

Introduction to:

FUNiñoTM
The Beautiful Game for Kids



Webinar Protocol

Reminders:

- Everyone is on mute
- Take notes and prepare questions
- Please type questions in the Q & A box
- Time has been set aside to answer questions at the end of the presentation
- The presentation will be made available in pdf format.



Introduction

North Carolina and Oregon Soccer Coaches Education Webinar

Webinar Title: Introduction to Funiño

Target Audience: Coaches of youth soccer players ages 7-9.

Content: An explanation of the different elements of the Funiño 3v3 player development model, the field set up, basic rules, sample game variations, sample corrective games, training session structure, and its benefits for young players.



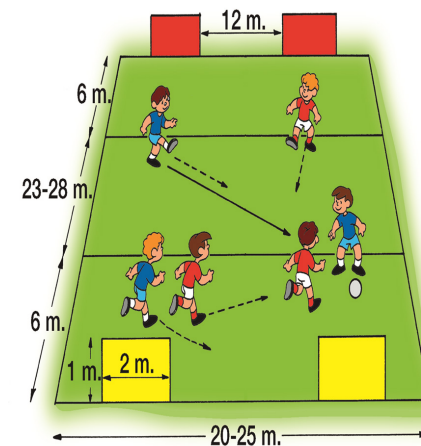
What is **Fun**iño?

Fútbol a la medida del niño = soccer tailor-made for children

A player development program created by **Horst Wein** of Germany, based on a 3v3 game with variations, which is the result of over 20 years of innovation, practice and continued improvement that formed the basis of the official coaching manual of the (RFEF) Royal Spanish Football Federation beginning in 1993 and has been used by F.C. Barcelona, Monterrey, Club America, Inter Milan, and many other top youth academies around the world. This proven approach to introducing young children to the game of soccer obviously has an emphasis on **FUN** so that children come to fall in love with the game from the earliest ages.



Horst Wein





Funiño is joy!



Children should enjoy their time playing, so they can develop a lifelong passion for the game.



Lots of decision making.

Funiño recreates street soccer.



Lots of realistic technical skill practice.



Lots of goals scored.



3v3 = FUN



Age Appropriate

Funiño is based on age appropriate and step by step cognitive learning.

The ideal competition structures that Horst Wein recommended for optimal development are as follows:

- Multilateral/tag games primarily before the age of 7
- 7/8/9 years = 3v3 on four goals (FUNiño)
- 10 years = 5v5
- 11/12 years = 7v7

