

Abstract

Title: Assessment of selected components of game performance in soccer in the U10 category

Objectives: The main objective is to determine the relationship between selected indicators of fundamental motor skills, physical skills, specific football skills and the success of game indicators in a match for 9-year-old football players. At the same time, the aim of the work is to find out the current level of fitness and their comparison with the population norm.

Methods: Quantitative research with empirical elements was used for the practical part of this thesis. The method of measurement and observation was chosen as the research method. The research group consisted of U10 players from the AC Sparta Prague (n = 16). The level of fundamental motor skills was determined by using the TGMD-2 test (Test of Gross Motor Development), the level of specific football skills was determined using slalom and LSPT (Loughborough Soccer Passing Test), the level of fitness was determined using the agility test and beep test. The success of the game skills in the match (passing and 1on1) was determined from the video recordings of selected matches.

Results: No relationship was found between the evaluated performance based on the analysis of the success of selected game skills and the basic motor skills evaluated by the TGMD-2 ($r = 0.01$) and fitness performance evaluated in the beep test and based on agility ($r = -0.02$) on the other hand. Performance in tests of basic motor skills, fitness or specific game skills identified as a predictor of performance in a match. The performance in the match was the most influencing the performance in the tests of specific game skills ($R^2 = 5.3\%$). In the endurance test, you can get six players of above-average performance, two players of average performance and 8 players of below-average performance.

Keywords: football, basic motor skills, game skills, beep test, success of game skills in a match