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THE OPPORTUNITY OF APPLYING STATISTICAL SOFTWARE PROGRAMS IN EVIDENCE QUALITY OF THE II LINE ATTACK, IN VOLLEYBALL GAME

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Abstract

The process of teaching represents the educational-instructivePerformance sport has experienced a boom in recent decades, the results made possible by appealing to the advanced techniques for the investigation of various aspects of the field. Modern sports training, is today the support of modern technologies, especially statistical information technologies (hard and soft). It can be asserted, however, that in our country, their practical use is relatively sporadic, with low incidence, for objective reasons, but also subjective, on the one hand, generated by financial reasons, and/or the absence of specialized personnel, and on the other hand, the lack of sufficient benefits and possibilities of their use or the sources where they can be purchased.

Keywords: Software, volleyball, Click and Scout, analysis;

INTRODUCTION

Click and Scout is the new statistic software for Indoor and Beach Volleyball that allows you to use touch screen devices at their maximum potential, it can also be used on PC's and laptops and runs with Windows, Windows Tablet and Mac OS [9].

With Click and Scout you simply need to touch the court on the screen to scout the serve, reception, attack and block from the first to the last point. If you don't have a touch screen device you can do so by using the mouse. The appealing and user friendly interface is one of the main points of Click and Scout as it was developed to us directly on the bench.

The court dominates the screen of the program, by clicking on the relevant zone of the player on the court you can scout the rally [10].

At every point the receiving team will position its players on the screen according to the usual standard schemes in order to immediately

reproduce the situation on court. This allows the scout man to scout regardless of the player's number because the direction of the serve corresponds to the position of the receiver on court. Needless to say the scouting code can be modified at all times to stay in line with the complete versatile philosophy of the company. The possibility to analyze the match in real time is what we define the finishing touch to Click and Scout! You can call a time-out and replay the serve directions of the other team to your team or you can focus on the attack directions in a specific rotation. All in a few seconds and just one click away! [5].

The match file generated by Click and Scout can be imported into Data Volley Professional, Data Video Professional or Data Video Essential in order to create a detailed and in depth analysis of the match (figure 1).



Figure 1. Click and Scout (a)

THEORETICAL BACKGROUND OR PROBLEM STATEMENT

In the literature, especially in the vernacular, these issues are not studied in detail, the manuals of volleyball stopping more experience coaches, we have to admit, it's not negligible but in order to keep up with the current level of volleyball, it requires the integration of sport activity of modems, and cutting-edge technologies must make place among concerns continued professional development of coaches in volleyball [2,3].

The difference in value between the international and the national volleyball, is perhaps one of the fundamental arguments in this complex, difficult and necessary upgrading and also the conceptual and methodological improvement [1].

In the case of sports games in general, and volleyball, in particular, the analysis of the effectiveness of the technical and tactical behavior in competition, the team as a whole, but also of each player in the hand, is considered to be the most effective way of:

- Diagnosis of each factor affecting athletic performance;
- Selecting quantization parameters and quantitative-qualitative weighting;
- Dynamic-adaptive ranking of priorities to address the components of the training process;
- Development of the conception of training of technical staff;
- Addressing strategies in official competitions, in particular.

All of this will end a feedback regulator of the whole process of sports training, throughout an annual cycle of training in relation to the specific characteristics and the level of players, with the objectives of the proposed performance, with specific requirements for each phase and the preparatory period [4].

An integrated component of this field is constant development of sports training assisted by specific computer software – statistics, taking into account their ability to accurately reflect the data of great importance and, especially, the ability to directly control the whole process of intervention –

preparation and high performance sports performance. This involves:

- Performance criteria and ranked priority;
- Preparation of differentiated categories of problems so identified;
- As appropriate, individualizing interventions coach, in relation to the results achieved through the software in question;
- Influencing effective control system command ↔ (↔ feedforward feedback), learning processes within the technical-tactical training;
- As appropriate, reconfigurări of the conception of the game;
- Efficient use of flexible working attitude and information obtained through statistical records computer-aided configuration;
- New actions and interventions, tailored and appropriate needs and problems, often volatile, from training and competition.