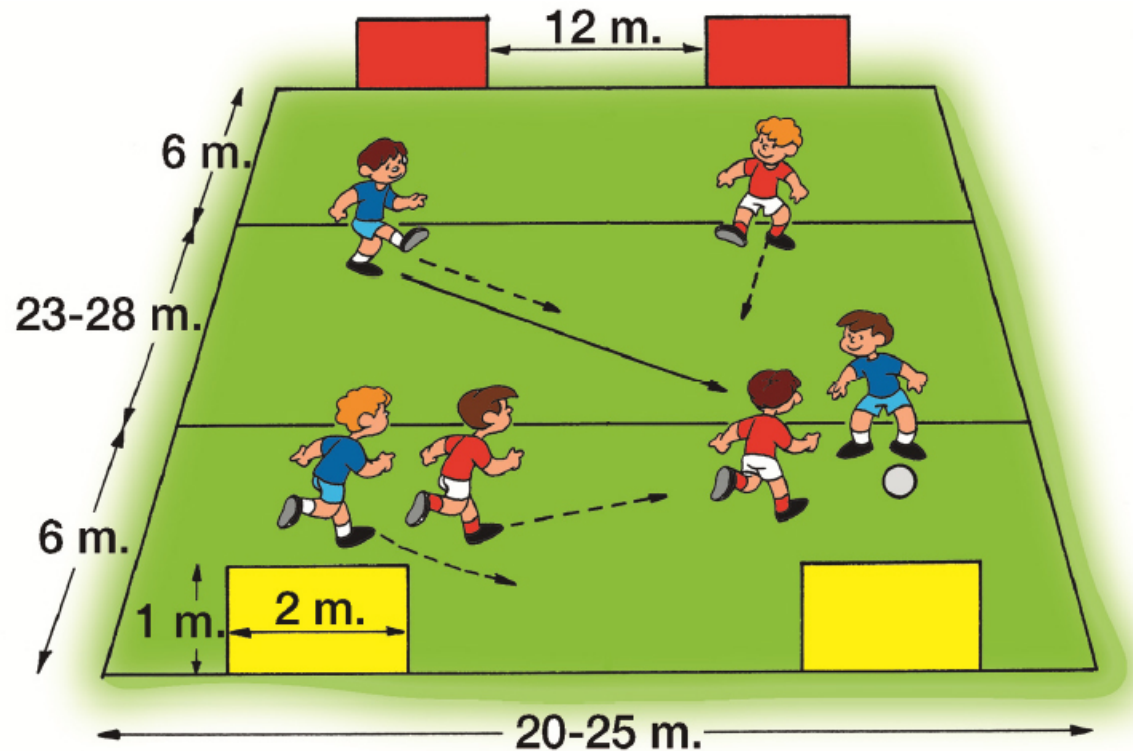


*Size 3 balls are recommended for 6-9 years, size 4 for 10-12 years



The Field Setup

“The Playground”



Why 4 wide goals?

because they...

- encourage wide play and the use of the wings in attack.
- open the game allowing young players more time when on the ball.
- stimulate a deeper understanding of the game.
- help develop peripheral vision, perception and decision-making skills



Basic Rules

Each team has **3 players and one substitute**.

Players rotate in after each goal or every 2-3 minutes.

The coach starts the game by throwing the ball in the air in the center of the pitch.

After a goal the game is restarted at the half line by the team that was scored against.

No offside.

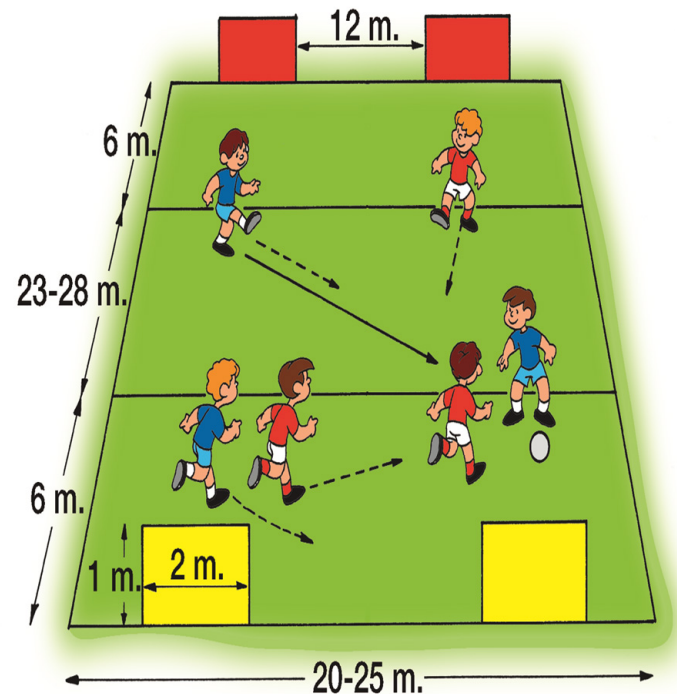
No static positions.

No throw ins. If the ball goes out of play, the attacking player restarts the game by placing the ball on the ground and then passing or dribbling.

