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Identities and Output(s) of game(s) in Globalization:

A Semiotic and Cognitive Approach to Professional Football: Proposals for Educational and Training Tracks

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Abstract. Since the Bosman judgment in 1995, the football landscape has undergone profound changes in its financial, media and cultural dimensions, and the composition of teams has been greatly altered by increased mobility, football clubs now being banned from imposing quotas linked to nationality. This paper will tackle the problem of what is today part of the construction of the identity of a football club through the study of the characteristics of the game itself. In a cognitive and more precisely semiotic approach, we will try to analyze the football game by showing how, during the game, the players develop a perceptual judgment leading to the decision-making (the pass or move). Taking the player's culture, his personal history, his learning, and his own game logic as the key-elements that organize and co-build the game action, we will describe the progress of different game situations to reveal what we will define as the "cognitive-type" of the player (Melhli [1], 2011). We will also address the issue of the construction of the identity of a football team trying to understand how a team develops a game based on a "common framework" - the relationship between the individuals who make up the collective strategy with their coach as the guarantor. These observations will eventually lead us to propose the possible emergence of a new organizational form of the game that can be modeled on a unified production pattern. To answer these questions, we will analyze the game in a team like FC Barcelona - showing a game background firmly rooted, efficient and recognized for its excellence - which will lead us to make educational and training proposals.

Introduction

Different periods preceded the internationalization of mobility we are currently witnessing among sportsmen, however the Bosman judgement is considered as having helped to strengthen geographical flows and as having fully brought the world of sports, in general, and professional football, in particular, into globalization. Since that decision, it is now impossible for football clubs to use quotas linked to nationality as it is considered contrary to Article 48 of the Rome Treaty: the free circulation of workers between EU member states. The Bosman "revolution", coupled with the arrival of billionaires at the head of the major European football clubs - like Abrahamovich in Chelsea, the Qatari in Manchester City, the Qatar Foundation and Paris Saint-Germain, or the Glazer family with Manchester United - has considerably changed the European football landscape

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[1] Melhli N.,"The space between football players as a legible and communicative sign of the cognitive type of the player", PHD, Bordeaux II University under the direction of Professor André Menaut, 2011.

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and has led to increased mobility and displacement related, in some cases, to skyrocketing numbers of player transfers. The consequences induced by increased mobility in the world of professional football are most commonly considered either by the people, in the current domain (press or traditional media), in the specialized media, or by researchers (Boniface[2], 2002) from an economic, financial or media point of view. It should be noted that the few studies considering migration issues in relation to aspects of identity (identities of football clubs or identities of players) most commonly question the balance between national identity and global diversity. However, these studies do not take into account the technical, tactical and strategic aspects of the football game. Using the example of FC Barcelona, we will look at what is today part of the construction of the identity of a football club through the study of the characteristics of the game itself, in both its individual and collective aspects, "as a shifting, complex and heterogeneous reality" (Melhli, 2011) aimed at "solving in action, and simultaneously many unanticipated problems in order of their appearance, their frequency and complexity" (Melhli[3], 2011). In dealing with the evolution of the football game of FC Barcelona we will examine, at a micro level, any change in the internal logic of the game and the possible emergence, at a macro level, of "homogenized" identities.

We will study the consequences that the migration of professional football players has brought to the game. Thus, a cognitive science approach with a particular semiotic angle offers the most relevant lens through which to understand the style of play of the teams.

1. Elements of contextualization

1.1 Codification of the game and research field

Football has remained practically as it was codified in the 1880s. It should be noted that the rules developed and established by the IFAB (International Football Association Board) evolved and changed only four times (twice for the offside rule number eleven, the time of 7" for the goalkeeper and about the double sanction for the last defender sanctioned) ! The basic and immutable rules of the sport, for which the IFAB is "the guardian of the temple," are key elements that partially explain football's success. Football is thus both closed in upon itself by its conservative institutions but also open to the world with its universal practice. Research on training--physical, athletic or psychological--has long been limited only to national federations. In addition, football is most commonly played by people from disadvantaged backgrounds, contrary to rugby or volleyball. Despite its widespread popularity, research on football - on professional football, especially – has been quite late in coming in the social sciences (Bourdieu[4], 1984; Bromberger [5], 1995). In the 1990s, the analysis models borrow from Pierre Bourdieu to show the characteristics of professional football as a social and institutional process in its national dimensions and specificities. More specific ethnological approaches focus on identity conflicts in clubs and also on the construction of the field of professional football using economic, cultural and political data.

1.2 The structuring of international migration in football

The structuring of the international migration of professional footballers must be considered in a complex and dynamic way in relationship with various factors. Obviously, the differences in wealth between football-playing regions play a key role in structuring the migration of professional footballers. However, one shall notice after Meyer and Poli (Meyer [6], 2001; Poli [7], 2004) that the

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[2] Boniface P., "La terre est ronde comme un ballon", *Géopolitique du football,* Paris, Seuil, 2002.

