

Abstract

The bachelor thesis deals with activities of players especially blockers without ball, mainly in defence and to a lesser extent in offensive situations. These situations are analysed via selected sequences in the software DartFish.

The first theoretical part introduces the reader generally to volleyball as a ball game. It characterises individual game activities whereas it is focused on blocking which is closely described in a separate chapter. The end of the theoretical part brings basic information about the specialised software used in volleyball - Datavolley, DartFish.

The second research part analyses single activities and moves of a blocker without ball at the net first of all in defence and in lesser frequency in offence. It evaluates specific measurements of blocker's moves which have been taken via DartFish software on players in view. Based on the measurement results it recommends the most effective type of blocker's move considering distance.

Key words: block, blocker's moves, somatic factors, game performance, volleyball rally, Datavolley, DartFish, defence, coverage