



THE STUDY REGARDING SHARE OF CONSTRUCTION ON ATTACK OF PLAYER COORDINATOR, IN NATIONAL VOLLEYBALL CHAMPIONSHIP YOUTH

COJOCARU ADIN MARIAN¹, COJOCARU MARILENA¹

Abstract

Problem statement. This paper wants to be, if possible, to help all professionals working in the field and beyond. We hope our findings to create an overall picture, even on action game under consideration, unless the game entirely at youth level.

The aim of research. Processing and interpretation of official data collected on site during the five days of competition allows us to have a personal view on the level of technical and tactical training of teams and individual players coordinators participating in the tournament for youth.

Methods of research. As a working method I used:

- information recording method;
- interpretation of statistical and mathematical method;
- graphical representation method;

Results. As can be seen in this chart presents the highest efficiency made lifting to Zone 3, followed closely by lifting the two, these being the areas towards which frequently taking. The area with the lowest efficiency is zone 5, an uncomfortable area for this process, perhaps because those running setting here tend to send up to zone 4, considering that usually found in the two linkage, which owns best technique for attack.

Conclusions. Desire and requirement to obtain a positive result and ranked as best lead to a situation where some coaches go over their primary objective: to develop and promote the game of volleyball players for high level. This creates a game based teams practice only on getting the point and not using a complex tactical and technical baggage that can lead to spectacular games default to the objectives stated above.

Key words: a share, game, volleyball, sette.

Introduction

The problem of the study attempts to identify the most comprehensive range of components entire game and player models, the current peak performance requirements, as landmarks of content and methodology, for which to strive, as a whole, the entire Romanian manager, connection elements foreshadowed in the model is prerequisite in delivering unified Romanian game design, preparation and model of player.

Knowledge and performance of each player's contribution compared to others, the achievement of the game, is of major importance for both the technician and the athlete (Șerban, 1999)

Indices of efficiency and economy of the setter, they work objectifies game athletes know an interest in growing, they constitute benchmarks to which is conjugated efforts of coaches and players (Ioniță, 2007).

Analyzing the games team tournament hopefuls cadets in terms of quantitative and qualitative values, which the team as a whole and separate players, they realize the evolution of game highlights that between quantitative values (weight) and qualitative (efficiency), there is a relation of determination, the value of the opposition side has a decisive (Ghenadi, 1995). The value of the efficiency is higher, the quantitative values are lower, expressing a very good

indicator of economy.

Hypotheses

- In the National Division youth setting is performed preponderantly in zone 2.
- While setting actions should be aimed at all areas and use the line I and the attack line II, preliminary observations lead us to assume that will be used to complete the special zone 4.
- Efficiency raising national division cadets will be - for the most part - good and very good.

Research of methods

For comparative analyzes of various parameters and characteristics of patterns of play the players, we proceeded to use methodological tools that experts recommend in this regard. At the basis of the work, stays a rich analysis of information, studies and consultancy, as well as opinions and experience shared by many specialists and technicians with extensive activity in performance volleyball players.

The recordings were made with "Data Volley 2007 Professional" CVM Tomis Constanta license.

Aanalyses requested have been:

- Total analysis by skill for each team
- Total direction chart analysis pe for each team

¹ Faculty of Physical Education and Sport, Spiru Haret University, Bucharest, ROMANIA.

E-mail address: adincojocaru@yahoo.com

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Our approach followed the route registration, systematization, processing and interpretation of data relating to individual technical and tactical efficiency of the tournament cadets namely distribution passes the Phase I reported the setter position.

As a working method I used:

- Information recording method;
- Interpretation of statistical and mathematical method;
- Graphical representation method;

For the evaluation the effectiveness of the game, parts of the structure of the game, we considered necessary to provide for appropriate qualifications immediate effect that these actions have had on the game play.

Granting of the evaluation was done using the scale developed by the FIVB and presented in „Manual for FIVB Statistical Match Record (SMR)”, 1992. The result of each action is evaluated using a scale of 4 degrees based on the effect on the score or subsequent control of the ball by the team that plays the ball or the opponent. Thus, the degree, the evaluation and award criteria, we:

- EXCELLENT – 3 – won the full control maintained;
- GOOD – 2 – won the limited control maintained;
- LOW – 1 – lost control, without control;
- WRONG – 0 – lost point.

Results

Compared to other game actions raising presents among the highest values of the indices of efficiency due to the following aspects:

- ball sent his land teammate intercept it with interest,
- executions wrong can be corrected by attacker,
- speed of the ball after reception relatively small, so it can be easily intercepted,
- setting can be done by any player outside the basic.

From studies on best representative teams in the world in 2012, presented in the bulletins of the

FIVB, the following indices were detached efficiency of lifting both for the whole team and skilled players setting. Thus we have obtained the following indices:

- For team 0,74
- For setter 0,723

In the study I conducted the National Championship Youth have obtained the following indices of efficiency:

- For team **0,596**
- For setter **0,603**

Analyzing the teams participating in tournament games cadets from Dej, in terms of quantitative and qualitative values, which the team as a whole and separate players, they performed in the evolution of a game, it reveals that, between quantitative values (weight) and the qualitative (efficiency), there is a report of determination, in which the value of the opposition side has a decisive importance. As the value of efficiency is higher, the quantitative values are lower, expressing a very good indicator of economy.