[3] Ibiden. p. 30.

[4] P. Bourdieu, Les enjeux du football, *Actes de la recherche en sciences sociales n°103,* 1984.

[5] C. Bromberger, Le style de l'équipe comme affirmation d'une identité imaginaire, *Terrain* n°25, 1995. J.B Meyer, Network Approach versus Brain Drain: Lessons from the Diaspora, *International Migration,* Volume 39, Issue 5, pages 91–110, Special Issue 2001.

[6] Meyer J.B. (1995), Network Approach versus Brain Drain: Lessons from the Diaspora, *International Migration,* Volume 39, Issue 5, pages 91–110, Special Issue 2001.

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migration of professional football players must be considered not only in relation to economic factors, but rather as the result of the characteristics of networks dependent on specific historical, geographical and linguistic factors that influence and give shape to the global migration of athletes. In this context, it is important to emphasize the role of individuals such as agents since the interest of the agents is to perform a maximum of movements as they are paid on a percentage of transfers. Relationship aspects, constantly reconfigured and developed, therefore hold paramount importance. Very recently, in parallel to regular migration channels participating in the geographical flow migration, trajectories have become more complex and now players' paths tend, in some cases, to be "transnationalized". The recent example of Newcastle is symptomatic of this fact since ten French players signed to this first league club and this led to many reactions (such as, among others, a dispute regarding the choice of languages to be used to communicate in the changing rooms between the coach and the players).

1.3 Trends observed: a new record high in Europe

Countries whose clubs do not have the financial resources to buy these top players instead train their own players "in house"; that is, within the European clubs. France was considered the top training country first forming country of Europe in 1998. Since then, Spain has taken the lead as the top training country thanks to greater visibility due to its flagship club, F.C. Barcelona. France and Spain train players by culture given their associative system. Brazil remains the top player-exporting country followed by France, whose expatriates represent the second most represented origin. It's mean that most of European top teams need to buy players from Brazil, France and Spain.

When we consult the figures published by the CIES[8] it should be noted that from 1995 to 2005 the number of foreign players increased from 463 to 998. It is Europe that, back then, exported the largest number of players who were, and this is an important feature, trained outside Europe. The latest figures published by the CIES in 2013 shows that expatriate presence has reached a new record high in Europe. At the same time, it should be noted that club-trained players are on the decrease; *i.e,* "The rise in the relative presence of expatriates goes hand in hand with the shrinking of that of club-trained footballers [9]." 50% of expatriate players are less than 22 years old.
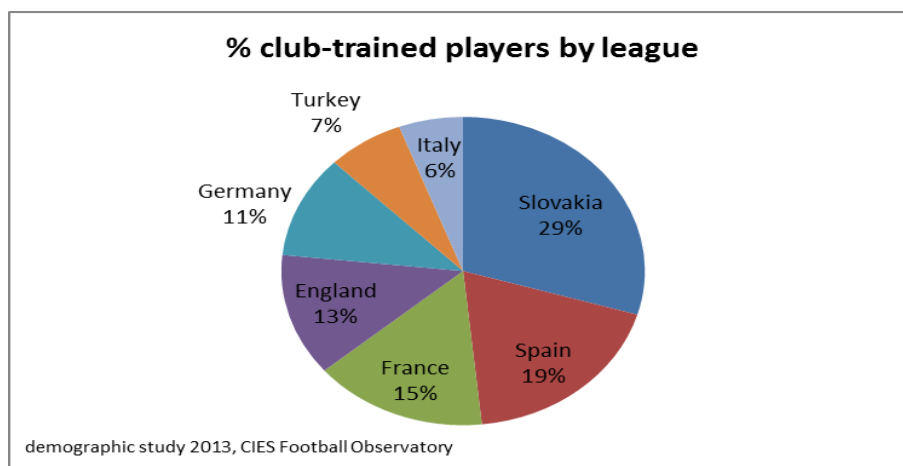

The percentage of club-trained players reached a record low of 21.1% in Europe in 2013 and top level teams are made up of a lower percentage of club-trained footballers than lower level leagues. The choice to focus on training or not, depends on the federal policies of different nations. Indeed,

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[7] Poli R., Europe through the prism of football (soccer). New borders of movement and a redefinition of the nation, *Cybergeo: European Journal of Geography* [Online] http://cybergeo.revues.org/2802.
[8] The CIES Football observatory is based in Neuchatel, Switzerland and was set up in 2005 under the name of the Professional Football Players Observatory (PFPO).
[9] Ibiden. CIES, (2005).

