

ABSTRACT:

The topic of the diploma thesis is the success of offensive game systems in basketball in the age categories U17 and U19. The aim of this work is to map and compare the offensive game attack game system of counterattack and the attack game systems of gradual attack in the teams of the Jižní Supi in twenty matches. Research has shown that a more successful offensive game system is a fast-paced attack game system. The partial goals were to compare individual attack game systems between the age categories U17 and U19. From this comparison, it turned out that the U17 age category is more successful in using the attack game system of fast counterattack. The U19 age category is more successful in using the attack game system of gradual attack. The difference between the two offensive game systems is in units of percent. The research method is indirect structured observation, the research is of a quantitative nature.

KEYWORDS:

success, offensive game system, basketball, U17, U19