Increasing the number and improving tactical combinations based on considerable increase in velocity of the ball, especially on the last path (high-drag) and movement of players being finalized, provides linkage crucial importance to the success of collective action. Participation is combined solution appeals to all 5 players in the field, specialized teams with 1-2 players to attack II line, usually with players crowding the line I variant in an area on a grid and attack II line with the player to the diagonal, less attack "doubled" on the same side of the line corresponding player II. Priority II line attacking zone 1 and 5 on a lift with a medium trajectory in the space of 3 m (the line) with a detachment to jump forward and attack generally long trajectory in force.

Quick setting (Table 1) made permanent jump accompanied by feint, increased weight gain in the set.

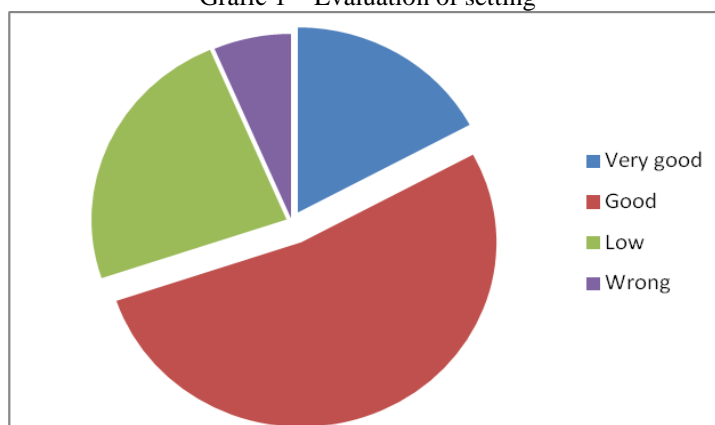
Table 1 - Efficiency in the game and lift share of different trajectories

Trajectory	During in seconds	Share in game and efficiency	
		Romania	International
Ascending	3-10 hundredths of seconds	8% - 0,847	18% - 0,863
Short for T1	17- hundredths of seconds	26% - 0,726	21% - 0,811
Short for T2	18-44 hundredths of seconds		
Rapidly between the 4-3 zone	25-38 hundredths of seconds	14% - 0,636	23% - 0,733
Rapidly in zone 4	3-45 hundredths of seconds		
Semi high on the net	65-90 hundredths of seconds	43% - 0,678	23% - 0,710
Semi high in line II	60-80 hundredths of seconds	7% - 0,512	13% - 0,743

In the following we present the lifting efficiency of each land area and lifting efficiency of each area relationship it establishes trajectory step.

It can be seen, as we will show chart. 1 that the highest number of lifting falls to the level of assessment 2 (good).

Grafic 1 – Evaluation of setting



To get a clearer idea of raising efficiency in the analysis of the record sheets, we calculated the number of executions for each grade and for each

assessment area relationship it establishes the path step (in that area is executed and in what area is intercepted by shooter).

Table 2 – The share of setter with the setter in zone 1 and 2

	Zone 1				Zone 2			
	Zone 4	Zone 3	Zone 2/1	Pipe	Zone 4	Zone 3	Zone 2/1	Pipe
Steaua	65	22	11	2	24	34	41	
Dej	33	15	50	2	75	22		
TOMIS Cta	25	36	25	14	72	20		8
Zalau	48	22	28	2	65	16	19	
CSS1 Cta	18	21	58	3	37	47	17	
Timisoara	43	14	26	14	31	14	43	9
MIN	18.0	14.0	11.0	2.0	24.0	14.0	17.0	8.0
MAX	65.0	36.0	58.0	14.0	75.0	47.0	43.0	9.0
AVERAGE	38.7	21.7	33.0	6.2	50.7	25.5	30.0	8.5

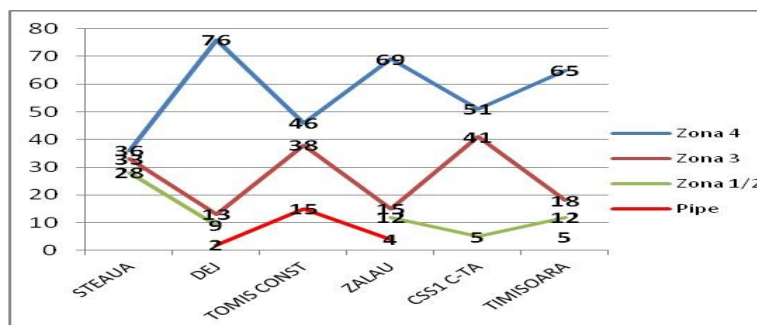
Table 3 - The share of setter with the setter in zone 3 and 4

