STUDY ON GAME CONTENT AND EFFECTIVENESS OF UNIVERSAL ACTION AT SENIOR LEVEL - DIVISION A

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Abstract

Purpose. The study with the title *Study about the contain of games and the efficiency shares of the universal players to the senior level*, consisted in the analyzes of the model of the game through modification appeared in the contain of the game competition current: the speed accelerated of game, the development of power of attack, execute of serve and the block, but and the specific peculiarities of reception and the attack, due modifications in main the new changes supervened in regulations.

Making an accurate analysis of the content in accordance with reality racing game can give us a large amount of accurate information on the game of volleyball player called in slang "falsely elevated" senior division at A1, available that can provide benchmarks and absolutely essential necessary to prepare players for this post and also the development of a model-based game in November. Determination of the game must bring their contribution to the knowledge of volleyball practice at this stage, reference is internal competition in the reality game.

Assuming that the game of volleyball takes place after certain fundamental characteristics and effectiveness of the fund request of the players that make team play features printed pattern preparation, determine the game stations, and the default position of the player in two zone, it becomes necessary to increase the objective parameters that can play the whole team

Methods. To check this hypothesis we tried to get (from recordings made at the Senior National Championship games - information on successful and unsuccessful actions of the player during a competitive game of the two. This was directed to determine their effectiveness and to track and find real solutions to eliminate errors or to improve the game.

In this study we used the following formula for calculating the effectiveness

$$\text{Efficiency} = \frac{A + 1/2B}{A + B + C} \, , \qquad \text{where} \quad A = \text{"+"}$$

$$B = \text{"0"}$$
$$C = \text{"-"}$$

- "+" – immediate success: his opponent can not play ball;
- "0" – opponent can not win control of the ball, preparing the attack is not possible, the ball remains in play;
- "-" – immediately lost the point: the player hits the ball in the net or out, the player who commits a technical foul penalized by regulation (Lăzărescu, D, 1991).

Conclusions were systematized research problems, which are derived from the general hypothesis of the study.

Key words: game, efficiency, skills

Introduction

Making an accurate analysis of the content in accordance with reality racing game can give us a large amount of accurate information on the game of volleyball player called in slang "falsely elevated" senior division at A1, available that can provide benchmarks and absolutely essential necessary to prepare players for this post and also the development of a new model based (T. Bompa, 2003). Determination of the game must bring their contribution to the knowledge of volleyball practice at this stage, reference is internal competition in the reality game (M. Ioniţă, 2007).

Starting from this state that a player set a maximum of 48 teams participate in the fundamental

situation of the game if the set is over 25 to 23, of which 52% are playing fundamental situation in the execution of service and 48% are playing fundamental situation the takeover of the service (M. Şerban, 1999). These percentages change if the sets are won more clearly, the fundamental situation in winning percentage increasing and decreasing percentage of the service other (V. Ghenadi, 1995).

Research Hypotheses

Assuming that the game of volleyball takes place after certain fundamental characteristics and effectiveness of the fund request of the players that make team play features printed pattern preparation, determine the game stations, and the default position of the player 2, it becomes necessary to increase the objective parameters that can play the whole team.

To check this hypothesis we tried to get (from recordings made at the Senior National Championship games - information on successful and unsuccessful actions of the player during a competitive game of the two. This was directed to determine their effectiveness and to track and find real solutions to eliminate errors or to improve the game.

Research tasks

You can draw the following tasks for our research:

➤ literature information on the state of knowledge on the chosen theme;

100

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Ovidius University Annals, Series Physical Education and Sport / SCIENCE, MOVEMENT AND HEALTH

Vol. XII, ISSUE 1, 2012, Romania

The journal is indexed in: Ebsco, SPORTDiscus, INDEX COPERNICUS JOURNAL MASTER LIST,
DOAJ DIRECTORY OF OPEN ACCES JOURNALS, Caby, Gale Cengace Learning

➢ the collection information and data on game content in area 2, in terms of weight and effectiveness of the game in general and for the two structures;

➢ processing information and identifying those most characteristic aspects of the game content in zone two;

➢ analysis of results, their interpretation and separation of the most important conclusions, theoretical and practical value, which may be helpful in charge of training specialists;

➢ writing research work and conclusions.

4. Data processing method

In this study we used the following formula for calculating the effectiveness:

The efficiency = $\dfrac{A + 1/2B}{A + B + C}$, where A = "+"

$$B = \text{“0”}$$
$$C = \text{“-“}$$

- "+" – immediate success: his opponent can not play ball, a player takes so vague that his teammates can not keep the ball in play, in terms of setting, seeking guidance passes, their distribution and completion.

