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**INDICATORS OF TECHNICAL AND TACTICAL ACTIONS (SINGLE  
COMBAT) OF THE «METALIST-1925» TEAM IN THE UKRAINIAN  
CHAMPIONSHIP 2019**

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**Purpose:** to determine the dynamics of indicators of technical and tactical actions (single combats) of the Metalist-1925 team in the Championship of Ukraine for 10 calendar games at home.

**Materials and methods:** theoretical analysis and generalization of scientific and methodological literature data, methods of pedagogical observations, methods of mathematical statistics. Registration and analysis of technical and tactical actions (single combats) were carried out in the games of the Championship of Ukraine in the first league of the team "Metalist-1925". 10 games, held in Kharkov, were analyzed.

**Results:** the dynamics of quantitative and qualitative indicators of technical and tactical actions (single combat) of the Metalist-1925 team for 10 games of the Championship of Ukraine, for the first and second halves within 15 minute segments was determined. During the first half, the Metalist-1925 team performed 154 technical and tactical actions, 57 of which were negative, the rejection rate was 37%. The number of single combats in the second half was 192 of which 100 with a negative indicator, scrap rate was 58.3%, which is significantly higher than in the first half. This is primarily due to the fact that fatigue builds up in the second half, so

players make mistakes more often. Analyzing the dynamics of technical and tactical actions (single combats) over 15 minute intervals, we can conclude that the largest number of single combats in 10 games was performed by players in the period from 76 to 90 minutes (71 actions), and the smallest number was performed from 1 to 15 minutes ( 37 actions). The largest number of negative actions was recorded from 46 to 60 minutes (35 actions), where scrap rate was 60.3%, and the smallest number from 1 to 15 minutes (11 actions), where the scrap rate was 27.9%.

**Conclusions:** the obtained quantitative and qualitative indicators of technical and tactical actions (single combat) of the players of the Metalist-1925 team in the Ukrainian Championship in the most games do not correspond to the reference models of highly qualified football players, which gives grounds for adjusting the educational and training process.

**Keywords:** technical and tactical performance, single combat, football, scrap rate.

## **Introduction**

In sports, the concept of control is inextricably linked with the concept of "management", because you can effectively manage the training process only on the basis of information. Obtaining information is nothing more than control, one or more components that reflect the state of the various aspects of training [4, 15].

The control of technical readiness is associated with the use of specific indicators for each sport, which allow you to collectively assess the technical skills of the athlete. The control of competitive activity is based on the comparison of sports results with the planned or already shown and is aimed at identifying the strengths and weaknesses of the athlete's training, in order to further improve it [8].

Monitoring and analysis of technical and tactical actions of players and teams in football is one of the main research methods used in the process of pedagogical observations. In the process of control over the competitive activity of football players, certain goals and objectives are always set and the parameters of the competitive activity of football players that need to be studied are determined. Quite

often during tournaments, to obtain operational information, an objective and simple method of pedagogical observation of competitive activities is used, recording technical and tactical actions (TTD) on a dictaphone with subsequent transfer of sound symbols to special forms [5].

The main purpose of controlling the actions of football players with the ball in training and competitive games is to obtain optimal information, based on which you can adjust the construction of the team game, the training of individual players and the team as a whole. Controlling the actions of players with the ball involves three main areas [9, 13]:

1. Control of game activity, which allows tracing the dynamics of technical and tactical actions in competitions.

2. Control of technical readiness of players, which allows assessing their level of technique of possession of the ball and the ability to work with the ball in different conditions.

3. Control of the construction and quality of ball exercises.

The main criteria of informativeness in monitoring the actions of football players is an indicator of the effectiveness of a particular technical and tactical action. The technique of performing the same techniques on different parts of the field and their "contribution" to the result of the game is different, so the division of the football field into zones when registering the actions of players with the ball in competitive games is necessary. Therefore, many experts conditionally divide the football field into an attack zone, a middle zone, a defense zone.