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some federations emphasize training and develop modern training centers (e.g., France and Spain), while others leave the initiative to the huge financial resources of clubs that can thereby recruit worldwide for internationally recognized players. Turkey is one of the countries that trains the fewest players in Europe, with 9.3%. The least club-trained players are forwards and center backs and the clubs recruit them as a priority.

demographic study 2013, CIES Football Observatory
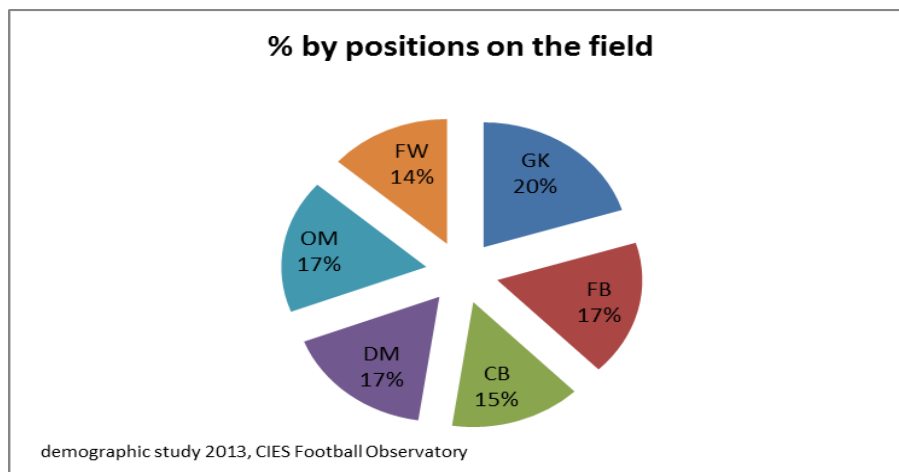
Regarding the situation, several questions arise. Do the expatriates (i.e., the immigrants) hold another representation, another vision of the game that enriches all the players from their club, or do they adapt and merge into an already established "mold"? It is appropriate, in these conditions, to wonder how a football club can keep its identity and its culture.

2. How is the paradigm of globalization changing the style of play of a team from a common reference framework of the game?

Football opens itself, as a privileged field, to the interpretations of technical gestures or to the actions of the game. This sport is popular probably because it has the ability to convey a message of which viewers take ownership. It is this "discussability" which gives football its verbal translation, as if trying to replay the game knowing that we can repeat it given the "infinite" character of the matches.

2.1 A semiotic approach to the game - football: a study of the cognitive-type of the players

2.1.1 Semiotics as a field of research

In the context of globalization and geographical flows, we believe that the professional football player is able to understand and interpret an environment with new meanings, such as the integration into a new team with a new foreign language and different culture, for example. In this case, how can a player know the intentionality of a teammate and whether it will lead to cooperation toward the goal of action on the field? He is facing a new and unknown environment, having to solve ongoing and perhaps permanent problems throughout the workouts and the football matches. Collective sports obey rules of cooperation and opposition. In fact, confrontations take place within systems that manage order or disorder due to situations of balance or imbalance produced by the constant reversibility attacks and defenses. In agreement with Menaut [10] (1998), we think that "the strategy of opposition is combined with the strategy of communication where the notions of exchange, information and regulation show a second aspect of the non-deterministic nature of the action. Only a code controlled by all players allows the exchange and understanding of the messages, so as to know the partner players' plans". Let's look at the phenomena of perceptual semiosis to try to understand how the player interprets a given game situation. For this we will look at the notion of "cognitive type" of Umberto Eco because, like Menaut, we believe that the tactical

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[10] Menaut, André (1998). Le réel et le possible dans la pensée tactique. Bordeaux : P.U.B.

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development by the player is a reconstruction then a highlighting of tactical action schemes.

As a researcher and a coach, what interests us is to understand the interpretation the players have of the game. Thus, in the course of our inquiry about the mobility of professional football players, we want to know if the game is influenced by the cultures, languages, codes, and experiences of these players.

2.1.2 The cognitive type

To continue our discussion, we have to define the following terms: semiotics, cognitive type, and nuclear content. Semiotics is the ability to represent things and give them meaning. It deciphers the signs. Words, sounds, colors, images are signs whose meaning emerges from a range of interpretations. What kind cognitive Eco [11] has defined is not quite the same as what Kant called a schema. Current science speaks of stored paradigms, or of files stored together, of the gathering of stocked models. In fact, the cognitive type is a process, a rule for constructing the image of what is seen or thought.

According to Eco the cognitive type has a "multimedia" character. Always for Eco it is the phenomenon of recognition itself that impels us to speak of a precise type, as a parameter allowing one to compare different occurrences. Its usefulness is in the recognition and identification. Eco calls *nuclear contents* all the interpretants. He prefers that term rather than *signifie, Nuclear.* The latter refers to a mental experiment.

