



DEUTSCHER
FUSSBALL-BUND

Talent Development in the German Football Association





01

Content



1 Fundamentals

2 Stage 1. Basic development

3 Stage 2. Talent development

4 Stage 3. Elite development

5 Stage 4. Top football



1 Fundamentals



1. Talent development equals teamwork

2. Performance football as key

3. Objectives

4. Guidelines

5. Athletic model

6. Training levels

7. Training structures



1. TALENT DEVELOPMENT EQUALS TEAMWORK

03

Talent development equals teamwork

DFB

Associations

Clubs

School





Performance football as key

opportunities and challenges

**personality
development**

**leisure
activities**

**enjoyment of
sport & exercise**



**... to become
successful inter-
national player**



**... with fun
and systematic
training ...**



**From football
beginner ...**

**compensation
and fitness**

health care

**social
integration**



Football goals

Interaction of objectives



GOAL 1

Leading position in international football

Top placings and titles - wins at European Cup, World Cup & Olympia



GOAL 2

Fascination football

Enjoy football - from beginners to top players



GOALS 3

Motivation to move

Life long passion for sport and health





Guidelines for talent and elite development

interaction of guidelines



Guideline 1

personality development

All sport development has to be embedded within a personality development concept!



Guideline 2

individual development

The individual talent will always be focal point within training!



Guideline 3

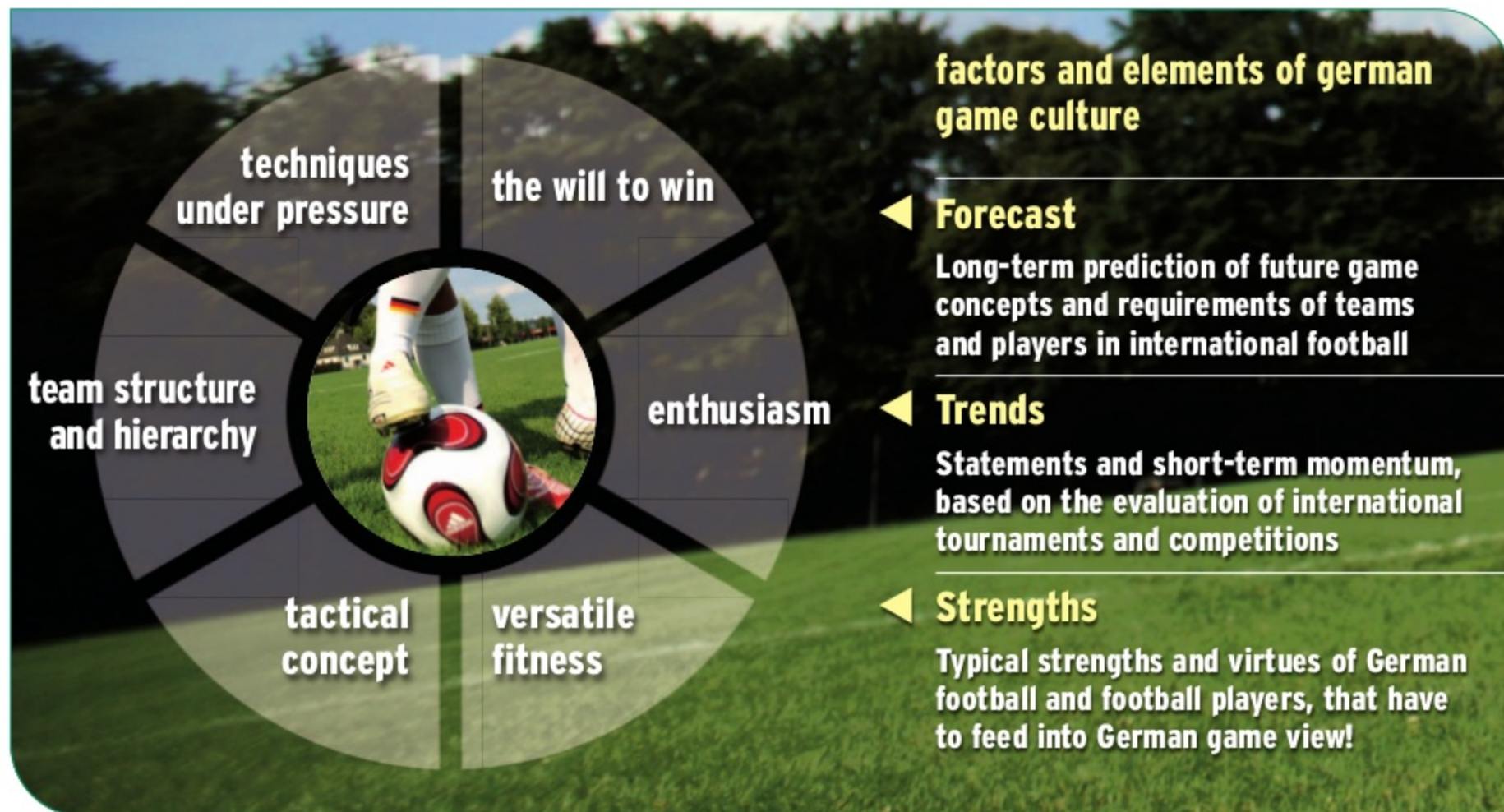
systematic development

In order to optimize the complex football performance, performance across the board has to be observed at all times!