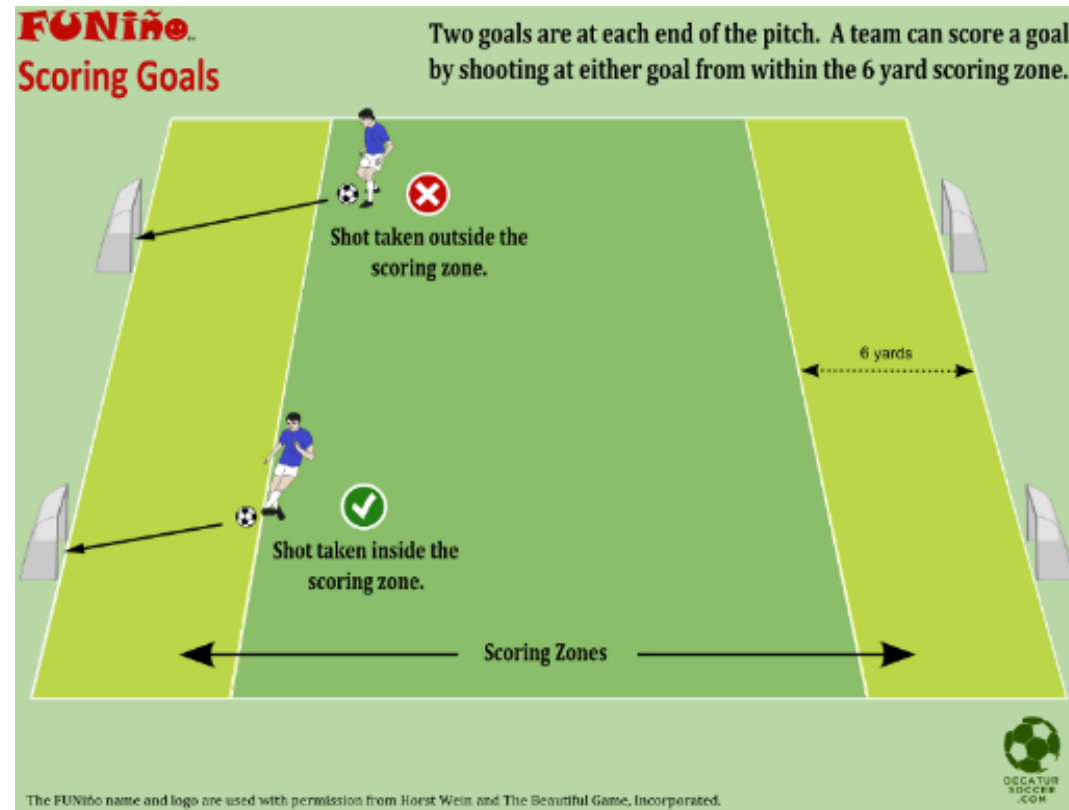
Goal kicks are restarted anywhere in the 6-yard defensive scoring zone. The player may pass or dribble the ball.

Instead of a corner kick, the ball is put in play at the edge of the attacking scoring zone. The player may pass or dribble the ball.

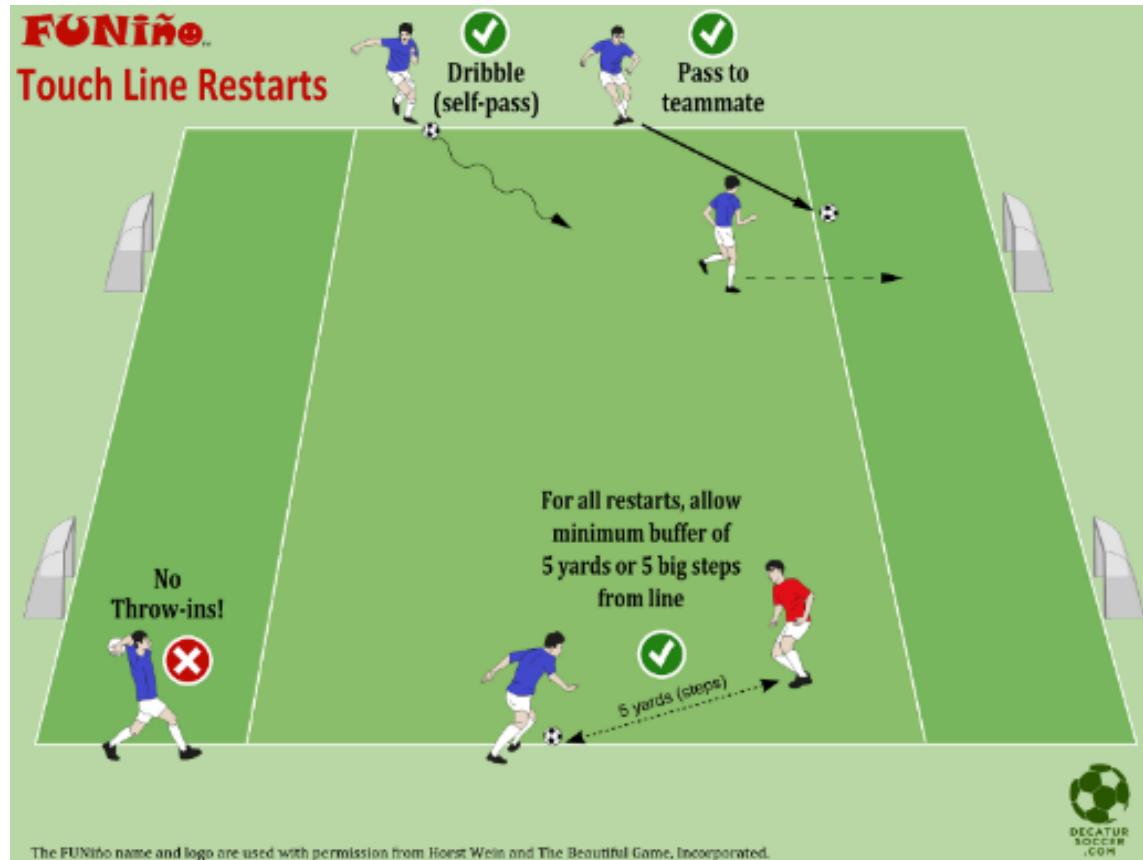
No goalkeepers.