One of the features of modern football is the growing importance of each game episode. The most important is martial arts, because the quantity and quality of this indicator largely determines the success of the team [11].

Martial arts at the top is a fight for a ball in the air. The result of the game depends on how the players of the team master the game in defense and attack [2, 14].

Head game is a technique that is used only in football, in no other game the head is used to move the ball, despite the fact that most of the game takes place on the ground, the head game remains an integral part of football [10, 14].

Head kicks are performed in all areas of the field, but the ability to play with the head in the penalty area is of particular importance. Every fourth goal scored in the penalty area (except for goals scored from the penalty spot) is scored with a head [3, 12].

Doing the research with the team "Metalist" it was concluded that the highest number of martial arts in the game was recorded in the middle zone, which shows that most often the fight for the top ball is in the middle of the football field. In other parts of the field (zones) the number of indicators is almost the same [6].

When conducting pedagogical observations of the game activity of football players, the total number of TTDs performed by players is of some interest. Thus, from the point of view of Arestov Yu., Godik M. [1], for successful actions in the game the defender must perform - 130 TTD, with an efficiency factor of 85%, the midfielder - 140 TTD, with an efficiency factor of at least 80%, the striker - 80 TTD, with an efficiency factor of 70%. Analyzing the TTD (single combats) of the team "Metalist", which took part in the games of the Europa League, the following indicators were obtained [7]. The best rate of single combat was recorded in the first half with the team "Zelburg" Austria - 20/5 scrap rate was - 25%. The worst indicator was registered in the game with the team "Olympiacos" Greece in the second half - 20/20, the scrap rate was - 80%.

The research was performed in accordance with the Consolidated Research Plan of the Department of Football and Hockey, Department of Sports and Mobile Games and the Department of Martial Arts of the Kharkiv State Academy of Physical Culture for 2016-2020 on the topic: "Psycho-sensory regulation of motor activity of situational athletes". The purpose of the research is to determine the dynamics of indicators of technical and tactical actions (single combat) of the team "Metalist-1925" in the Championship of Ukraine for 10 calendar games on their field.

## **Material and Methods of the research**

Registration and analysis of technical and tactical actions (martial arts) were carried out in the games of the Championship of Ukraine in the first league of the team "Metalist-1925". 10 games that took place in Kharkiv were analyzed. Research methods: theoretical analysis and generalization of data of scientific and methodical literature, methods of pedagogical observations, methods of mathematical statistics.

## **Results of the research**

The effectiveness of the training process depends on the information that the coach receives as a result of the analysis of training and competitive activities. In the table. 1 presents the indicators of TTD (single combat) for the first and second halves of the players of the team "Metalist - 1925" for 10 games in the Championship of Ukraine (first league).

*Table 1*

### **Quantitative indicators of technical and tactical actions (single combat) of the team "Metalist-1925" for the 1st and 2nd halves**

<b>№</b>	<b>Teams</b>	<b>1 half number of actions / quality of execution</b>	<b>Scrap rate, %</b>	<b>2nd half number of actions / quality of execution</b>	<b>Scrap rate, %</b>	<b>Total number of actions / quality of execution</b>	<b>Scrap rate, %</b>
1	Inhulets	19/6	31,5%	36/19	52,7%	55/25	45,4%
2	Rukh	18/8	44,4%	17/10	58,8%	35/18	51,4%
3	Ahrobiznes	11/4	36,3%	17/4	23,5%	28/8	28,5%
4	Volyn	16/7	43,7%	27/16	59,2%	43/23	53,4%
5	FK Mykolaiv	12/9	75,0%	16/9	56,2%	28/18	64,2%
6	Obolon Brovary	13/6	48,1%	19/9	47,3%	32/15	48,8%
7	Balkany	6/4	66,6%	8/3	37,5%	14/7	50%
8	Dnipro-1	15/4	26,6%	10/5	50%	25/9	36%
9	Kolos	19/5	26,3%	17/12	70,5%	36/17	47,2%
10	Hirniak Sport	25/4	16,6%	25/13	52%	50/17	34%
<b>Total:</b>		154/57	37,01%	192/100	58,3%	346/157	45,3%

