

WORLD CUP SOCCER



*The
Professional
Touch*



Introduced by Ray Clemence

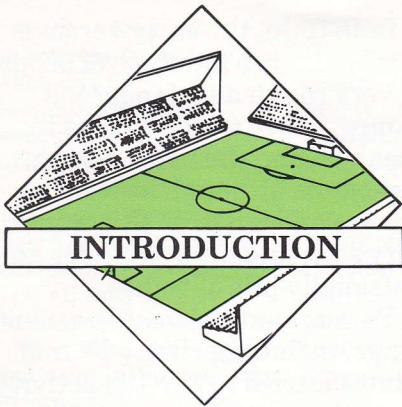


Macmillan Software



Author
Gareth Lewis

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WORLD CUP SOCCER is a must for any serious and dedicated soccer fan.

In these turbulent times when so much has happened to discredit football, it's good to see something which highlights the professional side of the game. The pack will help you to appreciate the skills, tactics and history which have made football so great but which are often overlooked today.

The book tells you about the skills of the best players and teams, and gives plenty of tips to improve your own game. Your better understanding of the game will help you not only to enjoy watching it but also to discuss it like a professional.

The software features all the information you could ever need about the World Cup since it began, together with a challenging quiz to test your football knowledge.

It also gives you the chance to test your skills by becoming a World Cup Manager and guiding your team to the final through a series of exciting games. Once you've mastered this, you can sit back and watch the 1986 World Cup through the eyes of a real professional!

Good luck!

Ray Clemence



In Britain, the early versions involved large numbers of people in very rough and dangerous games. There were no rules to speak of, and the ball could be picked up, although anyone unwise enough to do this would very soon find himself under an unfriendly pile of bodies.

Throughout the years various kings, including Henry IV and James I, tried to ban the activity. They thought it encouraged violence and interfered with archery practice. None of them, however, succeeded.

Variations of the game of football have been played for thousands of years, in many countries.

In some English counties (such as Derbyshire and Cornwall) there were football games every Shrove Tuesday. All

the men and boys in a village or town would join in, using the whole town as a playing field. Today, this traditional game is still played

every Shrove Tuesday in the Derbyshire town of Ashbourne although the game is less violent than it was in the past!



In the nineteenth century the game was taken up and developed by public schools. Each school had its own version of the game with its own rules. Some used only their feet to move the ball (*dribbling*); others were allowed to use their hands (*carrying*).

When the public school boys went to university at Oxford and Cambridge, they realised that, in order to play with each other, they would need to work out one set of rules. So, in 1863, the rules for the dribbling version of football – soccer – were drafted.

The carrying versions have developed into:
GAELIC FOOTBALL
RUGBY UNION
RUGBY LEAGUE
AUSTRALIAN RULES
AMERICAN FOOTBALL

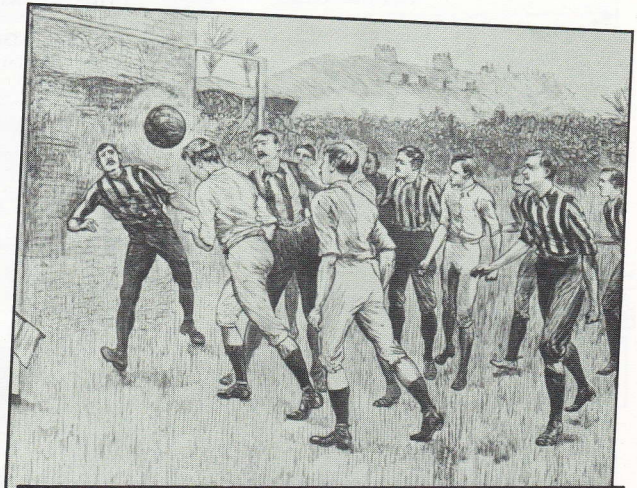
The popularity of soccer increased, and working men began to play. They could not afford to take time off to play football unless they were paid to

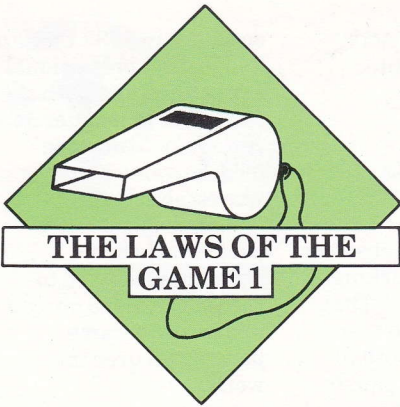
do so. So, in 1883 England had its first professional footballers, and with the formation of leagues and cup competitions the modern game of soccer was established.

British expatriates – particularly army personnel – helped to spread the game abroad, and soccer became popular all over the world.

Some important events in the development of modern soccer:

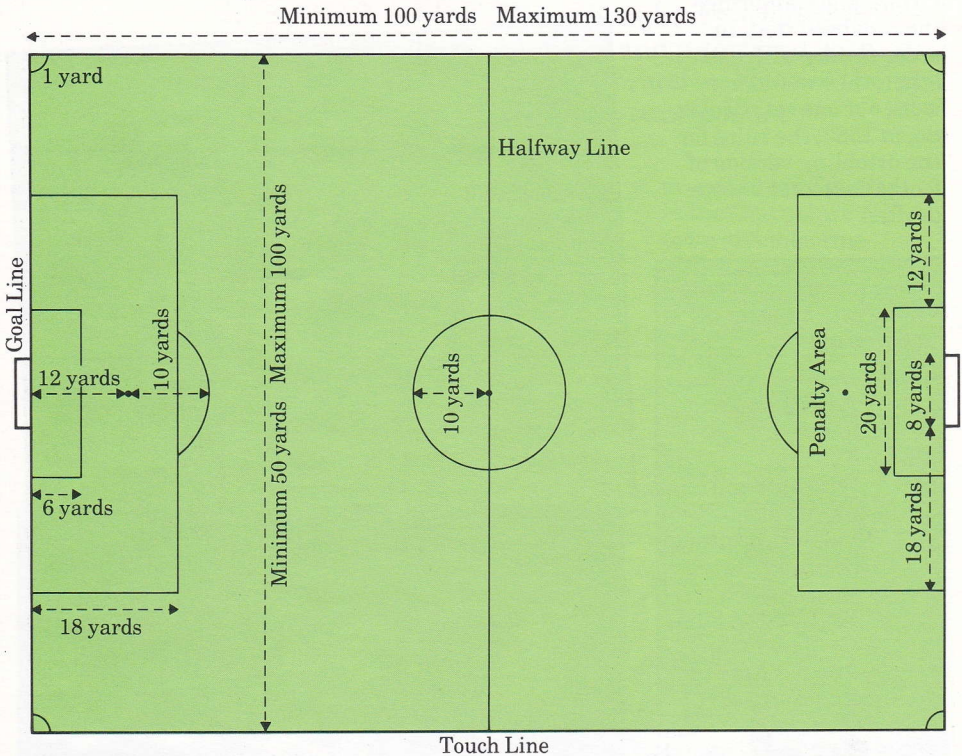
- 1863 English Football Association founded.
- 1872 The first International played at Partick, Scotland. Scotland 0 England 0.
- 1888 Formation of the Football League. Preston North End the first winners.
- 1904 FIFA, the Fédération Internationale de Football Associations, the international football body, formed by Jules Rimet.





The basic laws were written at the end of the last century, and they remain much the same now apart from a few minor adjustments.

Some laws have been changed over the years, for example, the offside law. Some new laws have been introduced, for example, the substitute rule.



SPORTSMANSHIP

This is not in the laws – perhaps it should be! Football must be competitive but it should also be played with each side respecting the skills and achievements of the other.

THE BALL

The ball can be made of leather or a plastic alternative. It can be any colour but it must be:
 27 –28 inches round;
 14 –16 ounces in weight;
 9.0–10.5 pounds per square inch in pressure.

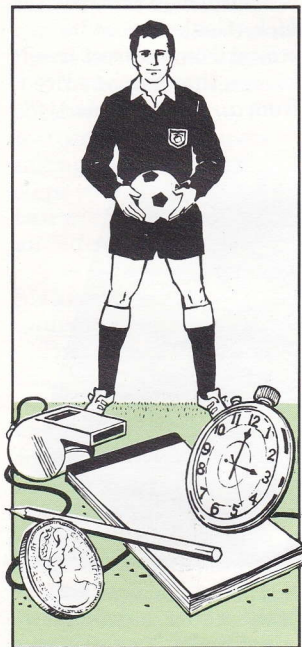


LAWS OF THE GAME

LAW 1 THE FIELD OF PLAY	LAW 10 METHOD OF SCORING
LAW 2 THE BALL	LAW 11 OFF SIDE
LAW 3 NUMBER OF PLAYERS	LAW 12 FOULS AND MISCONDUCT
LAW 4 PLAYERS' EQUIPMENT	LAW 13 FREE KICK (DIRECT AND INDIRECT)
LAW 5 REFEREES	LAW 14 PENALTY KICK
LAW 6 LINESMEN	LAW 15 THROW-IN
LAW 7 DURATION OF THE GAME	LAW 16 GOAL KICK
LAW 8 THE START OF PLAY	LAW 17 CORNER KICK
LAW 9 BALL IN AND OUT OF PLAY	

RUNNING THE GAME

The referee has overall responsibility for running the game and ensuring that the players follow the rules.