To summarize, the cognitive type is private while the nuclear content is public. The cognitive type refers to the phenomenon of perceptual semiosis whereas the nuclear content refers to the phenomenon of communicative agreement. A cognitive type is not necessarily born of a perceptual experience. It can be transmitted culturally, as the nuclear content, and lead to a successful future perceptual experience. A nuclear content can be expressed by words, gestures, pictures or diagrams.

2.2 The game background, a common understanding of game situations with a common collective goal?

For decision-making, such as choosing to make a pass, a player internalizes instructions in order to recognize a precise game situation that includes teammates, opponents, the ball, the different distances and risks of any proposed action, and the time remaining to play. We feed ourselves information according to the occurrences related to our perception. They can be morphological or behavioral. What to do when one plays football ? Should one be guided by expertise, by intuition, or by *the dictates of the game*, to use a term dear to Menaut? Several studies have focused on the internal analysis of the game and its rules of production. Standards were identified as being part of an internal logic. The multiple interactions between players of the same team and opponents increase the difficulties of the game. They require an ability to read the same language, even an anticipation of the actions of fellow players. This is confirmed by Menaut [12] : "Only a code mastered by all players allows the exchange and understanding of the messages, so to know the partner players' intentions."

If we talk about code, we can think of nuclear content as signs which are conveyed becoming public, that is to say, understandable by all. From a tactical point of view, it seems normal that all players of the same team adopt the same language to practice their principles of the game.

According to Chappuis [13]. "The style of play is more than know-how. It is also a know how to be. It is a culture with a language of its own, a legacy." The researcher was also interested in defining the personality of a football team that for him is "the result of a cognitive interaction, emotional and cultural cooperation between the players and coaches who make up this group."

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[11] Umberto Eco. (1999). Kant et l'ornithorynque. Édition Grasset, Paris. p.134.
[12] Ibidem (1998).
[13] Chappuis, Raymond. (1962). L'équipe sportive. Edition P.U.F. Paris.

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In football vocabulary, one speaks of *background play* when a team has a particular way of playing; a certain homogeneity symbolized by automation-- a personality so to speak. For Stupar [14], the game background is defined as "forms the observer gives to trajectories of the ball, players running, movements, combinations ... If through these surface manifestations, the observer perceives the existence of what is called "background", it is then necessary to imagine a hidden structure both generating these forms and necessary for the development of their contours."

What if this hidden structure was the expression of the cognitive type of all the players of a team that would consequently generate these forms?

The game background is, at the same time, the meaning that the players give to their game strategies through their cognitive type, and a common and consistent way to express it (nuclear content).

It is clear that the perceptual judgments, then the transition to the motor action as the result of decision-making, are determined by a structure consisting of a common reference framework.

As noted previously, the game background induces an internal logic game for all players of the same team. We agree with Deleplace when he announces that, "ultimately the operating performance is primarily personal thanks to its experience and its effort of transforming reality". His definition of the common reference framework is as follows: "It is a coherent mental representation of the totality of the internal logic of the game. It is a true systematic of the tactical decisions at play." [15]

Always in line with our thinking, we can wonder, and thereby infer that if players have a common understanding of the game it is because there is a collective response to a precise game situation.

Now we still have to know the direction that the players give to their response. What is the part of the creativity of the player and what is the degree of freedom available to them? Once posed the problem of decision making in a game situation, how is all the information processing organized ? Moreover, Menaut considers "the game as a living form that is to say a dynamic system in instable balance[16]. Menaut adds that "the football system is a subsystem of the global society, submitted in the same way to the socio-cultural evolution expressing increased structural and fonctional complexity"[17].

Each game has its own internal logic. It is defined by the rules that structure the game first, then motor codes (moves, calls), verbal codes.

There are sub-systems within a team and also in relation to the opposing team. They are formed by sets of players according to their position of evolution, their position on the field, the game combinations or again according to the affinities between players.

3. The elements of the game: analysis of the offensive play of professional first French league

By placing us as a coach or a didactician, we need to observe and analyze the game and take into account all the parameters that constitute the game, such as the movements of the partners, of the ball carrier, of his opponents; by considering the rules of the game we need to integrate the roles of every player in different spaces. After Vandevelde, we think "this is a necessary requirement to anticipation. Therefore, we must, from a frame of reference, structure the player connections with

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[14] Stupar, Pierro sous la direction du professeur Menaut. 1997. Une approche du football à travers la notion de fond(s) de jeu. Mémoire de D.E.A**,** Faculté des Sciences du Sport et de l'Education Physique, Université de Bordeaux II. 1997.

[15] Deleplace, René. (1979). Rugby de mouvement, rugby total. Edition EPS. p. 21.

[16] Menaut, André. (1991). Méthodologie et pédagogie des sports collectifs, actes de la journée d'études du 15 avril 1991, organisée par la faculté des sciences du sport et de l'éducation physique, textes réunis par André Menaut. p.53.