Rules Visuals Scoring



Rules Visuals Restarts



Game Variations

A few of the game variations include:

- All team members of the attacking team must touch the ball before scoring a goal. (reset when possession is lost)
- Three balls on the field to start the game. (begin with three 1v1's and play until all balls are scored)
- In order to score, the attacker must dribble the ball over the endline between either wide goal.
- After scoring, the attacking team gets the ball again and can attack the goals at the other end.
- To score, the attacking team must play a back pass from the opponent's endline.



Game Video

Funiño played at a high level

<https://www.youtube.com/watch?v=IQv4v57Vrc8>



Practice Structure

Funiño is based on the play, practice play model.

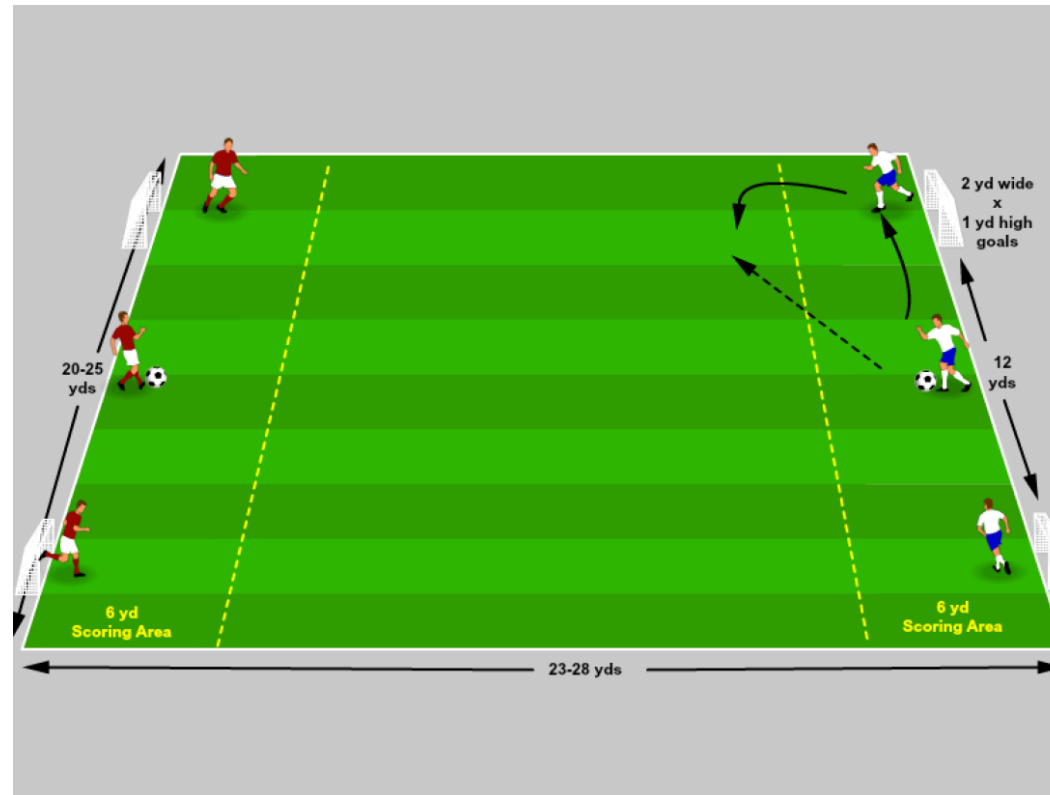
1. Play a 3v3 game
2. Use a Preparatory or FUN Game (skill improvement, multilateral tag games)
3. Play 3v3 game with a variation - see if issues have been resolved.
4. Apply a FUN game (skill improvement, multilateral tag games)
5. Play 3v3 game with another variation