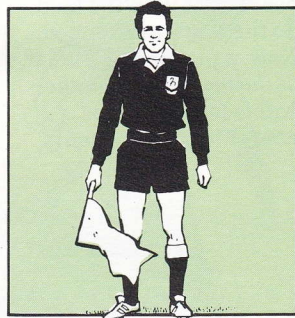


His duties include:

- ⚽ tossing the coin to decide which team kicks off;
- ⚽ disciplining the players – he can book them (take their names) or send them off if they behave badly (in international matches yellow and red cards are used to show if a player has been booked or sent off);
- ⚽ awarding free kicks after fouls (see page 7);
- ⚽ allowing substitutions for players;
- ⚽ time-keeping;
- ⚽ restarting the game after a stoppage;

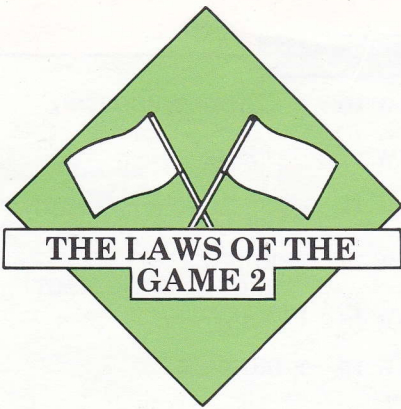
The referee's decision is final. Players should accept that 'a referee is right even when he is wrong'.

The two linesmen assist the referee. They patrol the touchline, each taking one half of the pitch. They indicate their decisions with the aid of a flag.



SUBSTITUTES

In Football League matches one substitute per team is allowed, and two are allowed in most international matches. Substitutes were introduced because of the massive disadvantage to a team if a player was lost through injury and the team had to play with ten men.



During the course of a game, and very often at the most exciting points, a referee may need to stop the game. On these pages, you can read about two of the most common reasons, both of which cause much controversy.

LAW 11 OFF SIDE

It would be easy for a player to score goals if he just waited by his opponents' goalmouth all the time, waiting for the ball to be passed to him. The off side law is designed to prevent this.

In its original version, the offside rule stated that all attacking players had to be behind the ball. This restricted play a great deal, as you could never pass the ball up the field. So the law was changed. Now, a player is offside if, *at the moment when the ball is touched*, he is nearer to the opponents' goal than the ball is, unless:

goal than the ball is, unless:

- ⚽ there are two or more opponents between him and the goal-line;

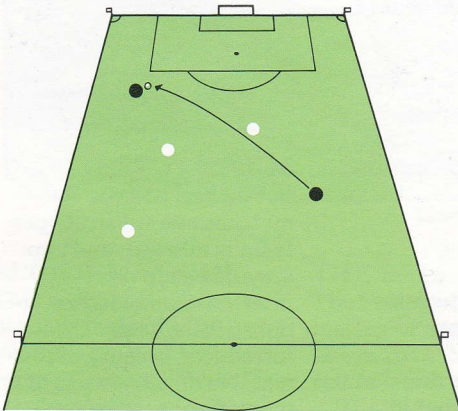
- ⚽ he is in his own half of the field;

- ⚽ the ball is received from a throw-in, corner kick, goal kick or drop ball;

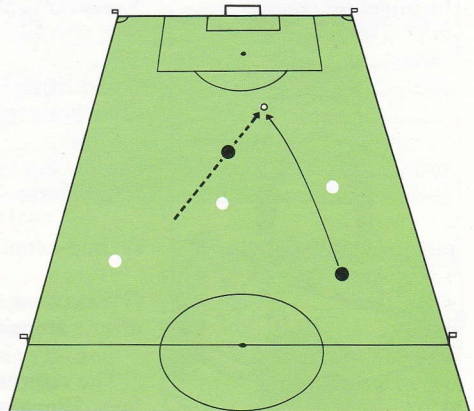
- ⚽ the last person to touch the ball was an opponent;

- ⚽ the player is injured.

If a player is judged offside, the opposing team is awarded an *indirect free kick*. (Goals cannot be scored from indirect free kicks – they can be scored from *direct free kicks*.)



The black player receiving the ball is offside because there are no defenders between him and the goal

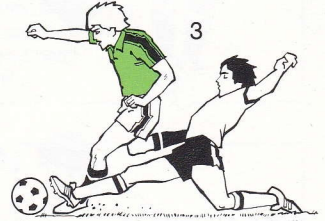


The black player is not offside because he moved into the position after the ball was played

LAW 12 FOULS AND MISCONDUCT

All of the following are clear examples of foul play or misconduct, and are against the laws and spirit of the game:

KICKING	JUMPING	TRIPPING
1	2	3
PUSHING		STRIKING
4	5	
CHARGING	HANDLING	
6	7	



Any of these offences will be penalised with a *direct free kick*, or a *penalty* if they occur in the defensive goal area.

(When a penalty is taken, only the player kicking the ball and the opposing goalkeeper are allowed in the defensive goal area.)

Other offences, such as obstruction, time-wasting, or goalkeepers taking more than four steps while holding the ball will be penalised with an *indirect free kick*.

The referee will hold up his arm to indicate an indirect free kick.

The millions of people watching football on TV increase public pressure on the players, which sometimes causes them to behave badly. The referee is under pressure as his decisions can also be scrutinised with slow motion replays.

Remember this next time you watch a football match.





SCORING GOALS

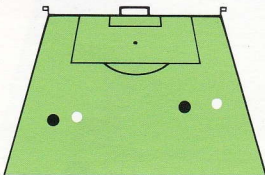
A knowledgeable spectator will appreciate the wealth of skill, tactics, stamina and courage that comprises a good football match. However, nothing excites the interest and imagination more than the goals that decide the result of the game. An aspiring goalscorer must try to develop an instinct for scoring opportunities, as well as for the more obvious skills. Midfield and defending players should be prepared to exploit the rare chances that come their way.

CREATING CHANCES

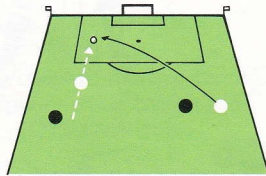
Goalscorers should have the ability to receive the ball around the edge of the penalty area, and then be able to move quickly into the *danger area*, by passing defenders. They need to be able to shoot *on the run*, often from difficult angles.

POSITIONAL PLAY

Strikers can sometimes create chances by effective positional play. One way to do this is to move quickly into open space in the danger area in order to receive a pass.



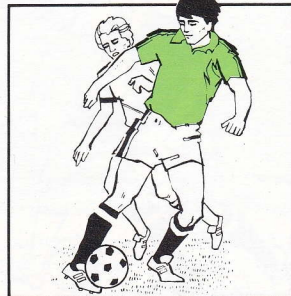
The white player on the right has the ball



He passes the ball to a teammate who has run into a space

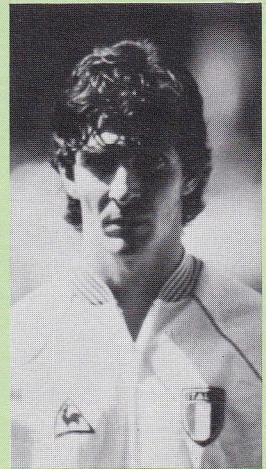
THE HALF CHANCE

A striker should always be on the alert near the opponents' goal, ready to spot a split-second opening. To exploit it he will need to be able to turn very quickly and make an accurate snap shot at goal.



STAR PLAYER

PAOLO ROSSI showed his dazzling goalscoring ability when he helped Italy to win the final of the World Cup in 1982. His ability to leave players standing earned him many goalscoring chances.



HEADING

Heading is a means of controlling and directing the ball when it is not on the ground. In many crucial situations in the goal area, for example during a corner kick, the ball is in the air, and the most confident headers of the ball will win the day.

A good player can make his heading ability as constructive as his passing ability. To do this he needs to be aware of where his own players are and direct the ball to them at the right *pace* for them to control.

HEADING GOALS

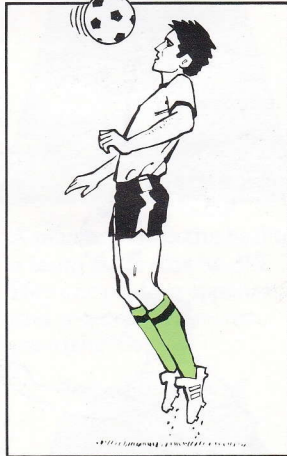
An effective method to use in the goalmouth when heading for goal is to direct the ball to the ground about 1 yard in front of the goalkeeper. The bounce makes it more difficult for the goalkeeper to catch the ball.