In total, during the first half, the Metalist-1925 team performed 154 technical and tactical actions, 57 of them with a negative indicator, the scrap rate was 37%. The largest number of single combats was recorded in the game with the team "Hirniak Sport" - 25 with a negative indicator - 4, with a scrap rate - 16.6%. This is the

best indicator for 10 games of the team in the quantity and quality of the fight for the top ball. At the same time, the lowest rates in the number of single combats were recorded with the team "Balkany" - 6, in terms of scrap rate, the worst rate of single combats was registered with the team "IFC Nikolaev" - 75%.

The number of single combats in the second half was 192, of which 100 with a negative indicator, the scrap rate was - 58.3%, which is much higher than in the first half. This is primarily due to the fact that fatigue accumulates in the second half, so players are more likely to make mistakes. The largest number of martial arts was recorded in the game with the team "Inhulets" -36 of which negative actions - 19, the scrap rate - 52.7%. The lowest number of martial arts was registered in the game with the team "Balkany" - 8, negative actions - 3. The lowest coefficient of scrap was recorded in the game with the team "Ahrobiznes" - 23.5%, at the same time the worst indicators were recorded in the game with the team "Kolos" - 70.5%.

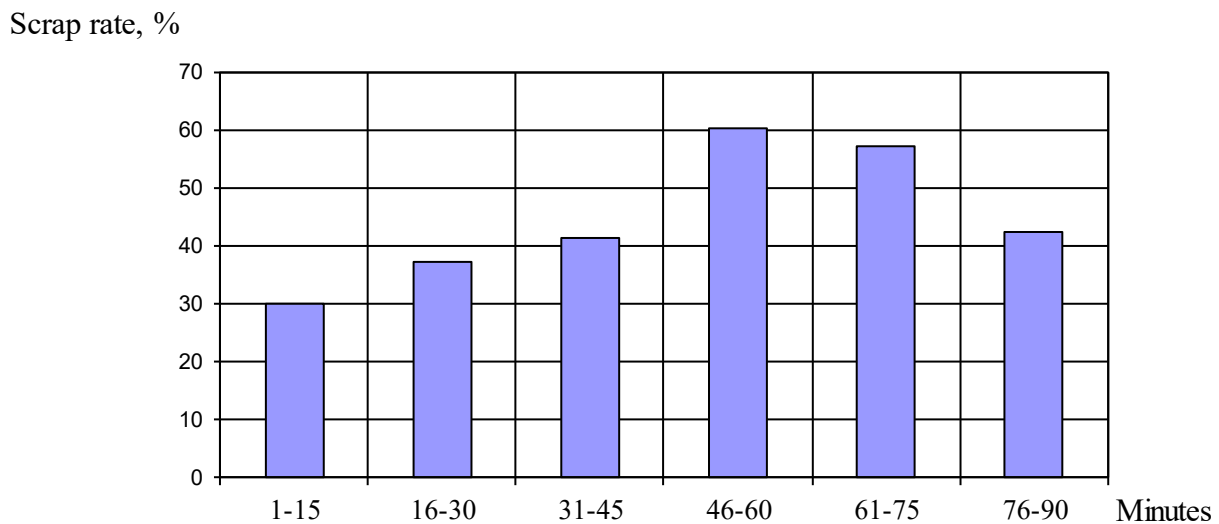
*Table 2*

**Dynamics of technical and tactical actions (single combat) of the team "Metalist-1925" in 15-minute segments**

№	Teams	1-15 min. of the game	Scrap rate, %	16-30 min. of the game	Коеф. Браку %	31-45 min. of the game	Scrap rate, %
