



A Games Based Approach to Coaching Bringing The FA Future Game to Life

Counter Attacking

"A young player who is made to feel confident, capable and trusted to be creative will have a greater chance of fulfilling their potential than one who feels afraid to fully express themselves."

The FA Future Game

"If you practice away from the context of the game you will do it differently when you play the game"

Renshaw 2008

"Players should be given lots of opportunity to take part in game related practice, with coaches challenging players to solve problems within small sided games."

The FA Future Game

"The learner/player has to be an active participant in their own learning"

Rink 2008

The FA Future Game Vision for the players:
"To produce technically excellent and innovative players, with exceptional decision making skills"

"Children report games are more stimulating than drills"

Rikard and Banville 2006

"It is crucial that young players experience the dynamic nature of the game of football, where they are challenged to make appropriate decisions and movements in the context of the game"

The FA Future Game

"Practices designed to represent competitive demands will lead to transfer of skills between practice and performance environments"

Brunswick 1956

"Young players should be encouraged to be creative, take risks and experiment without fear of failure and subsequent criticism"

The FA Future Game



A Games Based Approach to Coaching Bringing The FA Future Game to Life

Counter Attacking

"Counter attack quickly from regain situations, entering into the attacking third to produce strikes on goal. Defensive security should be ensured whilst a team counter attacks."

The FA Future Game



- Multiple 1v1 games on same pitch
- Goal scored = 1 goal
- Goal scored within 3 seconds = 3 goals
- Players encouraged to be clever and creative, playing like Ronaldo, Bale, etc
- Introduce a support player in each half.
- If players combine & score = 5 goals
- Progress as appropriate to 2v2



- 3v3 or 4v4 Small Sided Games
- Goal scored within 3 seconds = 3 goals
- Defending team to recover deep of the half way line when out of possession.
- One player (striker) can press high and stay high to support the counter attack
- Players to discuss tactics and strategies.
- Individual challenges offered to players



- Counter Attacking v 'Tika Taka'
- Player's empowered to organise team formations and playing positions, becoming Ronaldo etc in the process
- Players to discuss tactics & strategies
- Challenges set for both teams, i.e. if Real Madrid score within 5 seconds of gaining possession = 5 goals.
- Create realistic scenarios for players.

Richard Shuffleton (FA Skills Coach Team Leader) - Richard.Shuffleton@TheFA.com - @RichShuffleton
Chris Moore (FA Skills Coach) - Chris.Moore@TheFA.com - @ChrissyMoore7