

MODEL CHARACTERISTICS OF LEADING FOOTBALL PLAYERS OF DIFFERENT POSITIONS

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Purpose: to establish the model characteristics of sports opportunities and competitive activities of highly qualified football players of different positions.

Material and methods: registration of technical and tactical actions was carried out on the example of games of participating teams in the 2019/2020 UEFA Champions League. A total of 203 games of the teams «Atalanta» (Bergamo, Italy), «Atletico» (Madrid, Spain), «Bayern» (Munich, Germany), «Barcelona» (Barcelona, Spain), «Leipzig» (Leipzig, Germany), «Liverpool» (Liverpool, England), «Manchester City» (Manchester, England), «Olympique» (Lyon, France), «Paris Saint-Germain» (Paris, France) were registered and analyzed. The following research methods were used to solve the tasks: analysis of scientific and methodological literature, registration of technical and tactical actions, methods of mathematical statistics.

Results: the article presents data characterizing the morphological features and features of the defensive and attacking TTA of the best players of different game specializations based on the results of the 2019/2020 UEFA Champions League games. Models of the best goalkeepers (Neuer M., Oblak J., Lopez A.), defenders (Davis A., Kimmich J., Alaba D., Upamekano D., Angelino, Van Dijk W.),

midfielders (Thiago A., Goretzka L., Muller T., De Bruyne K., Auar W., Zabitzer M., Marquinhos, Gomez A.) and forwards (Gnabry S., Lewandowski R., Mbappe K., Neymar, Messi L., Sterling R.) were developed.

Conclusions: the data of the study show differences in morphological parameters and the structure of the competitive activities of the best goalkeepers, defenders, midfielders and forwards in the games of the 2019/2020 UEFA Champions League.

Keywords: football players, model characteristics, age, height, weight, technical and tactical actions.

Introduction

Currently, the management of athletes' training is based on the use of different models [5, 19]. An analysis of the available literature suggests the existence of several definitions of the term «model». Thus, V.Platonov [17] defines the term «model» as a sample, standard or standard; in a broader sense – any sample of an object, process or phenomenon.

Thus V.Shamardin [19] characterizes the «model» as a mentally presented or materially realized system that reproduces the object of study and is able to replace it so that its study provides new information about this object.

In turn, V.Kostyukevich [4, 5] considers the model as a certain structure consisting of different indicators and reflects the result of sports or other human activities.

Models used in the practice of training and competitive activities are divided into three levels [17]:

- generalized model, which reflects the characteristics of the object or process, identified on the basis of a study of a large group of athletes of a certain sex, age and qualifications. Models of this level are global in nature and reflect the most general patterns of training and competitive activities in a particular sport;

- group models, which are based on the study of a specific set of athletes (or teams), which differ in specific features within a particular sport;

- individual models that are developed for individual athletes and are based on data from long-term research and individual forecasting of the structure of competitive activity and training of an individual athlete.

It is known that the management of the process of sports training requires as a necessary element the presence of model characteristics – normative indicators characteristic of a certain level of training and sports results [19, 22, 24].

Model characteristics are considered:

- as ideal characteristics of the athlete's condition, in which he can show record results;

- as indicators (tests), increasing the results of which leads to an increase in competitive achievements;

- as separate indicators that are part of the model.

To assess a particular model, many experts use both model characteristics [1, 6] and model indicators [4, 5]. It is noted [4, 5, 9, 10, 17] that the model indicators of football players allow to effectively manage their training.

Thus model indicators of football players are subdivided into:

1. Model indicators of sports opportunities. They include indicators that reflect the morphofunctional characteristics of the organism. Morphofunctional features of football players are assessed by indicators of age [11], overall body size [2, 3, 7, 13, 18, 25] and functional fitness [4, 12, 20, 27, 29, 30].

2. Model indicators of sportsmanship. They are based on the level of special physical, technical and tactical training of football players. In the practice of football to assess the level of fitness of athletes, the greatest attention is paid to the criteria of special physical fitness [6, 19, 26].

3. Model indicators of competitive activity. They, according to many experts, most fully characterize the level of training and skill of football players. Control of competitive activity of football players is carried out in two directions: control of motor activity [16, 21, 23, 28] and control of TTA [6, 8, 14, 15, 19].

Purpose of the study is to establish the model characteristics of sports opportunities and competitive activities of highly qualified football players of different positions.