[17] Menaut, André. (1994).Technique et créativité dans les jeux sportifs. , III ème journée d'étude du 24-25 octobre1994 à Biarritz, organisée par la faculté des sciences du sport et de l'éducation physique, textes réunis par André Menaut. p.113.

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space and time*"* [18]. To understand and analyze the game, we will focus on the importance of intervals between players characterizing some creativity and quality of game formalized and observed by passes. Our study took into account various parameters such as the time it takes players to give them the ball (we'll call it crisis time or time pressure) and space (the position of the ball and the player with respect to the goal). We have studied the activity of football player expert in offensive attack in matches of first league competition (2008/ 2009).

3.1 The elements of the game from the point of view of coaches

A qualitative analysis was performed with renowned coaches to better understand the issues related to the creativity of the game. To define the game (Melhli, 2011), Christian Gourcuff (professional football coach), argues that "the whole game actually means creating spaces and how to use them, using spaces in the circulation of the ball. Another expert, Arsène Wenger, has stressed that the reading ability to interpret signals during the play is very important. It is beneficial for our research to indicate that semiotic aspects to support and identify the components of the game. Moreover, Arsene Wenger adds that "in the entire distance, there is also the interpretation by taking into account its own technical potential. This eliminates a lot of solutions*"*. Michel Platini had a vision of the extraordinary long game. He managed to turn red lights to green lights in his vision of the game and with his technical capacity. In fact, the richness of the game lies in providing the greatest possible number of green lights to a player who is in a playing situation, that is to say, the player who is in possession of the ball.

For coaches to get players from different backgrounds to play together is not always obvious. Jean Louis Garcia, states that "in front of each game system we have individual responses to the player and collective according to our organization. That means we do not change our organization to adapt to the opponent but our organization gives answers to hinder the opponent operation. This is important and that is the development of tactical culture of player."
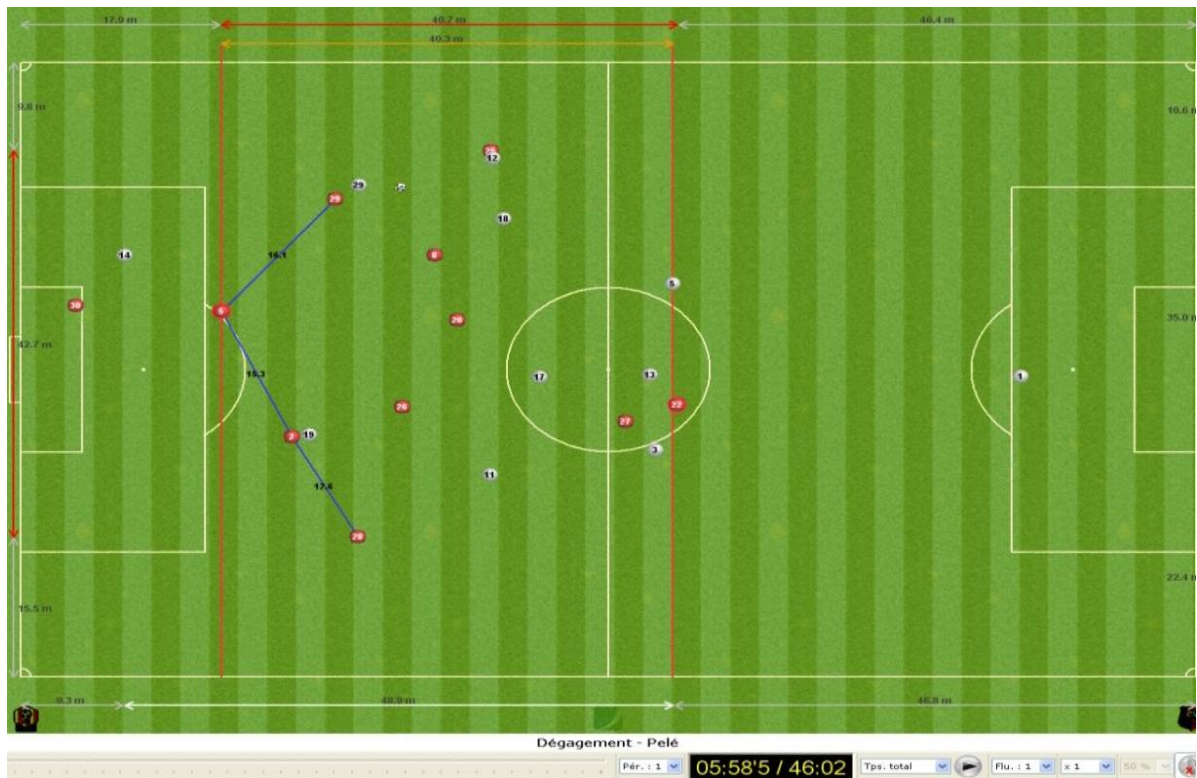
Anticipation, according to Suaudeau (a professional football coach) remains fundamental to create the game. The other quality is "the ability people have to adapt to the movement." For him, "the essence of the game, it's still the movement of partners compared to opponents". "We see that collective aspect goes before the individual contribution". For Christian Gourcuff "Creativity is not just individual but the aim of the game is just that there is a collective creation and there, it takes another dimension because when several players of a team imagined at the same time the same situation in the call, the transmission, and the sequence of the action, you get close the essence of collective game."

