ABSTRACT

Title:
The analysis of the fast counter - attack during the 2014 FIFA World Cup in Brazil

Aims:
The main aim of the thesis is to analyze all scored goals during the 2014 FIFA World Cup, which took place in Brazil. In total 64 matches were played there. The attention will be paid to players in offensive and defensive attacks, particularly during the fast counter - attack finished by goal. The next aim of the thesis is detailed analysis of all fast counter - attacks from a qualitative and quantitative points of view, especially the place of establishment, execution time of the attack and the number of players who participated in the match. The other aims of the thesis include to plot all goals from the fast counter - attack, describe action and find out the main mistakes.

Methods:
The main technique which is used for the data acquisition related to scored goal is the indirect observation. Successfully finished counter - attacks are analyzed from the two points of view, which are quantity and quality. The first one is dedicated to forms of attacks, the technique of kicking and to the numbers of players who participated. The quality research is focused on the analysis of scored goals after the fast counter - attack. Subsequently these situations are plotted and described. They also could be a specific model of a training process. Some of the important data are also gained from the Internet sources.

Results:
The main results of the thesis are chart and graphical evaluations of all scored goals at the FIFA 2014 World Cup. One of the next results is the comparison with the most effective kicking techniques and methods, which were often used during the fast counter - attack. The other comparison is dedicated to limbs which are preferred among players during a score goal. From the other graphical illustrations will be clear which continent most used the fast counter - attack to score a goal or after which model it often appeared.

Key words: football, fast counter - attack, quantitative and qualitative analysis, model situations