- "0" – the opponent can't win control of the ball, preparing the attack is not possible, the ball is still in the game: the opponent can take to prepare for the attack, the opponent hits the ball directly served the team, the opponent wins partial control of the ball, the attack is possible but not all choices: opponent can't take the best area to lift linkage having difficulties in sending the ball in the right place; the opponent may not quite correctly take a combined attack or a second stroke, the opponent hits the ball inefficient (below, on the net etc..) limited possibilities attack, the opponent gains full control of the ball and can prepare an appeal to all choices: the opponent takes the ball right to the best area of lifting, as all possible combinations in attack for lifting or difficulty without limitation, the opponent takes the ball well enough for an attack on the second touch of the ball;

- "-" – kick attack, immediately lost the point: the player hits the ball in the net or out, the player who commits a technical foul penalized by regulation.

The interpretation of results and conclusions

After processing the data and information obtained through the records of championship games we have developed the following model, whose average values are represented in the table. 1.

The average values of 19.3 shares when we play by a player of zone two during a set, it:

- playing an average of 5.3 actions that win points, representing 28%

- playing an average of 5.3 shares for their own team, representing 29%

- playing an average of 5 action to the detriment their team, representing 24%

- Playing an average of 3.5 actions that loses points, representing 19% of the game (Chart 2)

After processing the data we obtained the following attack model content (Chart 3):

- attack all actions set: - 6,8 representing 100%
- attack actions zone 4   - 1.1 representing 16%
- attack actions zone 3   - 1.5 representing 22%
- attack actions zone 2 - 3.2   representing 47%
- attack actions from second line -1 representing 15%

In order to obtain a complete image of the game in attack provided by zone player 2, we developed a model of efficiency of the attack, which is so:

From 6.8 the shares of attack made by a player of zone two during a set, it:

- playing an average of four actions that win points representing 59%

- playing an average of 1,2 actions that win points representing 17%

- playing an average of 0,8 actions that win points representing 12%

- playing an average of 0,8 actions that lose points representing 12% from attack.

In zone functional model of player 2, the service takes a in the lead ranking action game, this player averaged 3.3 services running on the set, the second action as a share of total shares of the game.

The efficiency of blocking is a fairly high level for this player so 3.1 out of action set:

Efficiency takeover of attack, as can be seen from the data model shown below is suitable job and qualifies for the senior competition for upper division

Thus, the 2.6 shares of takeover attack, the player executed an average of zone two:
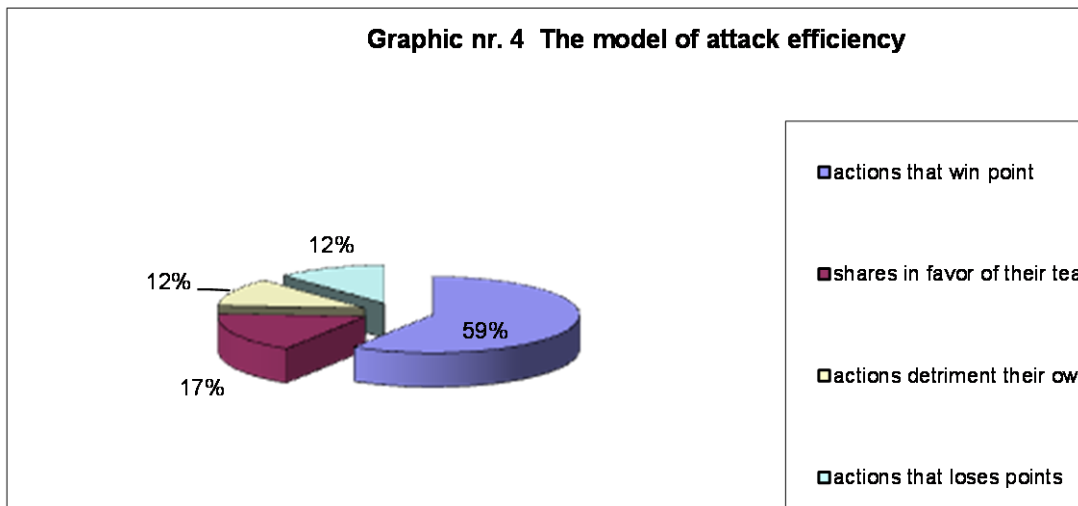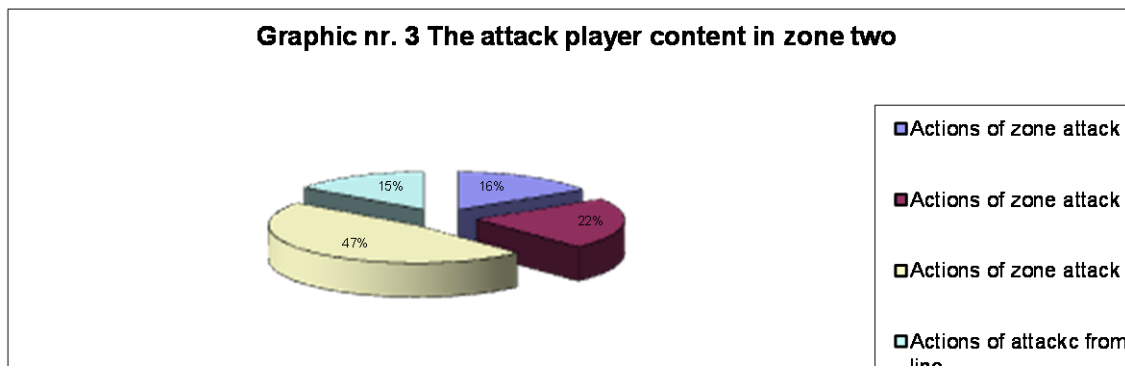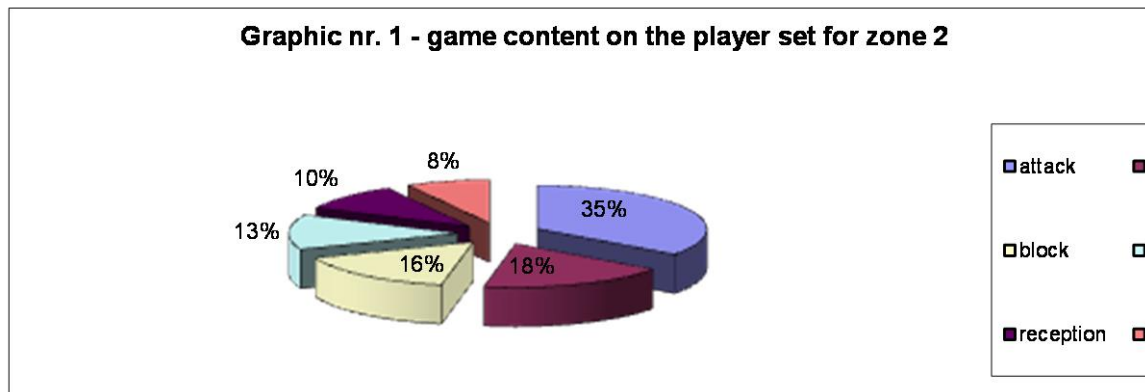
- situations in 0.4, it runs good takeover phase is still playing for their team, representing 15% of all takeovers of attack set;