Preparatory 3v0

- Use these games for measuring improvement. How many goals are scored in 10 attacks?

- Introduce basic concepts such as passing into a teammate's run, attacking as a group, interchange of position etc...



Repeat at consecutive practices until an 80% success rate is achieved.



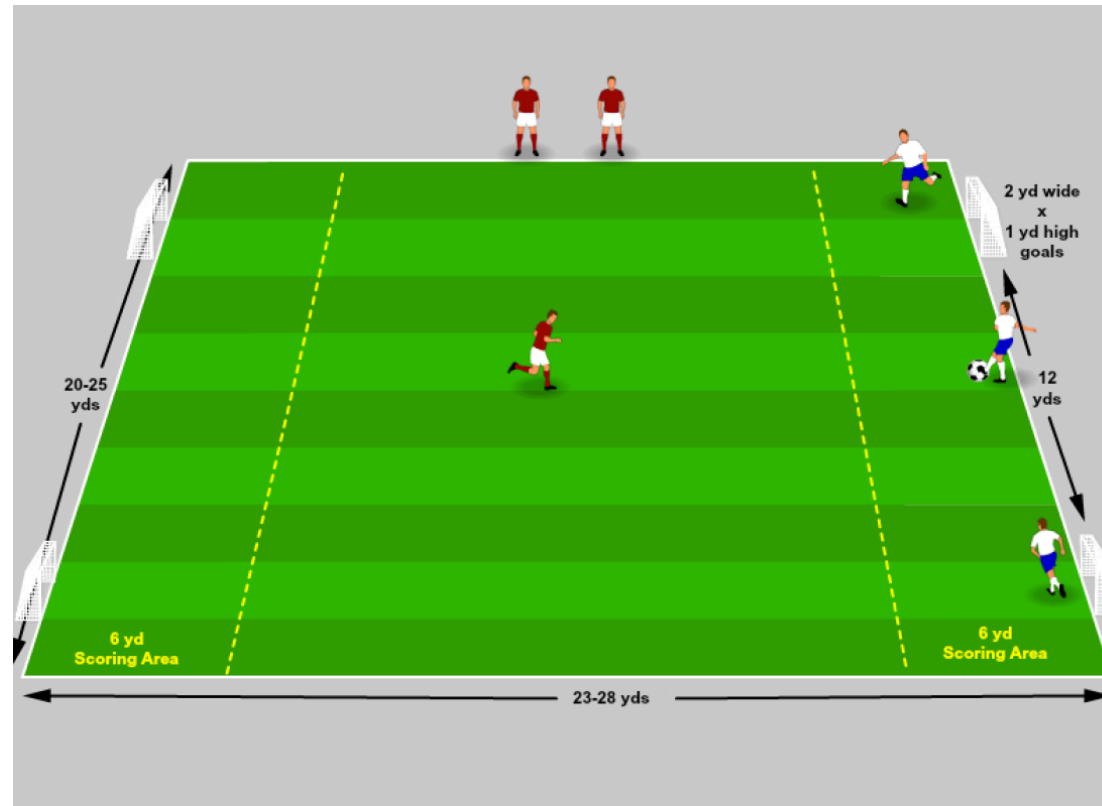
Preparatory 3v1

Concepts:

When is the best moment to pass the ball?