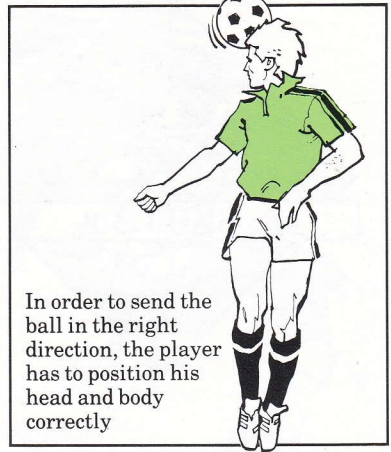
TECHNIQUE

Try to follow these steps when heading a ball:

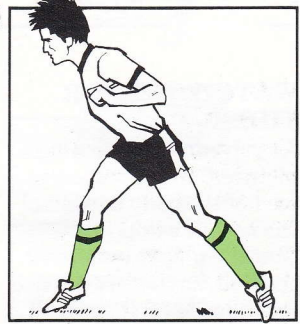
Keep your eyes open and on the ball. If it's a high ball, try to time your jump properly.



Move your head towards the ball rather than waiting for the ball to hit your forehead.



In order to send the ball in the right direction, the player has to position his head and body correctly

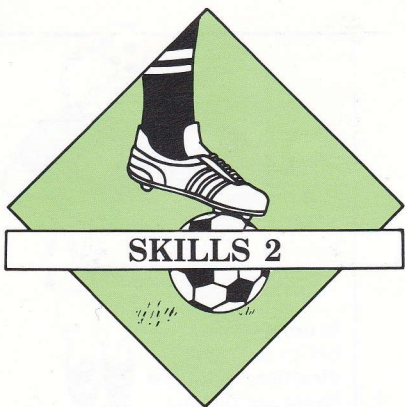


Meet the ball in the middle of the forehead.



STAR PLAYER

An English player of the 1950s who was renowned for his high jumping and powerful heading was TOMMY LAWTON.



BALL CONTROL

Ball control is an essential skill for both defenders and attackers. It gives a player time to decide on his next move and execute it properly. There are various ways of controlling the ball, but the principle is always the same. On receiving the ball, the player tries to take some of the pace off it, and to position it correctly for the next move. He can trap the ball with his foot, or direct it downwards with his chest or thigh.

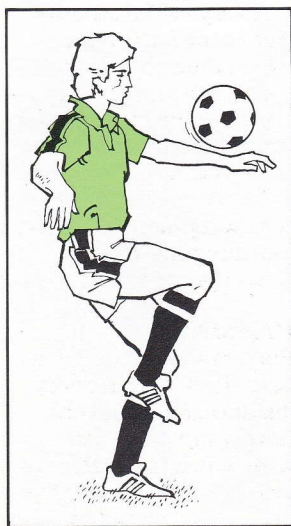
WATCH OUT FOR THESE

As you can see from these pictures, you can use any part of the body to control the ball. It's important that the player gives with the ball, so that its impact is reduced and it slows down. If he doesn't do this, the ball will simply bounce off him and he will lose control. Television provides helpful close-up views of ball-control.



STAR PLAYER

PELE, THE GREAT BRAZILIAN player was one who always seemed to make the ball do exactly as he wished.

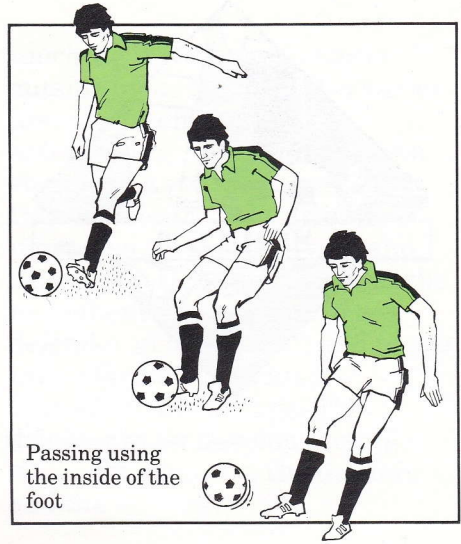


TEAM SKILLS

The success of all good football teams is built on accurate *passing* and decisive *shooting*. Good passing from one player to another is necessary to build up penetrating attacks, and to keep possession of the ball.

Good shooting at goal is essential to finish off attacks in the best way possible – with the goalkeeper picking up the ball from the back of the net.

For both of these skills there are a variety of techniques that need to be mastered.



SHOOTING

In order to shoot with accuracy and power, there are three things to remember:

- ⚽ your head should be directly over the ball;
- ⚽ your foot should be directly behind the ball;
- ⚽ complete the action with a good follow-through.

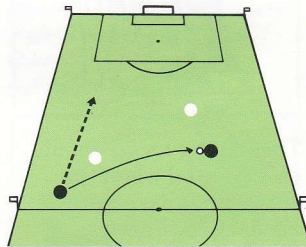
A very useful type of shot is the *half-volley*, where the ball is kicked just as it bounces. This is considerably faster than controlling the ball and then passing or shooting.

To get it right needs constant practice, but its lightning speed often beats the opposition.

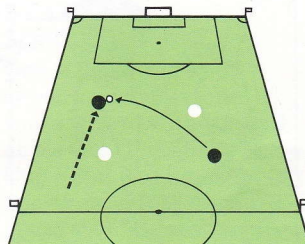
PASSING

Players should be able to pass effectively over any distance. Most players have a 'favourite' foot with which they prefer to pass. The direction of the pass can be varied by

using different parts of the foot – the inside, the outside, or the heel. The *wall pass* is used to trick an opponent with a temporary distraction.



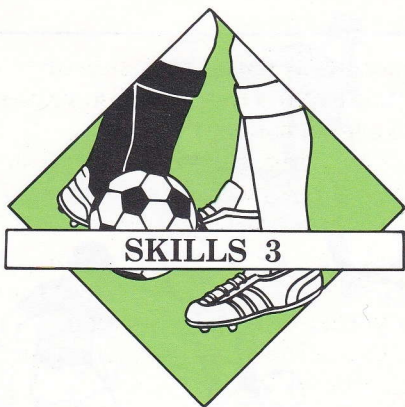
A player passes the ball to a team mate (the 'wall'). He runs past an opponent and receives the return pass (the 'bounce').



STAR PLAYER

JOHANN CRUYFF OF HOLLAND could pass and shoot with extraordinary skill. He frequently made match-winning passes or shots from the most unexpected situations for his team, Ajax of Amsterdam. His goal against Brazil put Holland into the 1974 World Cup Final.





TACKLING

All good defensive play is built on defenders' ability to tackle well, and deprive an opponent of the ball. Tackling is a very special skill which calls for co-ordination as well as toughness and strength. The strength is needed to win the ball in a one-to-one situation, and toughness is needed to resist pulling out (*bottling out*) of a tackle.

These are the essential techniques to be mastered:

JOCKEYING

This is the stage before tackling. It means preventing a player from passing you by denying him space to move.



TIMING

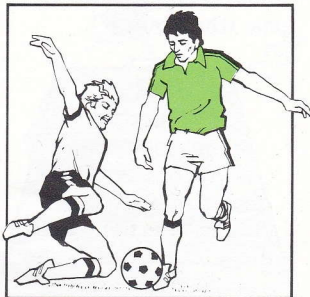
This involves moving into the tackle at exactly the right moment, not so early that the forward can avoid you, or so late that he has already gone!



A good tackle should be foot to foot, so that all of your weight is over the ball.



The *sliding tackle* should only be used when the situation is desperate! It needs good timing as, if the tackler touches his opponent's legs before he touches the ball, it is a foul.



STAR PLAYER

GIACINTO FACCHETTI OF ITALY was the scourge of many opposing forwards. He was a quick, decisive tackler, who played at the centre of the renowned Inter Milan defence. He captained Italy in the 1970 World Cup Final against Brazil.



DRIBBLING

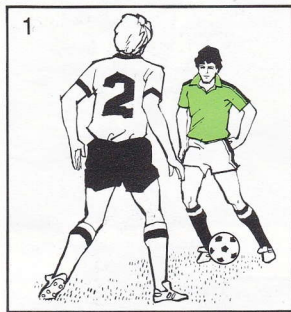
Dribbling means running with the ball at your feet, keeping it under close control all the time. It is one of the most obvious and effective skills that a footballer can have. It enables him to weave past opponents to gain ground and position while retaining possession of the ball. This creates gaps in the opponents' defences, and opportunities for scoring.

The dribbler moves the ball and changes its direction by

touching it with the inside or outside of his foot. He also varies his speed, sometimes accelerating, sometimes almost stopping. As well as exercising this ball control, the dribbler must also act instinctively and decisively. He needs to assess the movement and position of a defender in an instant, and to use this information to his immediate advantage. The dribbler must develop certain skills, for example, the *dummy* and the *nutmeg*.

THE DUMMY

One particularly effective skill is the *feint* or *dummy*. This is the trick of pretending to move in one direction (taking the defender with you) and then changing to move in the other direction.



THE NUTMEG

The nutmeg is a demoralising trick, but one that a player will not regularly get away with. The player simply pushes the ball through the open legs of a defender, and then runs around the defender to collect it.

