

Abstract

Title: Values and motivation in youth basketball

Objectives: The main goal of this work is, to use an electronic questionnaire, to find out the importance and perceived frequency of determinants of entertainment, namely for youth basketball players aged 12 to 19 years, their parents and coaches.

Methods: A quantitative method was chosen for the research, in the form of a questionnaire. It was based on a previously conducted study in the field of youth sports. Specifically, it is *Fun Intergration Theory*, which examines the determinants of fun.

Results: The most important and most common dimensions of fun are: *Positive team dynamics*, *Positive Coaching* and *Trying Hard*. The least important and least frequent dimension is with a big difference *Style*. The most important determinant *Having a coach who is a positive role model*. The determinant of *Earning medals or trophies* was the least important, which also has the lowest frequency of occurrence. There are certain patterns among the perceptions of parents, coaches and players, especially in the dimensions of *Positive Coaching*, *Trying Hard* and *Game Time Support*.

Keywords: youth sports, fun determinants, intrinsic motivation, values, sports dropout