Where should the pass be made?
(to feet, into space)

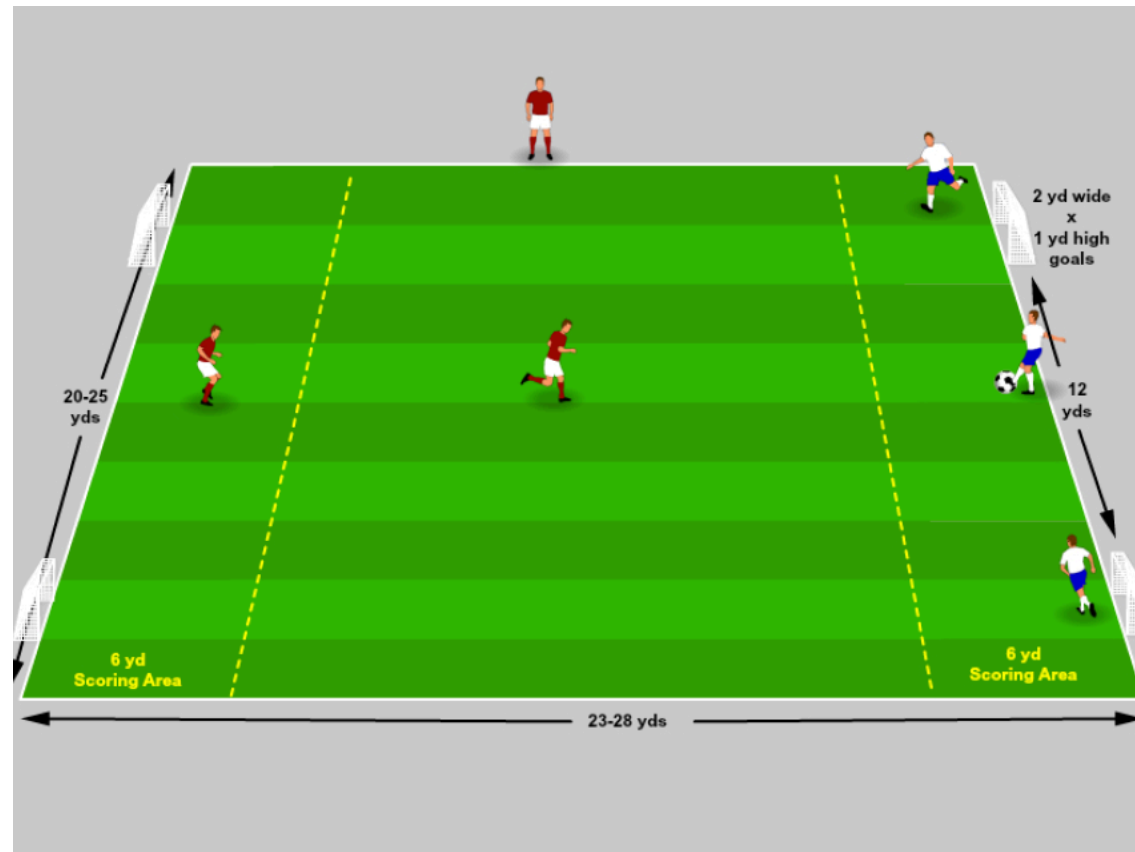
Why is it best for the central player to start the play?



It is important to ask questions of the players.

