

Abstract

Title:

Comparison game performance in various development stage of football

Aim of work:

Chosen quality of variable gameplay in analysed matches. Comparison of selected activities of individual gameplay and team gameplay in different phases of football evolution. Comparative historical research with target to find out relations between past and present time.

Selected matches:

CSSR - Brazil (World Cup 1962, Chile)

CSSR - NDR (European Championship 1976, Beograd)

Manchester United - Bayern Mníchov (Champions League 1999)

Netherlands - Czech Republic (European Championship 2004)

Manchester City - QPR (Premiere League 2012)

Brazil - Deutschland (World Cup 2014, Brazil)

Methods:

To write down and evaluate obtained informations in each time period. Observative analysis with quantitative score by method called indirect observation. Category system (chosen in advance) for systematic categorisation of picked indicators (movement and gameplay activity).

Work results:

Almost all expected hypothesis have been confirmed in our work. The most successful game system is fast counter attack. The most successful players in scoring are attackers. The amount of attacking defenders has been raised and as well joining goalkeepers to the combination.

Key words:

game performance, history of football, performance's category