	Zone 3				Zone 4			
	Zona 4	Zona 3	Zona 2/1	Pipe	Zona 4	Zona 3	Zona 2/1	Pipe
Steaua	36	33	28		35	29	35	
Dej	76	13	9	2	65	19	17	
TOMIS Cta	46	38		15	77	20		
Zalau	69	15	12	4	83	4	12	
CSS1 Cta	51	41	5		36	57		7
Timisoara	65	18	12	5	38	32	16	11
MIN	36.0	13.0	5.0	2.0	35.0	4.0	12.0	7.0
MAX	76.0	41.0	28.0	15.0	83.0	57.0	35.0	11.0
AVERAGE	57.2	26.3	13.2	6.5	55.7	26.8	20.0	9.0

Table 4 - The share of setter with the setter in zone 5 and 6

	Zone 5				Zone 6			
	Zona 4	Zona 3	Zona 2/1	Pipe	Zona 4	Zona 3	Zona 2/1	Pipe
Steaua	18	42	40		32	21	46	
Dej	46	35	19		57	12	29	2
TOMIS Cta	61	19	19		55	27	18	
Zalau	70	3	23		47	25	28	
CSS1 Cta	27	70		3	73	14	9	5
Timisoara	41	34	16	9	54	23	17	6
MIN	18.0	3.0	16.0	3.0	32.0	12.0	9.0	2.0
MAX	70.0	70.0	40.0	9.0	73.0	27.0	46.0	6.0
AVERAGE	43.8	33.8	23.4	6.0	53.0	20.3	24.5	4.3

Graphic 2 - Distribution dynamics passes by setter



Discussions

Encoded by the 4-5 combination for phase I and 2-3 other phase II of each fundamental situation, building attacks exploit the full potential of speed and execution to completion of each player.

Increasing the number and improving tactical combinations based on considerable increase in velocity of the ball, especially on the last path (high-drag) and movement of players being finalized,

provides linkage crucial importance to the success of collective action. Participation is combined solution appeals to all 5 players in the field, specialized teams with 1-2 players to attack II line, usually with players crowding the line I variant in an area on a grid and attack II line with the player to the diagonal, less attack "doubled" on the same side of the corresponding player line II (Briil, Kleshev, 1988).



Priority II line attacking zone 1 and 5 on a lift with a medium trajectory in the space of 3 m (the line) with a detachment to jump forward and attack generally long trajectory in force. For the construction of the first line aims crowding an area of land with two players and dislocation of the third with an opponent to block, without offset of priority areas for completion. Dominance zone in specific situations is determined according to the characteristics opponent (Stroe, Lăzărescu, 1989).

Priority combinations are built on piston mechanism, the main player in zone 3, which acts to attack rising and short set between zones 3-2 or setting trajectory lying between zones 4-3, with the task of fixing Player of the opposition center. Depending on the variant of movement is building disguised versions of other players movements (changes in direction, single or double crosses, starting positions takeover device service, unpredictable and constantly alternated) and generally behind finalization Player piston while I "doubled" or "distant" (exceeded) of the drive thereof, setting the ball over short or extended path, through which the increased speed of construction of attack.

Efficiency attack remains high, both on account of the organization of the plant, and the force of hitting the ball. Build Speed of attack actions resulting solely flight speed of the ball, the fragment raise shooter.

Completion combination attack involving 2 shooters, is primarily on the principle of simultaneity or alternation with "doubling" of players in attack or "overcome" the distance over 1m, with detachment and a leg.

Conclusions

It is noted that as the head is effectively in zone 3 to zone 2, followed by from 3 to 4. Raising from 2 to 4 is less efficient because it has greater distance traveled and the effort you have to make greater setter.

We see thus that the relationship used is lifting from zone 2 to zone 4 (29.4% share), followed by the raising of zone 2 to zone 3 (23.3% share). That is one reason why poor technical training, which does not allow the lifter to perform more frequent combinations and to other areas (raising from 2 to 2 and from 3 to 2 are small numbers of shares).

The study concluded that we elaborated:

- In the Youth National Championship the lift is performed mostly in zone 2. Thus 69.3% of the actions are performed in this area are made from 16.8% area 3, 6.1% of the area 4 and the area 1, 6, 5 are made 16.8%. In this case the teams participating in the study fall into the pattern of play at high performance.
- Efficiency index of setting the youth National Championship is 0.586. Specialized for this action the players have made index 0.603. If the level is high performance setting efficiency indices close to 0,723, we hope our youth division setters will

improve as soon as tactical and technical baggage default action lifting efficiency.

- Of the total number of lifts 6.5% are made of players who are not specialized in this action. Efficiency index of these executions is very low - 0.479 - compared to the efficiency of all the lift. This result proves that non-expert players not thoroughly mastered the technique required to achieve lift, cannot be constructed effectively in terms of a takeover attack bad that linkage cannot intercept

- Desire and requirement to obtain a positive result and ranked as best lead to a situation where some coaches go over their primary objective: to develop and promote the game of volleyball players to higher echelons. This creates a game based teams practice only on getting the point and not using a complex tactical and technical baggage that can lead to spectacular games default to the objectives stated above.

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