Material and Methods of the research

Registration of technical and tactical actions was carried out on the example of games of participating teams in the 2019/2020 UEFA Champions League. A total of 203 games of the teams «Atalanta» (Bergamo, Italy), «Atletico» (Madrid, Spain), «Bayern» (Munich, Germany), «Barcelona» (Barcelona, Spain), «Leipzig» (Leipzig, Germany), «Liverpool» (Liverpool, England), «Manchester City» (Manchester, England), «Olympique» (Lyon, France), «Paris Saint-Germain» (Paris, France) were registered and analyzed. So the following TTAs were registered at goalkeepers: saves, claims, punches, shot passes and long passes. The field players registered such TTA: aerial duels, tackles attempted, interceptions, clearances, blocks, shots, dribbles, shot passes and long passes, crosses, through ball, key passes.

The following research methods were used to solve the tasks: analysis of scientific and methodological literature, registration of technical and tactical actions, methods of mathematical statistics.

Results of the research

Table 1 presents general data on the best players of 2019-2020.

The table shows that of the 23 players — 5 Germans, 3 French, 2 Austrians, 2 Spaniards, 2 Brazilians and 2 Argentines, 1 Slovenian, 1 Portuguese, 1 Canadian, 1 Dutch, 1 Belgian, 1 Pole and 1 Englishman.

«Bayern Munich» (9 players) has the largest representation in the symbolic team. «RB Leipzig» and «PSG» have 3 representatives each in the list of the best players of the Champions League of the 2019/2020 season. 2 representatives in this list have «Olympic» Lyon and «Manchester City». 1 player each – «Atletico», «Liverpool», «Atalanta» and «Barcelona».

The results of the table show that the age of the best players of the 2019/2020 season varied from 19 (Davis A.) to 33 years (Neuer M.).

Table 1

General information about the best players of the UEFA Champions League for the 2019/2020 season

Football player	Nationality	Club	Age	Month of birth	Height	Weight	Leading leg
Goalkeepers							
Neuer M.	Germany	«Bayern»	33	March	193	92	Right
Oblak J.	Slovenia	«Atletico»	26	January	188	87	Right
Lopez A.	Portugal	«Olympic»	29	October	184	81	Left
Defenders							
Davis A.	Canada	«Bayern»	19	November	183	75	Left
Kimmich J.	Germany	«Bayern»	24	February	177	70	Right
Alaba D.	Austria	«Bayern»	27	June	180	76	Left
Upamekano D.	France	«Leipzig»	21	October	186	79	Right
Angelino	Spain	«Leipzig»	22	January	171	69	Left
Van Dijk W.	Netherlands	«Liverpool»	28	July	193	90	Right
Midfielders							
Thiago A.	Spain	«Bayern»	28	April	174	65	Right
Goretzka L.	Germany	«Bayern»	24	February	189	79	Right
Muller T.	Germany	«Bayern»	30	September	185	75	Right
De Bruyne K.	Belgium	«MC»	28	June	181	76	Right
Auar W.	France	«Olympic»	21	June	175	70	Right
Zabitzer M.	Austria	«Leipzig»	25	March	177	70	Right
Marquinhos	Brazil	«PSG»	25	May	183	75	Right
Gomez A.	Argentina	«Atalanta»	31	February	167	68	Right
Forwards							
Gnabry S.	Germany	«Bayern»	24	July	176	72	Right
Lewandowski R.	Poland	«Bayern»	31	August	185	81	Right
Mbappe K.	France	«PSG»	21	December	178	73	Right
Neymar	Brazil	«PSG»	27	February	175	68	Right
Messi L	Argentina	«Barcelona»	32	June	170	67	Left
Sterling R.	England	«MC»	25	December	170	70	Right

Analysis of anthropometric indicators of this group of football players shows that the body length of the players varied from 167 (Gomez A.) to 193 cm (Neuer M.). Indicators of body weight of football players ranged from 65 (Thiago A.) to 92 kg (Neuer M.).

Table 2 shows the average morphological indicators of the best players of the Champions League season 2019/2020 of different game roles.

Table 2

Average age and anthropometric indicators of the best players of the UEFA Champions League of the 2019/2020 season of different game roles

Indicators	Goalkeepers (n=3)	Defenders (n=6)	Midfielders (n=8)	Attackers (n=6)	Total (n=23)
Middle age	29,3±2,0	23,5±1,4	26,5±1,2	26,7±1,7	26,1±0,8
Body length, cm	188,3±2,6	181,7±3,1	178,9±2,5	175,7±2,3	180,0±1,5
Body weight, kg	86,7±3,2	76,5±3,1	72,3±1,7	71,8±2,1	75,1±1,5

The obtained results are partially confirmed by previous studies [5, 7, 18], which show a tendency to reduce the age, length and body weight of players along the conditional line of players from their goal to the opponent's goal.