- in 1.3 cases, the weak running attack takeover, phase is still playing to the detriment their team, representing 50% of all takeovers in the attack on the set;

- in 0.9 cases, takeovers are executed wrong, losing the point, representing 35% of takeovers in the attack.

Table 1

Nr.crt.	MODEL COMPONENENTS	NR. MEDIUM ACT. / SET	PERCENTAGE
1	NR. MEDIUM ACTIONS./ SET	19,3	100%
2	ATtacK	6,8	35%
3	Service	3,3	18%
4	Block	3,1	16%

Ovidius University Annals, Series Physical Education and Sport / SCIENCE, MOVEMENT AND HEALTH

Vol. XII, ISSUE 1, 2012, Romania

The journal is indexed in: Ebsco, SPORTDiscus, INDEX COPERNICUS JOURNAL MASTER LIST,
DOAJ DIRECTORY OF OPEN ACCES JOURNALS, Caby, Gale Cengace Learning

5	Digger	2,6	13%
6	Reception	2	10%
7	Set	1,5	8%

Graphically model developed is as follows (Chart no. 1)

Graphic nr. 1 - game content on the player set for zone 2

Graphic nr. 3 The attack player content in zone two

Graphic nr. 4 The model of attack efficiency

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Graphic nr. 5 The coefficient of efficiency of service to the zone player 2

- services is difficult to direc win
- services difficult to recepti Low opponent execute
- light service after which p
- wrong service

12%

15%

40%

33%
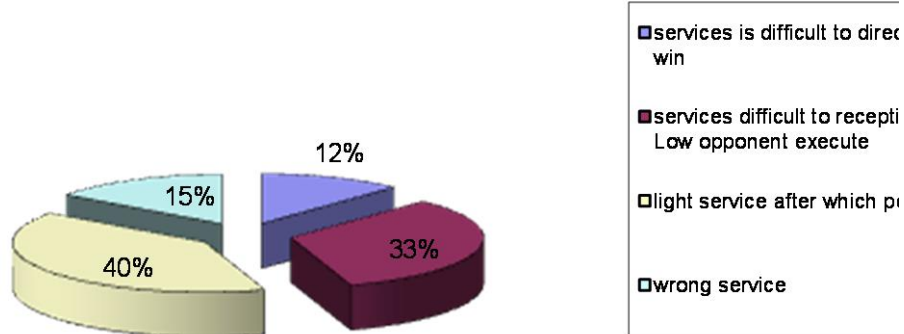
Graphic nr.6 The efficiency of block