In this context, the efficient preparation of the team shall be subject to the development and implementation of programmes with an appropriate content in relation to the desiderata contained, which may be carried out only to the extent that those in charge of their development have the necessary information and logistical means, to make these new information, extrapolate them from theory in the practice of athletic training.

On these grounds, it can be said that the performance in training and competition is closely linked to the introduction, development and improvement of statistical techniques and resources, and their inclusion, permanently, in training programmes.

DISCUSSION

The aim of this discussion consists in using statistical type of information, which is offered by Click and Scout software, during a volleyball game, which may facilitate the provision of technical and tactical information, about the opposing team and tactical behavior of your own team (individually and collectively), with regard to the settlement in the court, the layout of the teams in each rotation, the organization of defense system and the individual

directions of attack, so that, they reached in real time to the head coach, will allow him to conduct the appropriate tactics of its own team and effectively counteract adverse game [6].

This assumes the existence of a portable peripherals (inkjet printer) at the disposal of the coach, operated in wireless mode, whereby the person who records the progress of players forward in a timely manner,

even in the middle of the match [7]. To point out though, that maximize the performance of a team depends increasingly on how coach (technical staff) manages to provide an efficient and careful preparation of the entire educational process, on the basis of additional information, objectified by the records assisted software Click and Scout (figure 2).



Figure 2. Click and Scout (b)

Thus, it becomes a component and contributory factor in the process of sports training, indispensable in the current context of international volleyball. Advanced team assisting the preparation and producing high level performance is complemented by new hard and soft "components", human and logistics.

The use of multimedia tools (as we mentioned above, slow motion or stop-action analysis) in learning, analysis and systematic assessment of the technical and tactical actions, individual and collective, in relation to specific performance models and functional profile (physical-technical-tactical) of volleyball, optimised to the maximum level possible of individual potential depending on the tactical situation (most often unpredictable) is a priority requirement in preparing the team [8].

In this context should be added two more reference items of utmost importance, which maintain all of the assistance and contribution of specialised IT multimedia, in the process of sports training, as follows:

- First, it is the information which may be obtained in advance, about teams, recorded in matches with other analytical teams;
- Secondly, talk of recordings for competition matches with an international dimension and high value, which is the standard models (ideal and operational), both for staff and for the players, in the context of the theoretical lessons of technical and tactical analysis.

Thus, it is necessary to develop methods of training assisted by intuitive means, advanced IT technologies, computer-based, for checking the efficiency or inefficacy of the technical-tactical actions and use of the data obtained in the

performance of the objectives of training and performance of the team.

In this regard, the improvement of sports training methodology will need to include additional and complementary models of physical and technical training, through the use of modern tools, allowing a nearly full control of:

- Content and training methods;
- Individual level;
- The driving skills required.

All of these, hypothetically, lead to:

- Subsequent shortening and streamlining the learning process (through the reduction of energy costs of an extensive preparation);
- Increase the relationships role within the ball-player-opponent;
- Increase the role of the individual in the context of collective bargaining tactic (of teams and team-player);
- Increase the personal responsibility of each technical implementation, within the framework of their own actions with ball (receive-pass-attack) and without the ball, move → positioning → (block, dubbing, assistance, etc.).

It is necessary that all those novelty items to find their place alongside traditional means, who have proven its worth over the years, a system of means of the highest efficiency, as the central focus, goal that we want to achieve and to apply in the practical-applicative research (experimental).

Preparing, watching psycho-physical capacity maximization of sportsmen, team training and education is carried out in a suitable framework, specifically, proper training. This should be seen as a complex, interdisciplinary and transdisciplinary, performed lately by teams of specialists, with the elite media and special equipment of last

generation, including in the field of statistical information (figure 3).

The process of preparing specific performance, sport is a complex system that involves the existence of a mediator capable of providing a positive influence of the phenomenon. Through the concepts, principles, laws and their axioms, the

general theory of systems and Informatics, can ensure this influence, qualitatively, through an interdisciplinary approach, by increasing the information fields, through the improvement of information systems and information technologies (software, tailored to specific issues).