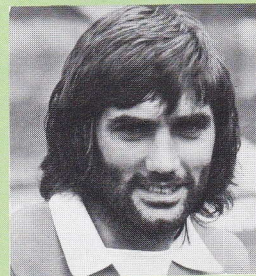


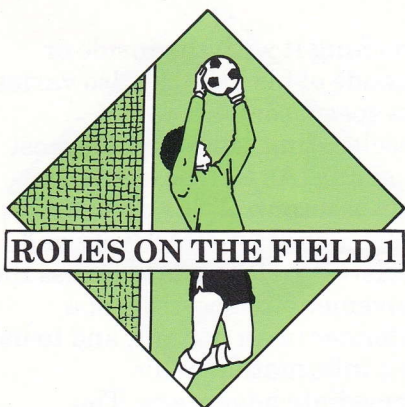
STANLEY MATTHEWS

One of the world's outstanding dribblers, he was a wizard with the ball at his feet. The 1953 F.A. Cup Final was named the 'Matthews Final' because of the way his crosses devastated the opponents.

STAR PLAYER

One player with outstanding dribbling skills was GEORGE BEST OF MANCHESTER UNITED AND NORTHER IRELAND. He had the uncanny ability to control the ball while on the run, and to glide past defenders as if they were statues. His finest hour was in 1968 when he scored a goal to help Manchester United beat Benfica in the European Cup Final.





ROLES ON THE FIELD 1

field. His job is to prevent the ball from entering the net, when all other parts of the defence formation have failed.

He must also feed the ball out to his team to enable them to counter-attack when the opposing forwards are caught in his half. A good goalkeeper will shout instructions and advice to his team, directing the play in his part of the field.

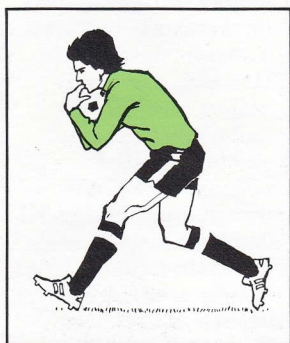
A goalkeeper must have special skills, quite different from those of the other players in his team.

GOALKEEPER

The goalkeeper is the only player who can handle the ball on the

CATCHING

The goalkeeper should always catch the ball if he can, and pull it into his chest. Once the ball is in his hands it is safe.

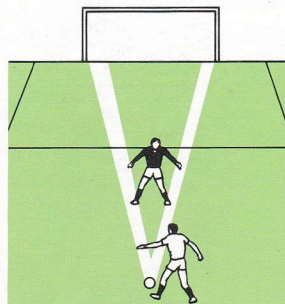


pushing them away with his fingertips or palms. Right in front of the goal, he will punch the ball away as hard as he can.

DISTRIBUTING THE BALL

Once the goalkeeper has the ball safely in his hands, he should give it to one of his own team as quickly as possible – throwing it to an *unmarked* player, or kicking it a long way up the pitch.

goalkeeper tactic. To do this the goalkeeper moves out to meet an advancing forward, to make it difficult for him to shoot at the goal.



HANDLING

The goalkeeper must be acrobatic, and able to dive to the four corners of the goalmouth. It isn't always possible for him to catch the ball – he might be too far from it or opposing players might be in the way. But he can deflect high shots, or those at either side, by

POSITIONING

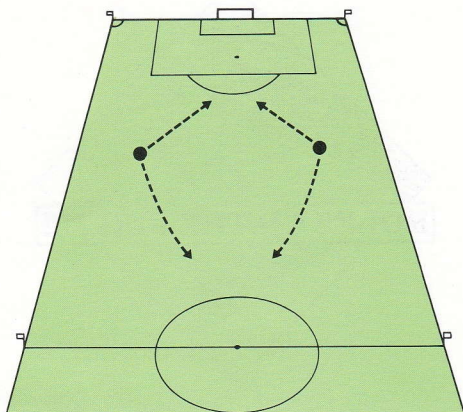
Goals can be prevented by good positional play. A goalkeeper cannot just stay on his goal line, waiting for the ball to come to him. He must be prepared to come out and catch the high balls centred by the opposing team, or to dive at an opponent's feet to collect the ball. 'Narrowing the angle' is a widely used

STAR PLAYER

PETER SHILTON OF SOUTHAMPTON AND ENGLAND is one of the best 'keepers in the world. He had a large part to play in the two European Cup wins of Nottingham Forest in 1979 and 1980.

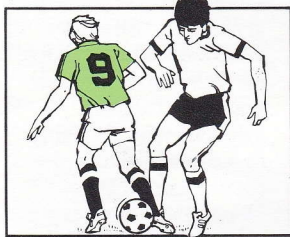
FULL BACKS

The full backs are defenders who play on the *wing*. Their job is to prevent opposing forwards from dribbling or passing round them. As well as strength in the tackle, modern full backs need to run as fast as middle distance runners. This enables them to make frequent penetrating runs into the opponents' half.



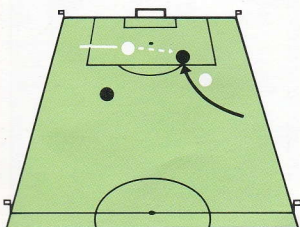
TACKLING

Full backs need a good sense of timing as well as strength to tackle opposing forwards and take the ball away.



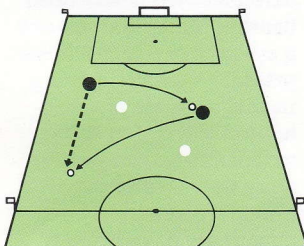
COVERING

Covering is being able to sense danger, and to react by moving into a good position to challenge an opponent who defeats a team-mate.



CLEARING AND ATTACKING

When a breakthrough occurs a full back must be able to clear the ball from the danger zone, and be fast enough to move into a counter-attacking position.

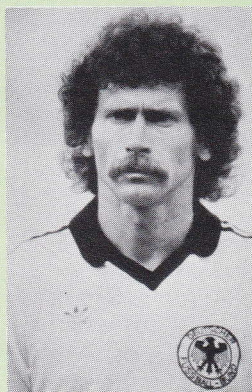


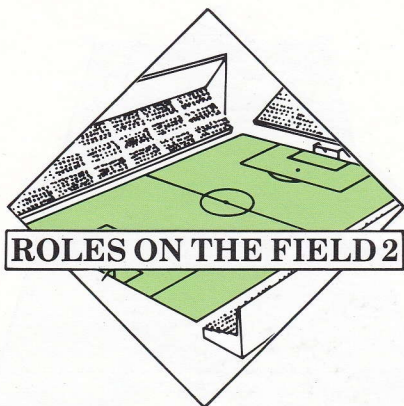
MARKING

A full back, like other players, has to *mark* one member of the opposing team. This means that he stays close to the opponent. This is done whenever opponents come close to the player's goal. Sometimes, man-to-man marking is used throughout the game.

STAR PLAYER

PAUL BREITNER OF WEST GERMANY had all of these skills and more. He was an individualistic attacking full back, who scored the occasional goal. He was a prominent member of West Germany's 1974 World Cup winning side.





CENTRAL DEFENDERS

Central defenders are the 'stoppers' in a football team. Their job is to prevent opposing strikers from surging forward towards the goal, and taking the ball and play into the defenders' goal area. Once they have neutralised an attack, their task is to feed the ball swiftly forward to their own players to counter-attack.

TACKLING

To prevent strikers from moving forward the central defender needs to be able to win the ball from the opposing players. In order to guarantee that they win most of these encounters, central defenders are often chosen for their strength in the tackle.



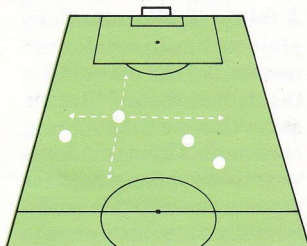
HEADING

The central defender must be able to head the ball clear from a corner, and to intercept the ball in flight when an opposing winger passes to the centre. Because this clearance must be

accurate and powerful enough to take it away from the goal, it helps if the central defender is tall.

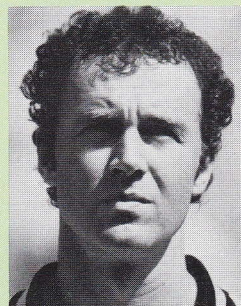
COVERING

The central defender covers for the other defenders who have been beaten. Many teams have a *sweeper* or *libero* whose primary task is covering in this way. He plays behind the rest of the defence so he can pick up loose passes, and move quickly when the opponents have broken through.



STAR PLAYER

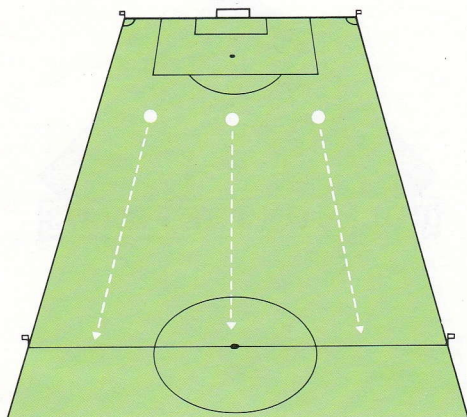
Possibly the best central defender of modern times was the stylish and effective FRANZ BECKENBAUER OF WEST GERMANY. He was an attacking sweeper who was able to score crucial goals. He captained West Germany when they won the World Cup in 1974, and has since become the team manager.