1	Inhulets	4/0	0	9/3	33,3	6/3	50
2	Rukh	4/0	0	6/4	66,6	8/4	50
3	Ahrobiznes	3/1	33,3	4/2	50	4/1	25
4	Volyn	4/1	25	7/4	57.1	5/2	40
5	FK Mykolaiv	0/0	0	5/4	80	7/5	71,4
6	Obolon Brovary	5/3	60	6/1	16,6	2/2	100
7	Balkany	2/2	100	1/1	100	3/1	33,3
8	Dnipro-1	4/1	25	5/1	20	6/2	33,3
9	Kolos	4/2	50	6/2	33,3	9/1	11,1
10	Hirniak Sport	7/1	14,2	10/0	0	8/3	37,5
<b>Total:</b>		37/11	29,7	59/22	37,2	58/24	41,3

Analyzing the dynamics of technical and tactical actions (single combat) for 15-minute segments (Tables 2, 3), we can conclude that the largest number of single combats in 10 games was performed by players in the period from 76 to 90 minutes (71 actions), and the smallest was performed from 1 to 15 minutes (37 actions). The

great number of actions were registered in the game with the team "Inhulets" (16 actions), and the smallest in the game with the team "Balkany" (1 action). The highest number of negative actions was registered from 46 to 60 minutes (35 actions), where the scrap rate was 60.3%, and the lowest number from 1 to 15 minutes (11 actions), where the scrap rate was 27.9% (Fig. 1). ).



**Fig. 1.** Dynamics of average indicators of the coefficient of lack of technical and tactical actions (single combat) of the Metalist-1925 team in the Championship of Ukraine 2019

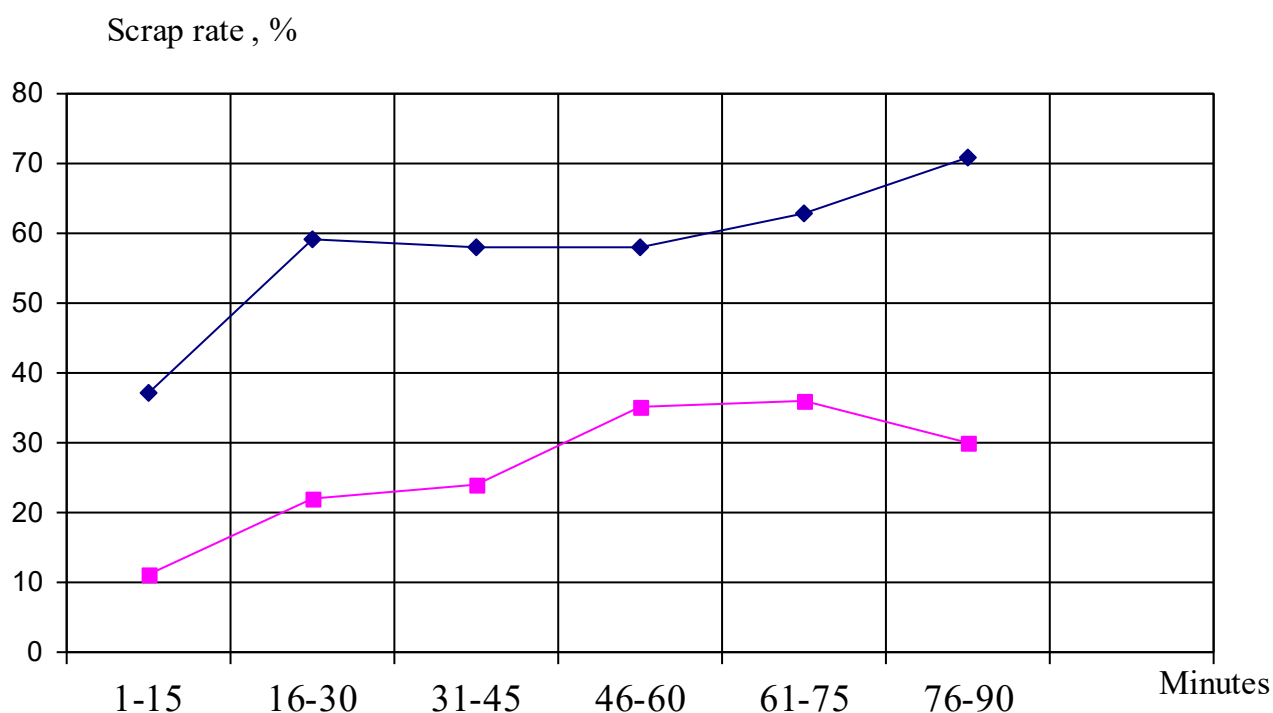
As for the game actions of the players of the Metalist-1925 team in different zones of the playing field, for 10 games, on average their number does not differ except for the first 15 minutes.