Athletic model of talent and elite development





Training levels of talent and elite development

TOP PLAYERS	7 Stabilization of peak performances	FROM 30 YEARS	Top football
TOP PLAYERS	6 Perfecting peak performances	21-29 YEARS	
PERSPECTIVE PLAYER	5 Preparing for peak performances	17-20 YEARS	Elite development 2nd Stage
B-/A-JUNIORS	4 Stabilize	15-18 YEARS	Elite development 1st Stage Talent development
D-/C-JUNIORS	3 Learn	11-14 YEARS	Talent development
F-/E-JUNIORS	2 Play	7-10 YEARS	Basic development
BAMBINI AND YOUNGER	1 Move	3-6 YEARS	



Training structures of talent and elite development

objectives and benefits of training structures	Level 4 Toplevel football	NATIONAL TEAMS INTERNATIONAL FOOTBALL BUNDESLIGA
area-wide screening in all regions		
individual development for many talents in the best learning age	Level 3 Elite development	JUNIOR NATIONAL TEAMS LICENSE ASSOCIATIONS / ELITE SCHOOLS
permeability between all levels		
intensive cooperation between all training sectors	Level 2 Talent development	ELITE SCHOOLS OF SOCCER CENTERS OF EXCELLENCE TALENT DEVELOPMENT ASSOCIATIONS TALENT DEVELOPMENT PROGRAM
athletic orientation on training concept		
	Level 1 Basics development	ASSOCIATION SCHOOL KINDERGARTEN



2 Level 1 Basics development

1. Kindergarten and school

2. Amateur clubs





Goal: To develop complete personality





The school football offensive of the DFB

project components

1,000 mini-pitches

school football competitions

qualifying and football in PE

cooperation of school and club

integration

**development of girls football
activity groups**





Focus points



content for focus point 1

- Running, jumping or hopping.
- Running and tee games.
- Tasks with and on gym equipment.
- Various tasks with the rolling and bouncing ball.
- Small ball games.

content for focus point 2

- Light, but motivating tasks with the ball at your feet.
- Dribbling around various obstacles.
- Shooting the stationary and easy rolling ball at targets.
- Small competitions.

content for focus point 3

- Variations of the game idea "score goals – prevent goals."
- Different ways of making a goal (mats, benches etc.).
- Football matches in the whole gym / small teams in parallel in different parts of the gym.



The children's coach as a key



Training	Competitions	Care
Key question: What do children want & what are they capable of?	Promote the fun in football!	Be tutor and friend!
Develop ball-/skilled movement!	Be game organizer and companion!	Convey enthusiasm!
Mediate the fun in football!	Allow children to play long enough!	Support each child!
Teach football in small steps!	Simple tips cheer – and praise!	Be a role model in all situations!
information and further development		
FUTURE KIDS FOOTBALL		



Competitions in children's football

① Game experiences rather than game results!

② Small team, small fields!

③ Actual game results are secondary!

④ Tables are secondary!

⑤ Enjoying football is most important!

⑥ Individual football-learning is important!

⑦ Develop personalities!

Ideal competitions for Bambini



Forms of play: 4 vs. 4 (no goalkeeper)
or 4 + goalkeeper against 4 + goalkeeper

Field dimensions: up to 20 x 15 meters

Goal size: up to 2 meters

Gameform: Game-afternoons

Ideal competitions for F-Juniors



Forms of play: 5 vs. 5 to 7 vs. 7 (each including goalkeeper)

Field dimensions: 35 x 25 meters (at the 5 - 5, 6 - 6), 40 x 35 meters (at the 7 - 7)

Goal size: 5 feet wide, 2 meters high

Gameform: no championships

Ideal competitions for E-Juniors



Forms of play: 7 vs. 7 (including goalkeepers)

Field dimensions: 55 x 35 meters

Goal size: 5 feet wide, 2 meters high

Gameform: rounds at the district level



3 Level 2: Talent Development

1. Talent development program

3. Elite schools of football

2. Centers of excellence

4. National associations





Objectives for talent development program





Organization of the talent development program

366 bases

1,000 coaches

**14,000-promoted talents
between 11 – 15 years of age**

29 base coordinators

600,000 sighted player

standardized training





Principles of the talent development program