3.2. Analysis of the French league matches 1

We chose to perform our quantitative analysis with AMISCO software to perform our data collections. AMISCO the software is a computer tool that dissects the game actions for team sports. This computer analysis program records all the movements of the players and the ball with eight cameras set on the ground. Nothing escapes their scans as 100% of the land is filmed continuously at a rate of 25 frames per second. The Amisco system is based on the "tracking" technology.

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[18] Ibiden, (Melhli, 2011).

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Illustration: a field with all the measurement parameters

Case study: Le Mans F.C

All the data collected were transcribed in a table suitable for statistical analysis. Below there is an example of data collection for an item, an action game (a shot):

We measured the intervals between the players who gave the ball with those who received it, the distance to the goal, the crisis time (time pressure) and the time remaining to play and finally the distance between the most aggressive players in the aim or shoot.

| remaining								meter	meter	meter
game	**LE MANS**	**NICE**	**N°**	**Players**	**Time of pass**	**T CRISIS**	**D goal**	**distance Player**	**Team bloc**	**Team bloc**
01:30:00	score	score	**Players**		mn/sec/dix		**meter**	Ball given	Field width	Field lenght
00:56:30	0	0	regaining	P - 3 r	33:29,5		57,4			
00:56:29	0	0	23	P - 3 g	33:31,0	00:01,5	57,4	21,1		
00:56:26	0	0	21	P - 2 r	33:33,9		41,2			
00:56:23	0	0	21	P - 2 g	33:36,8	00:02,9	34,5	16,2		
00:56:21	0	0	6	P - 1 r	33:38,7		18,7			
00:56:20	0	0	6	P - 1 g	33:39,9	00:01,2	19,1	28,4		
00:56:17	0	0	17	P	33:42,5		24			
00:56:13	0	0	17	P- shot	33:47,2		18,3		16,2	47,8

In total we studied and analyzed 19 league matches at Le Mans FC 1. This allowed us to have a total of 135 items to be analyzed (135 actual game actions, including 38 goals and 97 shots).

Our statistical analysis gave us the following results:

Length: significant test: "The actions leading to a goal are wider than those leading to a shooting aimlessly." When the most offensive players are wide apart, the action is more likely to lead to a goal.

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Width: significant test: "The actions leading to a goal are longer than those that lead to a shooting aimlessly." When the most offensive player is farthest from its more defensive partner, the action is more likely to achieve a goal.

Synthesis for shots:
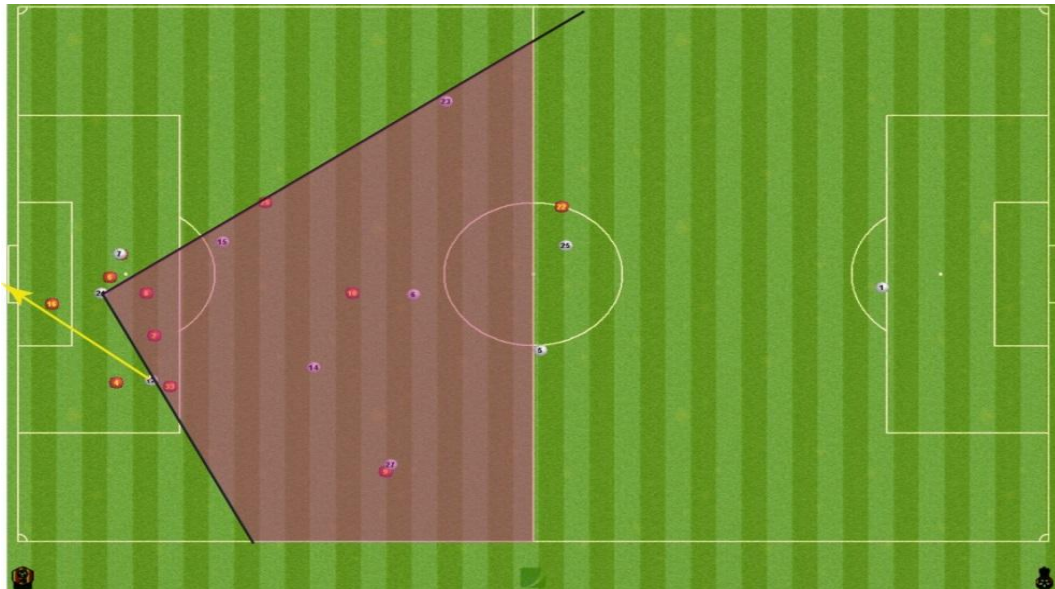
Partners attackers are too close to him and are not spaced along the width of the field, thus the presence of defenders in the area is concentrated in the center of the goal. The shape of a "funnel" is due to the fact that all players are attracted to the axis of the goal. In this case, only an individual achievement can be decisive.