Figure 3. Click and Scout (c)

Computerization of the work of the technical staff of sports teams in the tracking, recording and storing digital sports gaming performance, it becomes a necessity in order to obtain precise and objective information, processing, transmission and their use, in a manner consistent with the objectives of sports training, but also with the longitudinal ones occurring in relation to the conduct of the competition to be held and to be studied and prepared properly. Obtaining and manipulating data in this way in sports games, represents an advantage of part of the systemic and interdisciplinary approach to the game, through all the slides and the operating systems.

Currently the role of Informatics applied to sport performance, refer to the support for the preparation and the conduct of competitions. The level of development of computer and statistical techniques relate to the following areas in the practice of athletic training major (figure 4):

- Introspection and analysis;
- Design and planning;
- Organization and implementation;
- Diagnosis and monitoring;
- Assessing and adjusting, reconfiguration, adaptation and the adequacy of the assistance.



Figure 4. Click and Scout (d)

Of these, Click and Scout program, take components that store digital records, evaluate and provide feedback information, to the technical staff, in particular, with effects on the behavior of the team, and sportsman for greater effectiveness, in terms of tactical and technical efficiency.

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ORIENTATION OF THE HIGH PERFORMANCE HANDBALL PLAYERS ON OFFENSE

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Abstract

1. *The analysis of the data obtained experimentally allowed us to work out an objective evaluation of the high performance handball players' orientation activity*
2. *The high performance player's game model includes all the statistical data of the offensive game components.*
3. *Using the model showed positive results in the Romanian handball championship in the first league.*

Key words: *performance, player game, orientation.*

High development of world handball reflects the teams' special preparation. In the same time the European handball tends to develop. A telling example is the Male Handball World Championship which took place during the period 11th -27th of January 2013 in the four cities of Spain. Group “A” in Granollers with the participation of Germany, Brazil, Argentina, Montenegro, France and Tunis. Group “B” was located in Seville and the participants were Macedonia, Chile, Island, Russia, Denmark and Qatar. In group “C” in Saragossa took part Serbia, South Korea, Slovenia, Saudi Arabia, Poland and Belarus and in group “D” from Madrid the participants were Spain, Alger, Croatia, Australia, Hungary and Egypt.

Analyzing the finalists' geography, designated after the qualification competitions, we can initially reach the following conclusions:

- From the 24 teams in the final part of the world championship, 14 are from Europe, distributed in compliance with the Championship Regulations approved by the Handball World Federation and only 5 (!) were from the former Yugoslavia: Montenegro, Macedonia, Serbia, Slovenia and Croatia. Retrospectively considering the European Male Championship in 2012, we emphasized that on first and second place are Serbia and Croatia and on the fifth and sixth place are Macedonia and Slovenia, out of 16 finalist teams.

- In the World Male Championship in 2013 Croatia was on the third place, Slovenia on the fourth and Serbia – on the tenth, Macedonia – 14th

place, Montenegro – 22nd place out of 24 participants in the final stage.

An almost similar situation can be noticed in the female handball, too. In the World Championship in 2012 which took place in Serbia during the period 4th – 16th of December, the Montenegro female team wins over Spain in the final with the score 34-31 and from the countries of the former Yugoslavia, Serbia takes the 4th place, Croatia comes 13th and Macedonia 16th.

Here comes the normal question: “What lies behind the Yugoslavian success?” The answer is rather difficult, as it is a complex one, but firstly the genetic element could be taken into account, arisen during the historical development of these peoples, which did not have a very happy destiny.

The natural and social conditions which influenced the religion and the subjects' body development and also the countries' social and economic condition and their political system, marked their physical and spiritual strengthening.

From the sports activity point of view, the success is due to the national physical education and sports system and especially the training methods and the improvement of the sportsman' skills, as the high game pace as well as the intensity of the physical and psychic actions which need a rather advanced thinking process and especially an advanced orientation action.

In handball, the game consists of a quick and permanent change of confrontations and extreme emotions, of some conflict situations between the players, of some spontaneous incidents, of some minimal time limits to act in order to have results.