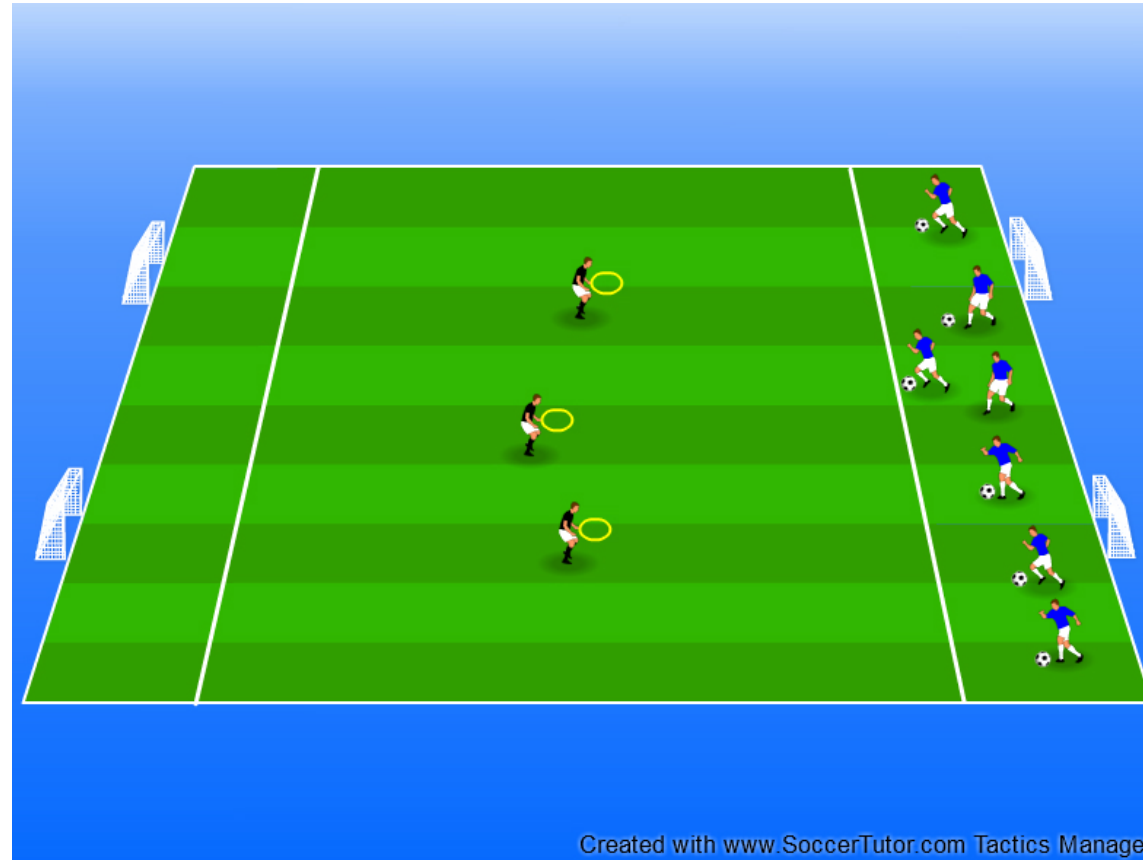


Preparatory 3v1+1



Sample Fun Game 1

Hula Hoop Tag (Dribbling)



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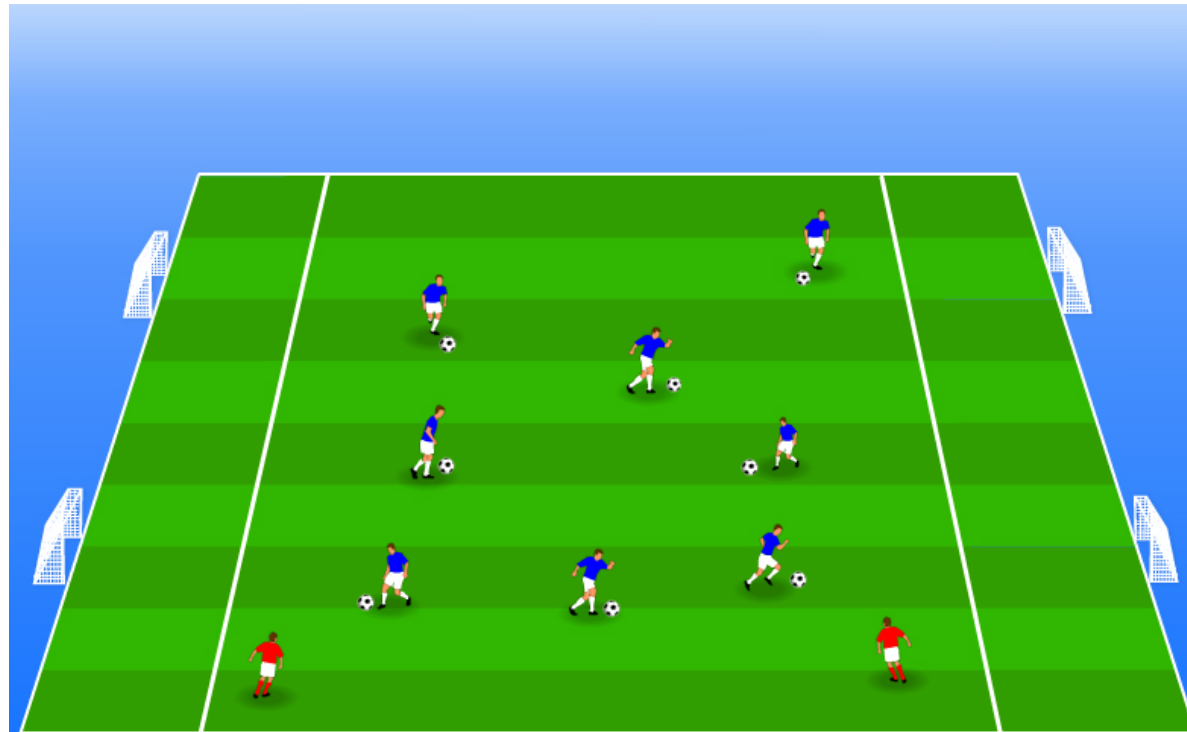
Sample Fun Game 2