MIDFIELD PLAYERS

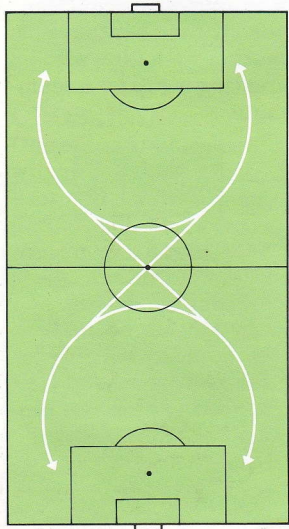
The midfield is the creative workshop of the team. Although midfield players have a defensive role, their main purpose is to set up attacks and move the ball towards the opponents' goalmouth.

Because of this dual role as both attacker and defender, a midfielder is often the most talented footballer in a team.



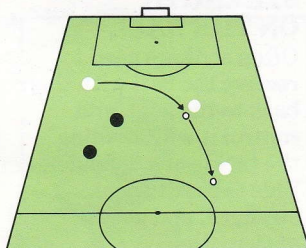
FITNESS

His role in both halves of the field means that a midfielder must be at least as fit as a long distance runner. He needs stamina in order to keep up with play at all times. He also has to be capable of the short bursts of speed necessary to outpace an opponent.



PASSING AND CONTROL

A midfielder needs to receive the ball and get it quickly under control, so that he can pass it to forwards in a more attacking position.



ANTICIPATION

A midfielder should be the thinker in the team. He needs to be able to 'read' a game, spotting possible moves and outcomes ahead of his opponents.

STAR PLAYER

A good example of a complete midfielder demonstrating all these skills is MICHEL PLATINI OF FRANCE. This accomplished and inventive player has been at the heart of the recent success of the French team. His creative play and goals helped France to win the European championship in 1984.





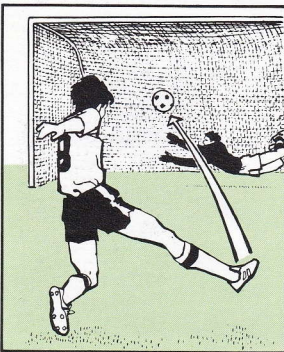
STRIKERS

The strikers (or centre-forwards as they used to be called) are the heroes of the game because it is their job to score goals. But life is not all glory for them as they operate in a very tough and demanding area of the field – the goalmouth. The particular skills they bring to the game are centred on the goal.

GOALSCORING

A striker needs versatility to score goals from long shots or short shots (stabs) near the goal. He needs adaptability to be able to shoot well from all angles.

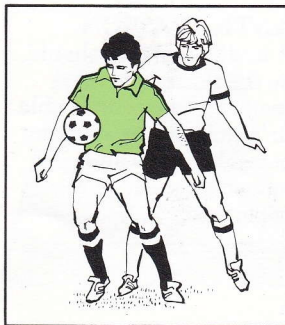
Whatever his strengths or weaknesses, a striker is judged on his ability to score goals regularly. If he can do this, he will be worth a great deal to his team. Good goal-scorers are bought by other clubs for very large sums of money.



Successful strikers tend to be the stars of a team. However, newspaper and TV coverage put a great deal of pressure on such players, and this media attention can affect their form.

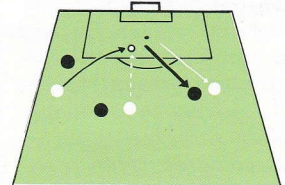
STRENGTH ON THE BALL

Often strikers need to receive the ball with their back to the goal, and control it while 'riding' the tackle of a defender. This takes courage, strength, and good anticipation.



SUPER SKILL

RUNNING OFF THE BALL



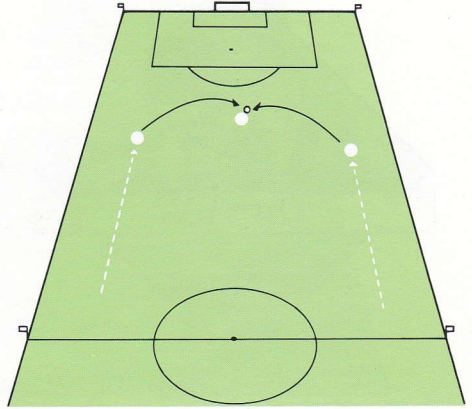
Running away from the goal, the striker takes his marker with him, so creating a gap for a teammate.

STAR PLAYER

KARL-HEINZ RUMMENIGGE is a dynamic, dribbling forward, but he made his name by his prolific goalscoring ability. He was seen at his best in the 1980 European Nations Cup won by West Germany.

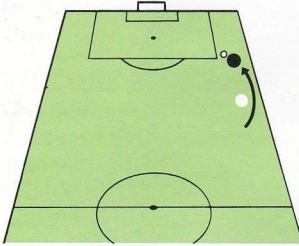
WINGERS

In the past, wingers were very important, taking the ball forward on the wing and crossing back into the centre for a forward to score. But their skills have been ignored in many modern defensive formations. For instance, ENGLAND won the World Cup in 1966 without any recognised wingers. In more recent times their unique skills have come to be appreciated again.



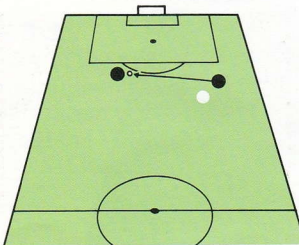
DRIBBLING

The winger was always the man who could beat opponents in a one-to-one situation.



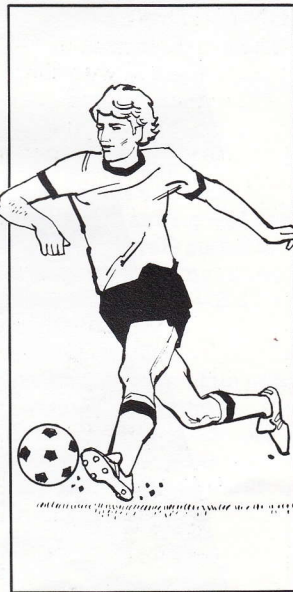
CROSSING

One of the main roles of a winger is to beat a full back and supply a cross for his team's forwards to convert into a goal.



ACCELERATION

A winger needs to be quick off the mark. It is the surge of speed over the first 10 yards that beats opposing full backs. Wingers therefore need to be at least as fit as sprinters.



SUPER SKILL

THE DRAG-BACK

As a defender comes in to tackle, the ball is dragged back by the sole of the boot. The defender misses the ball and the winger is free to move forward.

STAR PLAYER

NANDOR HIDEKGUTI OF HUNGARY was a superb creator of goals for his team, and also a goal scorer in his own right. Overall he scored 39 goals for Hungary.





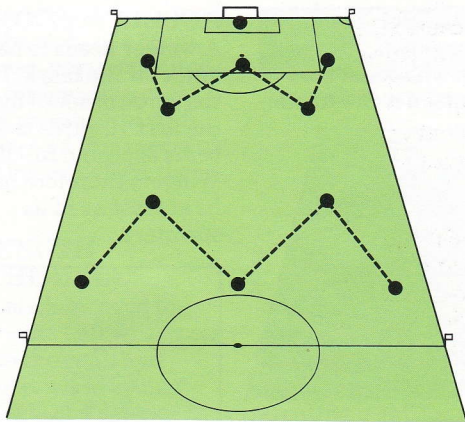
FORMATIONS

In the early days of soccer, teams did not really work out tactics. Each player would seize the opportunities that came his way and there was no overall plan. Gradually, people began to see that play would be much more effective if the members of a team worked together and played in a planned *formation*.

The idea of team tactics spread all over the world. Several distinctive formations were developed.

W-M

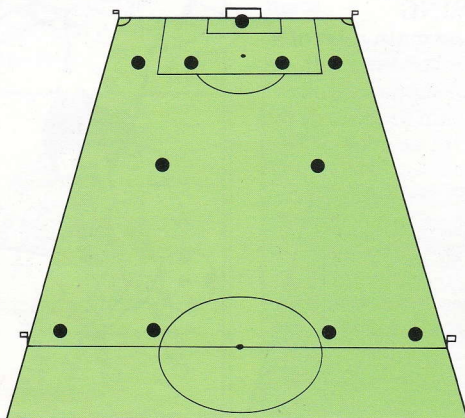
The W-M formation was developed by Herbert Chapman, manager of Arsenal in the 1930s. It was so called because of the pattern of the players as they lined up for the kick-off.



4-2-4

The 4-2-4 formation was invented by the Brazilians in 1958 and was the basis for their unprecedented run of success after that time.

The formation is called 4-2-4 because the players (excluding the goalkeeper) are counted in rows from the back. It increased defensive effectiveness because one wing half played in defence next to the centre half.