The scrap rate from 1 to 75 minutes gradually increases and does not decrease significantly from 76 to 90 minutes, although the number of actions is the highest (Fig. 2).

These indicators largely depend on the following factors:

- with which opponent did the Metalist-1925 team play;
- teams staffing;
- technical and physical fitness of the opponent's players;
- psychological condition of the players of the Metalist-1925 team;
- team readiness for a specific game;

– optimal composition of teams in the game.



*1 - the total number of martial arts: 2 - negatively performed martial arts.*

**Fig. 2.** Dynamics of average indicators of technical and tactical actions (single combat) for 10 games of the Championship of Ukraine of the first league of the Metalist-1925 team

### **Conclusions / Discussion.**

The obtained quantitative and qualitative indicators of technical and tactical actions (single combat) of the Metalist-1925 team in the Championship of Ukraine testify that during the first half the Metalist-1925 team performed 154 technical and tactical actions, 57 of them with a negative indicator, the scrap rate was - 37.01%. The largest number of single combats was recorded in the game with the team "Miner Sport" - 25 with a negative indicator - 4, with a scrap rate - 16.6%.

At the same time, the lowest indicators in the number of single combats were recorded with the team "Balkany" - 6, in terms of scrap rate, the worst rate of single combats was registered with the team "IFC Mykolaiv" - 75.0%.



The number of single combats in the second half was 192 of them 100 with a negative indicator, the scrap rate was - 58.3%, which is much higher than in the first half. This is primarily due to the fact that fatigue accumulates in the second half, so players are more likely to make mistakes.

The largest number of single combats was recorded in the game with the team "Inhulets-36", of which 19 were negative actions, the scrap rate was 52.7%. The lowest number of single combats was registered in the game with the team "Balkany" - 8, negative actions - 3.

The lowest scrap rate was recorded in the game with the team " Ahrobiznes " - 23.5%, while the worst indicators were recorded in the game with the team "Kolos" - 70.5%.

Analysis of the dynamics of technical and tactical actions (single combats) for 15 minutes shows that the largest number of single combats for 10 games was performed by players in the period from 76 to 90 minutes (71 actions), and the smallest number from 1 to 15 minutes (37 actions).

The great number of negative actions were registered from 46 to 60 minutes (35 actions), and the scrap rate was 60.3%, while the lowest number was from 1 to 15 minutes (11 actions), where the scrap rate was 27.9%.

The scrap rate from 1 to 75 minutes gradually increases and does not decrease significantly from 76 to 90 minutes, although the number of actions is the highest.

Thus, it can be stated that the quantitative and qualitative indicators of technical and tactical actions (single combat) of the players of the team "Metalist-1925" do not allow effective action during the game and depend on the physical, technical, psychological readiness of the team players, which gives grounds for educational and training process.

**Prospects for further research.** The prospects for further research are considered in the study of the ball selection of players of the team Metalist-1925 in different areas of the playing field.

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