Pinnie Monster Game

How to play: on the playground.
8 players, **6 dribblers** and **2 monsters**.

Monsters steal a ball and try to score in any goal. (players can steal their ball back before it has been scored)

If a player's ball ends up in a goal, then that player puts on a pinnie and becomes a monster and tries to steal a survivor's ball.



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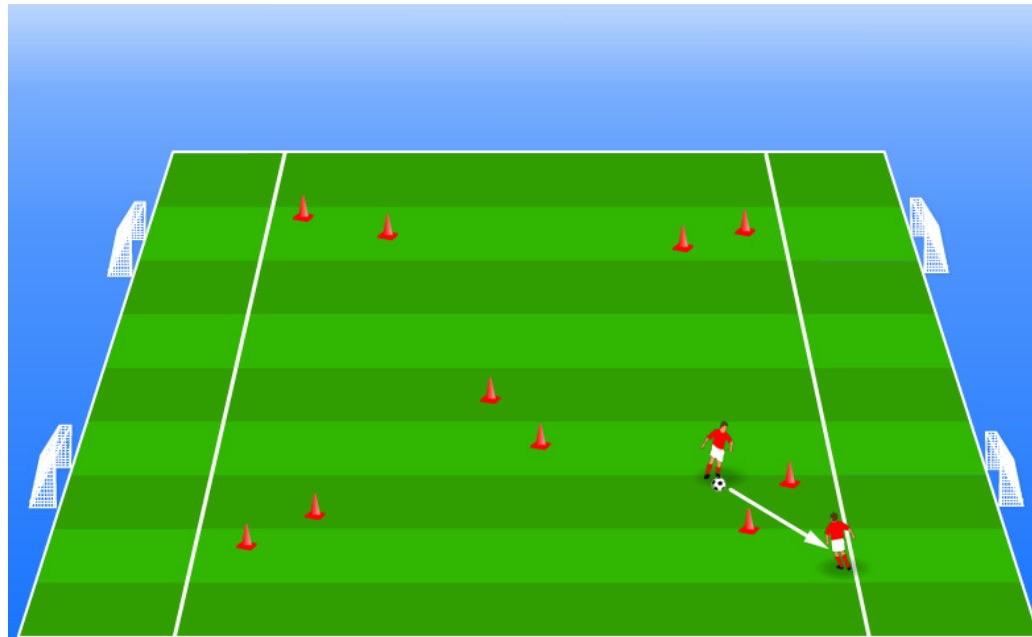
No players are ever out of the game.

More advanced players are challenged as more monsters try to steal the ball.



Sample Fun Game 3

Passing through gates



All players with a partner pass through a gate and move to another gate. See how many each pair can do in one minute rounds.

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Review of the Benefits of Funiño

100 Benefits of **Funiño** pdf document

1. Players develop a love of the game and greater numbers return to play the following year.
2. Less interruptions, less lecturing, less lines (queues), less drills, less laps and running without the ball = less frustration for children and more time enjoying the game.

3. Playing in games facilitates free expression and discovery for children.
4. Age appropriate step by step training. Children do not train like adults.
5. There is a high level of engagement and many goals scored.
6. The players self-esteem and confidence grows as they develop.
7. Players develop technical ability that is applied in a game realistic setting.
8. Players enhance their level of peripheral vision and perception.
9. The result is, that, over time, you develop more intelligent players who become independent of the coach. This has important long-term implications.
10. Soccer becomes a unifying (not divisive force in society) promoting the virtues of patience, friendship, generosity and hope for the greater good.



Thank you for attending!