1-4-3-2

With the development of team tactics came the realisation that it is easier to defend than to attack. The result was the invention of the sweeper and the domination of some very defensive teams. A sweeper plays at the rear and picks up any attacks that get through the rest of the defence.

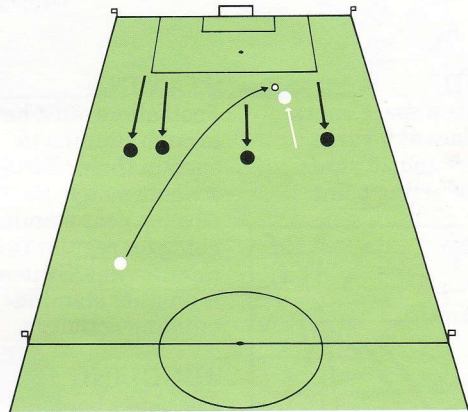
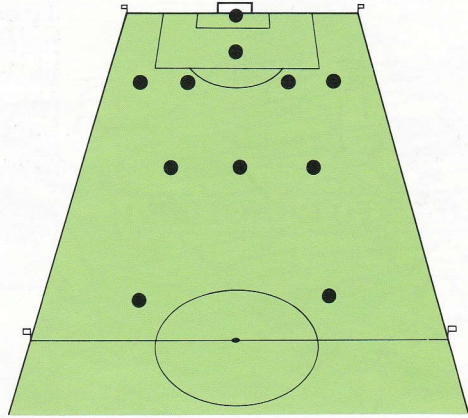
Typical of the defensive formations was the 1-4-3-2 system of Helenio Herrera of Inter Milan. Because this fielded 5 defenders and only 2 forwards it led to very defensive and unexciting football. Many European teams adopted this very stagnant and negative approach. Teams using such rigid formations initially did very well but their success did not last long.

THE OFF SIDE TRAP

One advantage of a very defensive formation is the ease with which the off side trap can be played. The defenders move forward quickly together, so that the attacking forward is left off side. They must be careful though. If the defenders move too late, the forward will have a clear run to goal.

4-3-3

One of the most famous examples of the 4-3-3 formation was the 1966 England World Cup team. Sir Alf Ramsey, the team

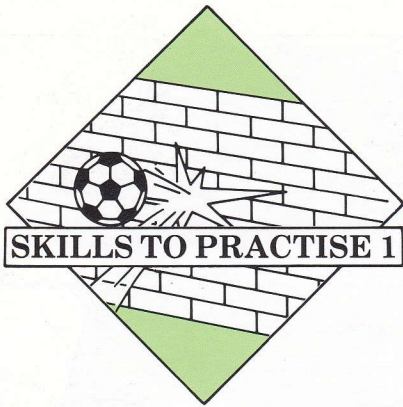


The off side trap

manager, decided to experiment with the formation, as he could not find any players suitable to play on the wing in the more traditional 4-2-4 formation. The experiment was a brilliant success. The new formation gave the forwards more space and they used it to good effect. England went on to win the World Cup.

A CONTROVERSIAL DECISION

In order to implement the 4-3-3 formation in 1966 Alf Ramsey the England manager was criticised for dropping the best and most popular goal ace – Jimmy Greaves. He would have been criticised even more if England had not gone on to win.



To be a good footballer, you need many different qualities. You have to be fit, to have stamina (staying power), and to develop a good range of skills. The exercises on these pages will help you to improve your fitness and your football skills.

SPEED

In an open space, mark out 3 lines at 5 yards, 10 yards and 20 yards from a starting point.

Start here _____
5 yards _____
10 yards _____
20 yards _____

The object is to run to the 5 yard line, touch the floor and return to the start. Without stopping, now run to the 10 yard line, touch the floor and return to the start, and the same with the 20 yard line. The whole routine should be repeated 10 times, with 1 minute intervals between attempts.

STAMINA

Footballers must have enough stamina to sustain their efforts over a whole match. So try to develop your stamina by going for regular twenty-minute runs. Swimming is another stamina-building activity.

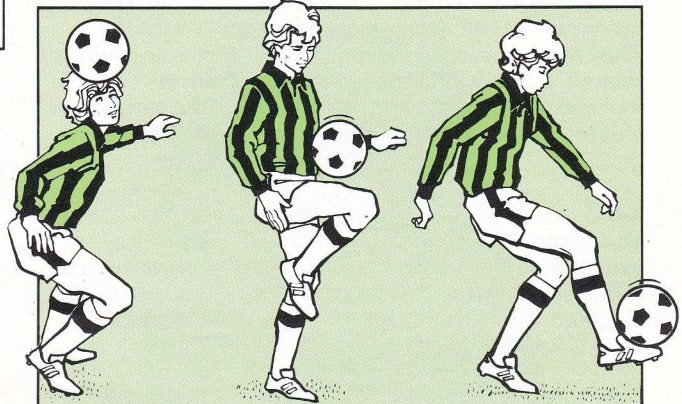
JUGGLING

The object here is to keep the ball in the air as long as possible. Ten to 20 touches is a good average.

THE RECORD

The world record for juggling with a football is held by MIKAEL PALMQUIST OF SWEDEN who juggled a ball for 12 hours 15 minutes non-stop at Zurich in 1983.

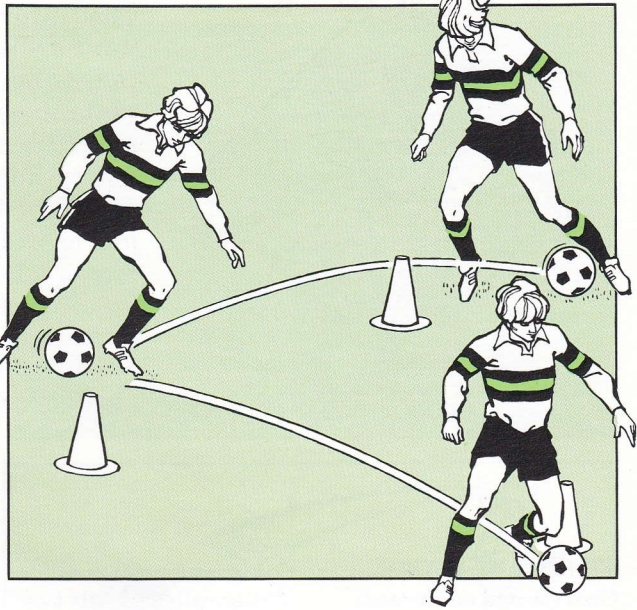
You can use the head, the knee or the feet



DRIBBLING

Set up a few markers (bricks or washing-up liquid containers would do) at 5 yard intervals. Weave in and out of the markers while keeping the ball near your feet at all times. This is an excellent way to develop good ball control.

As you improve, move the markers closer together, and try to increase your speed.



PASSING

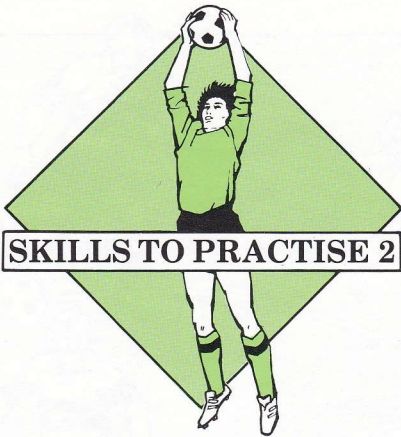
Most footballers (apart from the goalkeeper) have a 'best' foot – the one they prefer to use for kicking. However, it is necessary to be able to pass well with both feet. This activity should help to improve your passing ability.

Find a wall with some space in front.

Pass the ball with the inside of your right foot to the wall. When it returns, control it and pass with your left foot and so on.

When you improve, try passing the ball immediately it returns, without controlling it first.





The training activities on pages 22 and 23 can all be done individually. However sometimes it can be useful, and more fun, to practise with a friend. Some of the individual exercises already described are just as well done with two players. For instance, the juggling can be done by taking touches in turn.

The exercises on these pages should be done with a partner.

THE WALL GAME

Chalk a goal on the wall. The first player kicks the ball at the goal. When it returns, the other player does the same thing. Keep

this up as long as possible. You are allowed only two touches at a time. If you hit the goal you gain a point. If you touch the ball more than twice, your

opponent 'kicks off' to restart the game. The first player to reach 10 points wins the game.

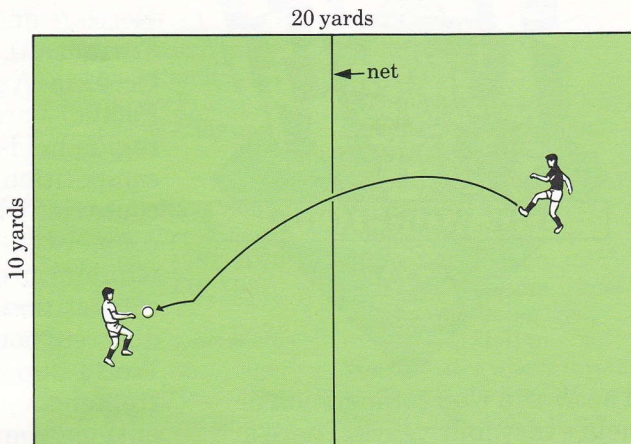


FOOTBALL TENNIS

You need a lot of skill to play this game.

