

#EVERYBODYSGAME

# FERDINAND FUTSAL DEVELOPMENT

AGES 6 - 16 YEARS

 **Ferdinand**  
Football Group





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# INTRODUCING FFG FUTSAL DEVELOPMENT

**FFG provides children aged between 6 – 16 years the opportunity to receive extra technical coaching, in addition to their fun community and grassroots based provision. The FFG Baller Development Centre is highly suitable for players who either want to begin their football journey or already playing at high level. In addition we teach in a positive learning environment for players whether that's in game related practices, individual and group – team challenges to encourage them to improve their technique, individuality, communication skills, physicality, decision making and game related tactics.**

The characteristics of Futsal, such as fewer players, a smaller pitch, the special futsal ball and an unlimited number of substitutions

- increases contact with the ball and shots on goal
- limits time and space to control and pass the ball
- favours rapid decision making
- favours a dynamic playing system and the rotation of positions
- involves and motivates all players
- facilitates accurate passing

making futsal the perfect tool to develop and improve technique, tactical understanding, agility, coordination and also the players' speed in both futsal and 11-a-side football.



# FFG VISION

To produce **technically sound** players, who can progress through the Futsal Club structure to play the highest level possible.

To **create players** who understand and embody the values of FFG.

To encourage possession-based futsal, by providing players with **platforms** and **effective systems** of play.

To **support and increase** their knowledge of the game.

To show them there is another pathway to an **'Elite'** game instead of football.



# FFG PLAYING STYLE

## BUILD UP PHASE

- + Comfortable playing around and through
- + Technical players – passing & receiving
- + Be comfortable and confident to dribble and pass out from the back.

## CREATING PHASE

- + Players who can create and exploit space, rotate, receive & link play.

## FINISHING PHASE

- + Players to be confident in finishing, combination with others.
- + Understanding a strong press when OOP

**We work very hard to press the ball in numbers.**

**Attack quickly on transition.**

**Try and play possession based Futsal.**

# FFG BALLER EXPECTATIONS

- 1 EFFORT & ATTITUDE** - MOST IMPORTANT!
- 2 RESPECTFUL** - SAY HELLO TO STAFF AND TEAM MATES, FIST BUMP OR WAVE.
- 3 ARRIVE READY** - KIT, LACES AND WATER
- 4 BE COACHABLE** - TAKE ADVICE ON BOARD
- 5 STANDARDS** - SET HIGH STANDARDS PERSONALLY AND COLLECTIVELY, PUT DEMANDS ON EACH OTHER
- 6 OWNERSHIP** - NO EXCUSES; YOUR GAME, YOUR CHOICES

# FERDINAND U7+ DEVELOPMENT MODEL



# FFG BALLER TERMINOLOGY

<b>EYES UP</b>	Look and scan
<b>LINK</b>	Look and move the ball through the pitch
<b>BE SELFISH</b>	Be confident and go alone
<b>BE POSITIVE</b>	Play forwards
<b>BE AGGRESSIVE</b>	Encourage positive actions with and without the ball
<b>COMBINE</b>	Look to use team mates to exploit overloads
<b>DON'T HIDE</b>	Make yourself available for the ball



# TECHNICAL BREAKDOWN

<b>SPECIFIC PASSING</b>	Short/mid/long	Technique types	One-touch	Disguised	On the Move
<b>RECEIVING</b>	To control	To turn	Under pressure	To protect	To step in
<b>RUNNING WITH BALL (RWB) &amp; DRIBBLING</b>	Ball mastery	Explode into space	RWB - Big touches	Body movements/ Faints	
<b>TURNING &amp; SIDE MOVES</b>	Stop turn	Outside/inside hook	Protect the ball	Role models	
<b>COMBINATION PLAY</b>	One twos	Take overs	Over/under laps	One touch	3rd man running
<b>SUPPORT PLAY</b>	From midfield	Stepping in	Forward runs	Overlaps	
<b>SHOOTING/FINISHING</b>	Types	Composure	Volley & half volleys	One touch	
<b>CROSSING</b>	Whipped, driven, floated	On the run	Cut backs	Touch to deliver	
<b>COUNTER ATTACKS</b>	Regains	Interceptions	Exploiting overloads	Combination play	
<b>DEFENDING</b>	Outnumbered	As a unit	Pressing	Screening	Organised
<b>MOVEMENT</b>	Opposite movement	As a team	Runs in behind	Pin defender	
<b>1 V 1 DOMINATION</b>	Outplay opponent	Turns	1 v 1 moves	Combination play	

# SESSION STRUCTURE EXAMPLE

THEME	IN POSSESSION	
18:00 - 18:05	ARRIVAL ACTIVITY	
18:05 - 18:15	WARM UP	
18:15 - 18:25	1ST TECHNICAL	
18:25 - 18:35	2ND TECHNICAL	
18:35 - 18:55	FREE PLAY GAME	
18:55 - 19:00	DEBRIEF	



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