Go-Zone: Lack of facilities and resources

Feasibility

Importance

$r = 0.57$
Go-Zone: Lack of leadership

Feasibility

Importance

r = 0.83
Go-Zone: Lack of time at training

Feasibility

Importance

$r = 0.70$
Go-Zone: Lack of link to football-related goals

$r = 0.68$
Go-Zone: Lack of 11+ knowledge among coaches

Feasibility

Importance

$r = 0.47$

1.41  3.2  4.12

1.29

1.41
Go-Zone: Lack of player enjoyment and engagement

Feasibility

Importance

$r = 0.67$