ABSTRACT

Title of the thesis:

Evaluation of individual and group gaming skills of players at AC Sparta Praha U12 (Year 2002)

Objectives:

To determine the error of players in matches AC Sparta Praha U 12 from the perspective of both quantity and quality

Method used:

Observational analysis with the method of indirect observation. This is a joint research.

Results:

Using the indirect observational method on AC Sparta Praha U12, I have found out that during 6 games, players had made in total 431 mistakes. Out of all, the most common mistake was pass – 136 errors (31,55%), followed by the circumvention of the teammate – 73 errors (16, 93%). I have noticed a comparable number of errors in takeover – 43 errors (9, 98%) and while handling the ball – 45 errors (10, 44%). From team activities I observed an error while defending an opponent along with one teammate – 14 errors (3, 25%) and ensuring teammate – 26 mistakes (6, 03%).

From the quality point of view, the greatest problem is the sense for the ball, when they were not able to choose the right strength or while processing the ball not being able to cushion the ball. Another cause of errors was pressing on an opponent. When opponents did not give the players of Sparta enough time and space for a game, they had a big problem to resolve the situation properly.

Keywords:

Game performance, analysis, abilities, diagnostic