- Point direc
- Blocking fa
- Unfavorab
- Direct loss

35%

30%

19%

16%
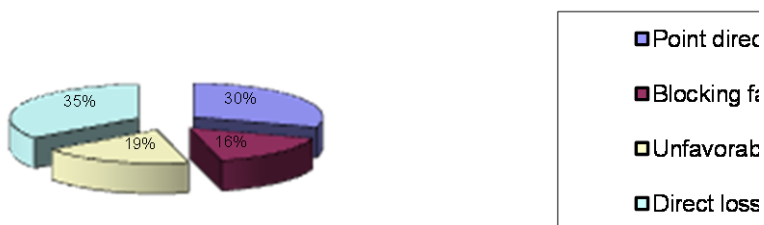
Graphic nr. 7 Efficiency of digger

- receiving good
- receiving low
- receiving wrong

15%

35%

50%

103

Ovidius University Annals, Series Physical Education and Sport / SCIENCE, MOVEMENT AND HEALTH

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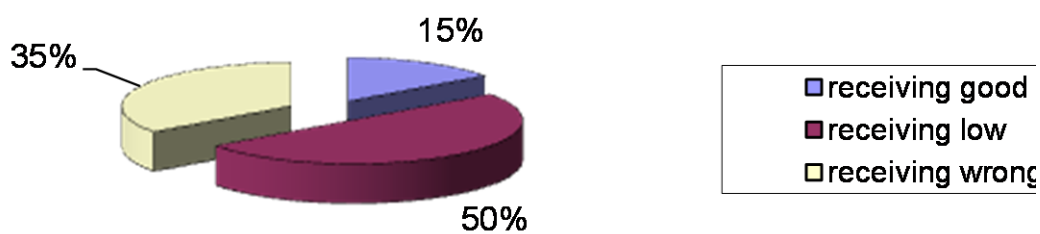
Graphic nr. 8 Efficiency of receiving from serve
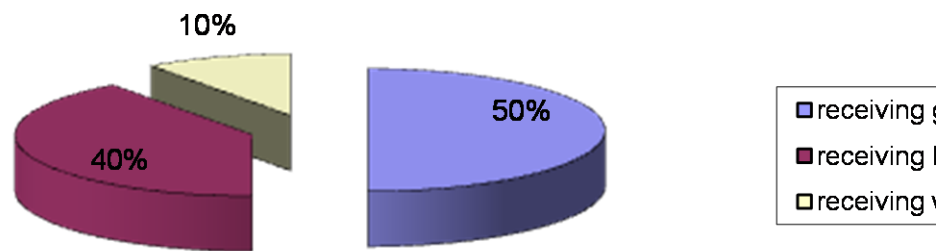
Conclusions

Conclusions were systematized research problems, which are derived from the general hypothesis of the study:

⇒ content model of the data presented in the game notes that one of the essential and crucial changes of this post, is the balancing of general application as regards action to attack and defense;

⇒ zone 2 player, is a complete player, who must be near a good player and a good player attack defense, and blocking the line II;

⇒ attack action game is the most important of zone two player game, its value and requirements of the position within the team are essential elements in defining and often winning the game;

⇒ the block, is zone 2 for player action and requires that the necessity and importance, both because of job characteristics, and especially that they must have an enormous contribution in getting points. The effectiveness of this action game set is calculated on the performance requirements of the job and volleyball;

⇒ taking the attack, consideration of this action demonstrates that, although the game is an action of great importance to zone game player 2 is not sufficiently well prepared and does not constitute a priority in their preparation or at this level, as shown by the number executions and effective than the low return in attack actions performed during a set;

⇒ finalized (in especially the attack and block);

⇒ there is an increased safety in the executions and takeover of service attack;

⇒ is an increase in the concentration game, to eliminate the distraction and relaxation moments, the service occupies a prominent place in ranking actions of play as the average number of shares as set and less efficiency. It is noteworthy that the decrease in service efficiency is due to new regulations;

⇒ action pass is a lower weighting in the game for that player but the efficiency is higher, this is due both to fewer exceptions and conditions that run in relatively lighter than when playing by the old scoring system

⇒ Given a set they play an average of 410-415 action game in which 40-45% are playing ball action, and 55-60% stocks to play without the ball. On average a player plays the actions set about 40-70 games, which shares 16-40 ball, the number is higher or lower depending on the value of each player in the band and channel on which it plays.

⇒ Consequently, in a volleyball game, a player participates in almost every action game with ball and without the ball, which depending on the number of sets played (3, 4 or 5) can be between 120-350 game actions , of which 50-200 action game in which touches the ball in one way or another.

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