots of dribbling, then when they get tired, lots of passing
- Establishes all the basic skills – controlling, passing, dribbling, shooting and tackling
- The player has plenty of opportunity to "be in love with the ball," to improvise and to take risks without fear of making mistakes
- Greater participation as each player is vital in a 3 person team
- Goals out wide improves perception, peripheral vision and spatial awareness
- Reduces crowding or swarming
- More time and space to think and make decisions
- Great variety of games within a familiar structure keeps it interesting for everyone
- The positive environment of discovery instead of instruction is much more stimulating than traditional coaching style
- Smaller players make up for their physical disadvantages through clever play
- Rolling substitutions and equal playing time benefits everyone
- Frequent repetition of basic game situations gives greater opportunity to master them
- Two goals at each end create options which stimulates creativity and improvisation
- Develops support play and off-the-ball play
- Learning takes place in a fully-integrated holistic environment, just as in the game itself. There is no isolation or separation of technical, tactical or physical elements
- Usually everyone scores a goal!

More goals, more action, more FUN!

Lifestyle and character benefits:

- Active Lifestyle – combats the impact of sedentary lifestyle and obesity
- Confidence and self esteem - through more successful actions and positive environment
- Endeavour and perseverance – learn to never give up
- The Ability to Think – invaluable for education and life
- Emotional Control – contentment and satisfaction through play
- Better social relations - friendships and teamwork and a place to belong
- Fair Play – respect for other children, adults and regulations

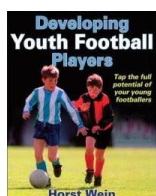
Coach Benefits:

Coaches, from the earliest involvement in the game, get to learn a modern player-centred, game-oriented, guided discovery approach and can grow with their players in their understanding of the game. The coach becomes a guide stimulating the players through his skilful use of the games, variations, effective questioning and constant encouragement.

HORST WEIN RESUME...

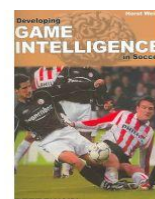
Horst Wein is known as **"the coach of coaches"** having mentored and influenced over 12,000 football coaches in 56 countries around the world during the last 28 years.

In 1985 he created the internationally renowned **YOUTH FOOTBALL DEVELOPMENT MODEL "Fútbol a la medida del niño"** - the first ever, age-appropriate, programme for training young footballers. Since then it has been refined, expanded and updated to include the most valuable current trends in coaching.



One of his 34 books, **"Developing Youth Football Players,"** has been the official textbook of the Royal Spanish Football Federation since 1993 and now also of the Football Federation of Australia. Published in 6 different languages, the English version, alone, has sold over 100,000 copies worldwide, to date.

Horst has majored in the ground-breaking concept of **"Game Intelligence"** in football since 2002, having written and lectured extensively on the topic in four continents.



He was Head Coach of **NIKE Football Club (UK)** from 2000-2003.

He has consulted for:

CLUBS:	NATIONAL FEDERATIONS:
Arsenal – Sunderland - Leeds United	England – Scotland
FC Barcelona – Athletic Bilbao – Villarreal - Real Sociedad	Spain – Portugal – Italy - Austria
Bayer Leverkusen - VFB Stuttgart -Schalke 04 – Mainz 04	Germany – Russia - Estonia
Inter Milan – St Pauli – TSG Hoffenheim	Sweden - Denmark - Finland
Deportiva Cali – Peñarol Montevideo - Pumas - C.America	Argentina – Mexico – Uruguay - Colombia
Nacional Montevideo – Universidad Católica – Liga Univers	Chile–Peru–Ecuador– Venezuela - Panama
FC Adelaide – FC Kenkre - Anza	Australia – India – Singapore

-Author of 34 sports text books (mainly Hockey and Football), one Multimedia Football Coaching Course, one Hockey CD, 3 videos and 2 DVDs.

-Coaching assignments in 5 Olympic sports.

Horst played international hockey for Germany for 5 years, then became a coach, winning one **European Championship and an Olympic silver medal with Spain**. His eldest son, in his youth, grew up with this development model and went on to win one World Cup and 3 European Championships in Hockey with Germany.



The Beautiful Game



Football that starts in the head and finishes with the feet

Fútbol a la medida del niño de Horst Wein