Synthesis for goals :
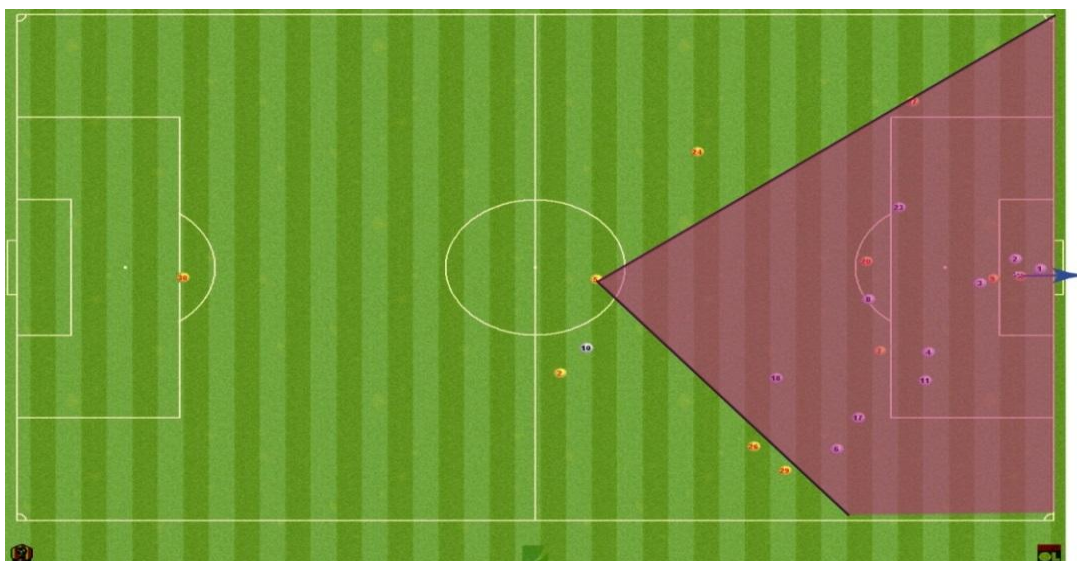
We can see this form of "light cone", a term from Menaut.

The fact that players are widely spaced causes this kind of situation. They will have more chance of

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finding the unlikely space to be in a position to lead and create the danger of the game Also, they have more time to take action and choose the right solution game.

4. The game club of FC Barcelona, an example of perfection

In fact, Eco means that "perceptual experience must be orientated towards a set of cultural instructions[19]." The illustration of the light cone is undoubtedly the one made by the inimitable game club Barcelona.
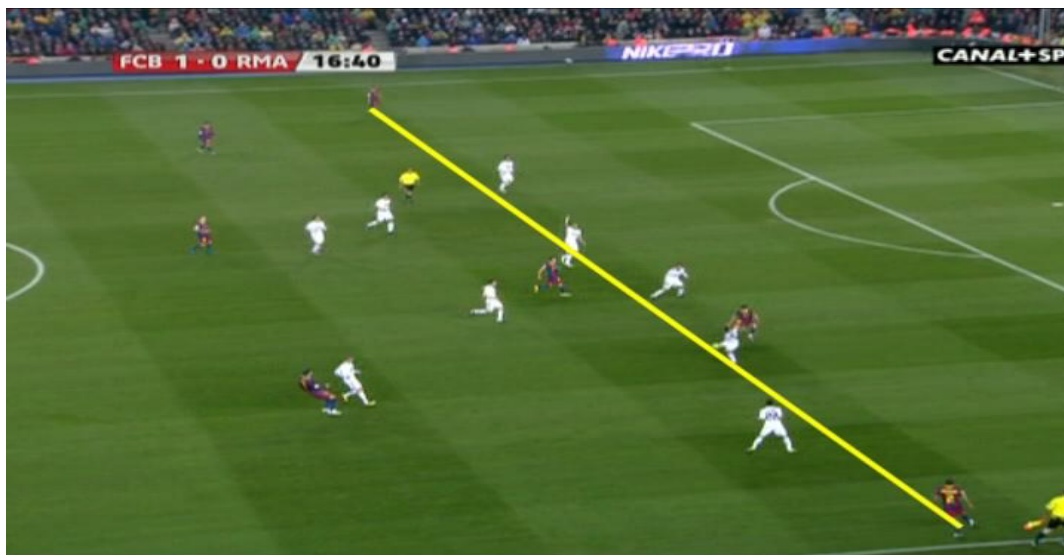
We can modestly forward work ideas for the development of football training sessions, a new approach to psychological or mental aspects through cognitive sciences.