Mark out a *pitch* like the one in the diagram. The net should be about 1–2 yards high.

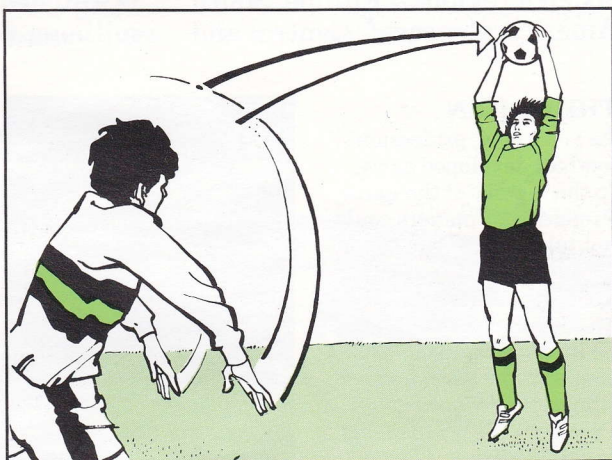
The object is to return the ball into your opponent's half. The ball should bounce once only on your side of the net. If it bounces twice, your opponent gets a point. You score a point each time you return the ball correctly. The first player to reach 10 points wins the game.



GOALKEEPERS

Goalkeeping is a specialised position, and a goalkeeper needs exercises to develop his particular skills.

The easiest way to practise catching and handling the ball is to have someone stand approximately 10 yards away and throw the ball at you.



SHOUT!

Another good goalkeeping exercise is to stand with your back to your partner. When he is about to take a shot at your goal he shouts. You must turn around as the ball is coming and try to save it. This is an excellent way to develop quick reactions.





North America and the Caribbean), Asia, Africa, and Oceania (Australasia and the Pacific) – and for two years each region holds a qualifying competition in which all the countries who want to be in the competition take part. The winners go on to the finals competition which is held in a different country each time. The World Cup generates a tremendous amount of enthusiasm and excitement and is watched on television by millions all over the world.

The World Cup competition is held every four years. There are six FIFA regions – Europe, South America, Concacaf (Central and

THE ORIGIN

As you know, professional football developed early in the history of the game. Professional players could not take part in the Olympic Games, which are for amateurs only. So professional football had no international competition, until Jules Rimet, the Honorary President of FIFA, decided to establish one.

The first World Cup competition was held in 1930 in Uruguay. It was very different from today's highly organised finals. Only 13 teams took part, and there had been no preliminary rounds. Some of the teams had only come because there was free hotel accommodation, and Romania took part simply because the King was a football fanatic! The first World Cup competition was won by Uruguay.

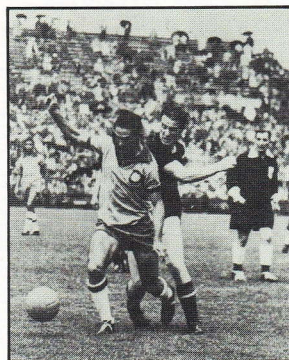


Uruguay players celebrating their victory

THE BATTLE OF BERNE

In 1954 the hot favourites to win were Hungary, the 'magical Magyars'. The pressure and competitiveness spilled over into violence in their quarter final with Brazil. The game deteriorated into an open brawl and English referee Arthur Ellis sent off three players.

The Hungarians went on to win 4–2, but they lost in the final to West Germany.



THE HOME COUNTRIES

Apart from England's World Cup win in 1966, the record of the home countries is quite poor. 1982 was the best year when Scotland, England and Northern Ireland were in the finals competition. Wales have only reached the finals once, in 1958.

WORLD CUP OBSERVED

⚽ In 1969 El Salvador beat Honduras 3–2 in a qualifying match, and tempers were heated enough to cause a three day war between the two countries.

⚽ The 1950 World Cup was the only one decided not by a final, but on a league basis.

⚽ The only team to have played in all of the 12 World Cup competitions is Brazil.

⚽ The fastest goal in a World Cup match was scored by Bryan Robson for England v France in 1982. It came after just 27 seconds.

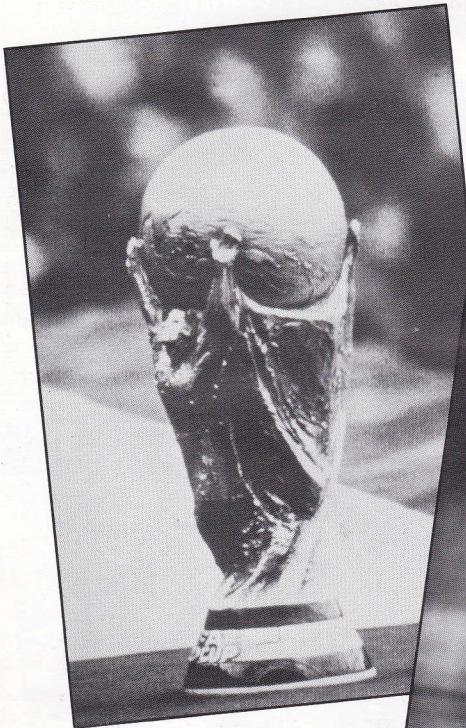
⚽ Two clubs have won the World Cup three times:
BRAZIL 1958, 1962, 1970
ITALY 1934, 1938, 1982

⚽ Playing *at home* seems to be a great advantage. The following teams have won in their own country:
URUGUAY 1930
ITALY 1934
ENGLAND 1966

WEST GERMANY 1974
ARGENTINA 1978

⚽ The original trophy was named after Jules Rimet. In 1970, Brazil won this cup outright. Since 1974 a trophy known as the FIFA Cup has been used.

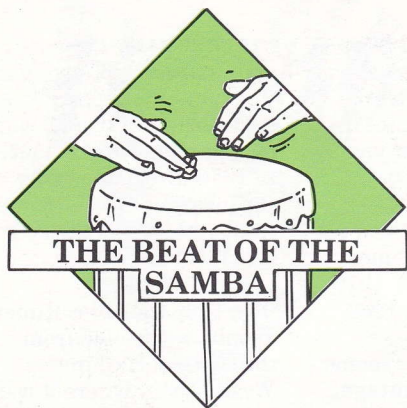
⚽ In 1966 the Jules Rimet Trophy was stolen from the Central Hall in Westminster where it was being exhibited before the World Cup Finals. It was found just in time for the competition, by a mongrel dog called Pickles.



The FIFA Cup



The Jules Rimet Cup



BRAZIL

Of all the nations who have played in the World Cup Finals over the years, none has excited the imagination or thrilled the spectators more than Brazil. Their record of achievement in the World Cup is second to none. In 1970 they won the Jules Rimet Trophy outright for being the first country to win 3 finals.

THE WAY TO THE TOP

Football is played everywhere in Brazil – from the beaches of Copocabana to the poorest shanty town – and many of the greatest stars started by playing barefoot in the local street games. From these games, they progressed to local junior clubs and then on to stardom when their talent was spotted by a scout from a major club.

BRAZILIAN STYLE

There are various reasons why Brazil attracts so much world-wide attention. Their regular appearance in the final rounds of the World Cup is one. Their fans – good-humoured, wildly enthusiastic and musical – are another. But the main attraction of the Brazilian team is their style of play. Their

commitment to attacking and exciting football, their blend of individual skills and team performances, all contribute to producing unforgettable goals and matches.

PELE

When people think of the Brazilian football, one name springs to mind more than any other –

Pele. His real name is Edson Arantes do Nascimento, and it is easy to see why he is known by his shorter nickname!

He was probably the most complete and accomplished player of all time, who embodied all the skills of the game to a high degree – speed, athleticism, ball control, scoring, heading – to name but a few!





The 1970 Brazil World Cup team

PLAYERS

Brazilian players who have become household names are:

DIDI (1954, 1958, 1962) A goalscoring inside forward, famous for his bending free kicks.

VAVÁ (1958, 1962) A speedy centre forward.

GARRINCHA (1958, 1962, 1966) 'The little bird' – a dazzling and individualistic winger who could bewilder full backs.

RIVELINO (1970, 1974, 1978) A left-footed midfield master, who had superb ball control and a stinging shot.

The tradition is maintained in the present day by **ZICO** and **SOCRATES**, two accomplished and stylish midfield players who made such an exciting contribution to the 1982 World Cup series.

FOR THE RECORD

Brazil have appeared in all 12 World Cup Finals, and have won outright three times. The years in which they have achieved a place in the records are:

1938	THIRD
1950	SECOND
1954	QUARTER FINALS
1958	WINNERS
1962	WINNERS
1970	WINNERS
1974	FOURTH
1978	THIRD
1982	THIRD



MANAGERS

Some of the men who have guided Brazil to fame:

VINCENTE FEOLA 1958,
1966

MARIO ZAGALO 1970
TELE SANTANA 1982

MAJOR CLUBS

BOTAFOGO
VASCO DA GAMA
FLAMENGO
FLUMINENSE
SANTOS
SÃO PAULO



Nobody will ever see the team of the world's greatest players playing together. If you were a manager and could choose whoever you wanted, how would you pick your best World XI?