4.1 The specificity of the Barcelona game: the culture of the pass

The success of F.C Barcelona is linked to its charismatic coaches but also to a desire to always keep the same philosophy of play based on the pass. The school called "La Masia" (the academic school where youth players of Barcelona are formed) is the symbol of knowledge. Cruyff has (a former player and coach of the Catalan club) used to say: "If you play one-touch football, it will be fine, if it is two touches it is no good, but if there is three, it is not worth it. "The other renowned coach, Guardiola, who is also a child of the Masia liked to say: "I have invented nothing, I only apply the golden rule which is that the ball must go from the goalkeeper to the defender, from the defender to the midfielder, from the midfielder to the attackers and the attackers in adverse1 goal[20]". "Besides, Xavi (the famous son of Masia) confesses:" We repeat the same gesture as simple as possible, until it becomes a reflex. One must imagine the pass before having done it. "

The other feature of the Barcelona game is to play as much as possible in the opposite camp and retrieve the ball high. It is a priority. F.C. Barcelona, a past master in the possession of the ball, evolved according to a Liga Statistics (Spanish league), over 57% of the time in the opposing camp during the 2008/2009 season. Xavi says: "The more we play high and the less work to approach the goal we have. This is mathematical. "

The game strategy of the Catalan club has also been transposed to the Spanish national team. Since 2008 Spain has been the reference of the game on the international stage. Indeed Spain is European Champion title, first nation in the FIFA rankings, world champion in South Africa, and more, the

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[19] Ibiden. Eco U. (1999)
[20] Journal L'Equipe (23/02/2009), « l'héritage de la dream team », p.2.

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Catalan club FC Barcelona won the Champions League in 2009 and 20011. Do not forget also that this nation won the world championships of the under twenties (in 1999) and under seventies (1999, 2001, 2007 and 2008) !

"The basic idea of the game is to create Iberian shifts, with a high possession, a rapid ball circulation and a movement forward. Spain made a lot of passes and they were almost all successful. During these 6 matches of Euro 2008, it had on average the following statistics: 57% of possession, 86% passes completion of 55% of game time spent at the opponent. And finally, more than a third of these attacks placed or fast ended with a shot! [21] "

Denoueix (a professional trainer and specialist Spanish football) notes that "to win, you need a style and Barcelona has one just like Xavi and Iniesta and Fabregas trained at the club. Their main qualities are passes, but all players have the same ideas, they understand each other. "

4.2 Outlook training

The paradoxes in the world of high performance sport, especially in football, are the physical, strategic, cultural or technic contributions of the players, all different, as they enrich and bring a change. Game analysis and results of research (Melhli 1999, 2011) lead us to a few innovative ideas to build a dedicated training in order to develop the image of the "cone of light" game :

- ➢ The phenomenon of toggling between the roles of defender and attacker
- ➢ Maximum spacing among the opposing team's attacking players
- ➢ 8 meters spacing between players
- ➢ Support for the ball carrier and availability of players without the ball
- ➢ Capacity of the defender (coolness and flow)
- ➢ Respect for order, positions, and the fabric of the game decided by the coach
- ➢ Light cone
- ➢ Zone defense rather than man-on-man defense
- ➢ Directed technical control and passing
- ➢ Pressing the opponents in their camp with high pressure
- ➢ Free player creativity that relies on others
- ➢ Fakes, and fakes meant to open up unlikely spaces
- ➢ Accelerate the ball with one touch when approaching the goa

Conclusion

Regarding the impact of globalization on football game the individual and particular character of each player migration route should be taken into account but undoubtedly, in the world of professional football, the paradigm of the individual has changed. In addition, the changes due to internationalization put some football clubs in a paradoxical situation in which they need to articulate various contradictory parameters related to what Christian Blatter calls the "babelization" with the need clubs have to keep promoting strong club identities. Globalization brings enrichment for football game, many teams in Europe copy how to play Barcelona or Mancunian (Manchester United). Rich teams make their "market" to grab the best players according to their sports or mercantile profiles. We also find that the various technical and tactical elements of football, that are guiding teams to a game production leading to excellence, shall be exercised by the team to ensure a culture of training players. The contribution of cognitive science is undoubtedly a factor to be taken into account to improve the technical guidelines in the football federations to better understand the formation and to anticipate the decisions of football players in the game world policy should take into account the migration of young African players including immigrating to a hopeless European Eldorado.

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[21] Journal L'Equipe, « Les maîtres du jeu » Denoueïx, 02/03/10, p.5.

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[16] Journal L'Equipe (23/02/2009), « l'héritage de la dream team », p.2

[17] Journal L'Equipe, « Les maîtres du jeu » Denoueïx, 02/03/10, p.5.