Look at the players listed here. (If they have not been mentioned before in this book, brief notes about them are given.) Try to pick players whose skills complement each other, so they can play together as an effective team. Indicate your choice by writing their names in your own formation opposite.

GOALKEEPERS

LEV YASHIN (USSR) An acrobatic and courageous player.

GORDON BANKS (ENGLAND) A complete goalkeeper. Renowned for the miraculous save he made of Pele's header for Brazil in the 1970 World Cup.

DINO ZOFF (ITALY) A dependable all-rounder. He captained Italy in the 1982 World Cup.

PETER SHILTON (ENGLAND)
RAY CLEMENCE (ENGLAND) A safe and reliable goalkeeper, with an excellent sense of positioning.

FULL BACKS

DJALMA SANTOS (BRAZIL) Solid and quick in the tackle.

KARL-HEINZ

SCHNELLINGER (WEST GERMANY) An attack-minded full back. Strong in the tackle.

ALF RAMSEY (ENGLAND) A tactically-minded full

back. Later went on to be manager of the England side that won the World Cup in 1966.

PAUL BREITNER (WEST GERMANY)
GIACINTO FACCHETTI (ITALY)

CENTRAL DEFENDERS

BOBBY MOORE (ENGLAND) A team player with good anticipation and covering.

FRANZ BECKENBAUER (WEST GERMANY)

ANTONIO RATTIN (ARGENTINA) An artistic and ruthless defender, with a volatile temper.

WILLI SCHULTZ (WEST GERMANY) A strong and reliable defender.

MIDFIELD PLAYERS

JOHANN NEESKENS (HOLLAND) A complete player with the ability to 'read' a game well.

MICHEL PLATINI (FRANCE)
LIAM BRADY (REPUBLIC OF

IRELAND) A stylish and creative player. He is noted for his remarkable passing ability.

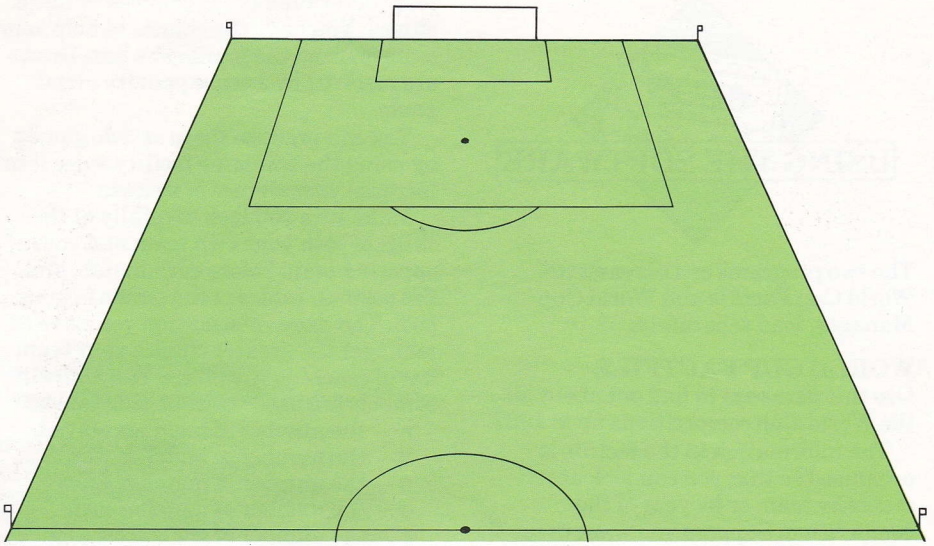
OSVALDO ARDILES (ARGENTINA) He has been the midfield mastermind for the Argentine in the 1978 World Cup, and more recently for Tottenham Hotspur.

GUNTHER NETZER (WEST GERMANY) A classical and stylish creative midfield player.

DUNCAN EDWARDS (ENGLAND) A powerful and effective right half, whose career was tragically ended by the Munich air disaster in which several of the Manchester United team of 1958 were killed.

ROBERTO RIVELINO (BRAZIL)

BRYAN ROBSON (ENGLAND) A brave and attacking player with a talent for scoring important goals.



STRIKERS

PELE (BRAZIL)

TOMMY LAWTON (ENGLAND)

PAOLO ROSSI (ITALY)

MARIO KEMPES

(ARGENTINA) A quick-moving player with a real goal-scoring flair. His goals were the basis of the World Cup win for Argentina in 1978.

GERD MÜLLER (WEST

GERMANY) A strong and mobile forward, who scored many memorable goals for his country, including one which ended England's hopes in the 1970 World Cup.

FERENC PUSKAS

(HUNGARY) A player of incredible ball control. He was the architect of the famous defeats of England in the 1950s.

DIEGO MARADONNA

(ARGENTINA) An immensely strong and talented player, with an electrifying burst of speed.

JIMMY GREAVES

(ENGLAND) A speedy centre forward with a telepathic ability to create goals from nothing. EUSEBIO (PORTUGAL) A fast moving player with a devastating shot. At his best when he led Portugal to the semi-finals of the 1966 World Cup.

JOHAN CRUYFF (HOLLAND)

JOHN ROBERTSON (SCOTLAND) A magical dribbler, and one of the best crossers of a ball in the game. He scored the winning goal in one of Nottingham Forest's European Cup wins in 1981.

WINGERS

STANLEY MATTHEWS (ENGLAND)

KARL-HEINZ RUMENIGGE

(WEST GERMANY)

GEORGE BEST (NORTHERN

IRELAND)

NANDOR HIDEKGUTI

(HUNGARY)

MANOEL GARRINCHA

(BRAZIL)

BOBBY CHARLTON

(ENGLAND) He was particularly noted for his passing and shooting ability. He converted from a winger to be a deep lying centre forward in England's successful World Cup in 1966.

THE TEAM

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11



USING THE SOFTWARE

The two programs on this cassette, World Cup Factfile and World Cup Manager, load separately.

WORLD CUP FACTFILE

Use this database to find out about all the World Cup competitions up to 1982.

The information in the factfile is organised so that you can look at it either by team or by year of the competition. Suppose you want to see the teams which took part in the 1954 World Cup. First choose **COMPETITIONS** and then 1954. Which part of this competition are you interested in: competing teams, pool 4 or the final? Make your choice.

You might want to see the years England played in the World Cup, for example. Choose **TEAMS** and then England. Now choose the year in which you are interested – 1966? See how England fared in that year. You can print out results of any year by using the **PRINTER** choice. In the quiz option you have 11 questions to answer in a given time. The time you are given and the questions you must answer are determined by the level of difficulty you choose.

WORLD CUP MANAGER

Choose your ideal team and manage them through the World Cup!

Your squad takes part in the competition and each match is played off in two parts. In the first half a computer evaluation compares your team with your opponents. Factors such as the host country, injuries and the relative skills of each team are all taken into account. The second part of the match is determined by your performance in some exciting and fast football arcade games. The skill with which you choose your

team determines your chances in these games. You have the chance to help your team on from the manager's box. Draws are resolved by a tense penalty arcade game.

You can practise these arcade games by using the **WARM-UP** facility – use it to increase your chance of success.

Make sure you look carefully at the skills of both your own team and your opposing team before each match, and the position tables of the teams in your pool. The more information you have as manager the greater chance your team has of reaching the finals. The following symbols are used with the pool tables:

- P – the number of matches played
- w – the number of matches won
- D – the number of matches drawn
- L – the number of matches lost
- F – the number of goals scores for
- A – the number of goals scored against

KEY PRESSES

Arcade games: z left x right
You can also use your joystick.

SPECTRUM

Press **CAPS SHIFT** and **A** simultaneously to return to the main selection screen at any time.
Press **o** to switch the sound off and on.
Press **z** to change the direction of the scroll.
Press **x** to speed up the scroll.
Press **B** to step back through the pool and position tables.

COMMODORE 64

Press **SHIFT** and **RESTORE** simultaneously to return to the main selection screen at any time.
Press the **SPACE BAR** for a rapid search of a team or year.
Press **B** to step back through the pool and position tables.
Press **CTRL** to switch music on/off.

AMSTRAD CPC 464/664

Press **CTRL** and **TAB** simultaneously to return to the main selection screen at any time.
Press the **SPACE BAR** for a rapid search of a team or year.
Press **B** to step back through the pool and position tables.

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PHOTOGRAPHS

BBC Hulton Picture Library: 2

Keystone Press Agency: 19, 26L, 26R, 28R

The Mansell Collection: 3T

Rex Features: 13

Sporting Pictures: 3B, 8, 11, 12, 15, 16, 17,
27L, 27R, 28L, 29



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Book, software and pack

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Welcome to the all-action world of international soccer! Whether you play, watch or just talk about the game, this unique software and book pack gives you the professional 'edge' to make your enjoyment and knowledge of the game grow.

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