Thus, the average age of the best goalkeepers of the 2019/2020 season was $29,3 \pm 2,0$ years, defenders – $23,5 \pm 1,4$ years, midfielders – $26,5 \pm 1,2$ years, strikers – $26,7 \pm 1,7$ years.

Also in this group of goalkeepers were higher average body length ($188,3 \pm 2,6$ cm), relative to defenders ($183,7 \pm 3,1$ cm), midfielders ($178,9 \pm 2,5$ cm) and attackers ($175,7 \pm 2,3$ cm).

A similar situation is observed in terms of body weight. Thus, the average body weight of goalkeepers was $86,7 \pm 3,2$ kg, defenders – $76,5 \pm 3,1$ kg, midfielders – $72,3 \pm 1,7$ kg, forwards – $71,8 \pm 2,1$ kg.

Table 3 presents the average competitive performance of the best goalkeepers of the Champions League season 2019/2020.

Table 3

Competitive performance indicators of the best goalkeepers of the UEFA Champions League for the 2019/2020 season

Indicators	Football player		
	1	2	3
Touches, quantity	47,7	30,3	37,8
Saves, quantity	2,5	2,6	2,5
Claims, quantity	0,2	0,2	1,0
Punches, quantity	0,2	0,4	0,3
Shot passes, quantity	38,8	22,7	27,5
Efficiency of short passes, %	86,9	53,5	68,1
Long passes, quantity	11,2	18,2	15,2
Efficiency of long passes, %	56,9	41,2	44,7

Remark: 1 — Neuer M., 2 — Oblak J., 3 — Lopez A.

As a result of the study, it was found that the best goalkeepers in the games of this tournament on the field spent from 93 to 124 minutes. During the game, they performed from 15 to 69 touches to the ball.

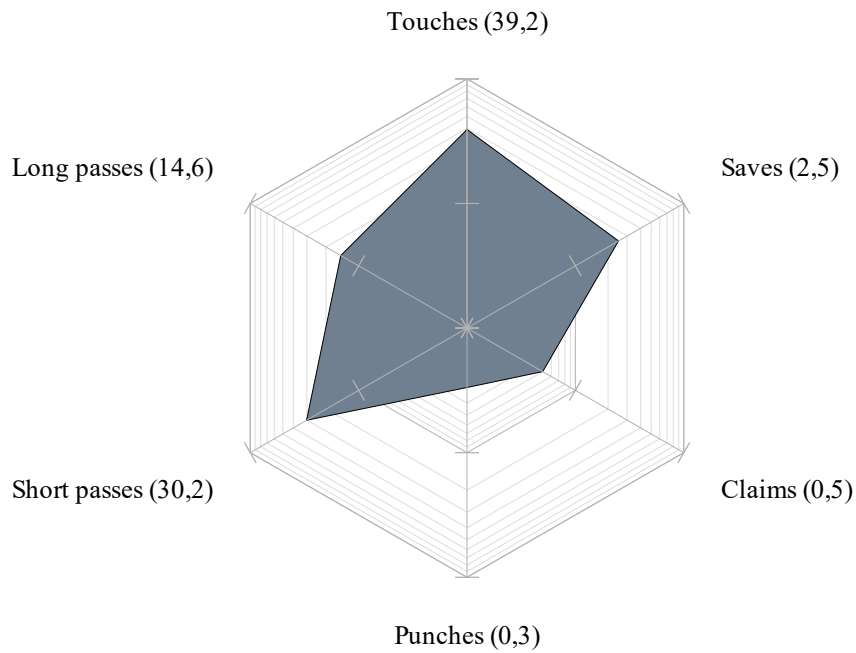


Figure 1. Model of competitive activity of the best goalkeepers of the teams participating in the UEFA Champions League of the 2019/2020 season (in parentheses – quantity)

Analysis of the TTD of the best goalkeepers shows that they played in the Champions League games of the 2019/2020 season:

- from 0 to 9 saves ($2,5 \pm 0,4$ actions);
- from 0 to 3 claims ($0,5 \pm 0,2$ actions);
- from 0 to 2 punches ($0,3 \pm 0,1$ actions);
- from 10 to 62 short passes ($30,2 \pm 2,2$ actions);
- from 3 to 46 long passes ($14,6 \pm 1,6$ actions).

Table 4 shows the average competitive performance of the best defenders of the Champions League season 2019/2020.

It is established that the best defenders in the games of the Champions League on the field spent from 22 to 124 minutes. The analysis of indicators of competitive activity of football players of the given game role shows that on the average for game they carried out:

touches, aerial duels, tackles attempted, interceptions, clearances, blocks, shots, dribbles, shot passes and long passes, crosses, through ball, key passes.

- from 31 to 144 touches (91,2±2,2 actions);
- from 0 to 7 aerial duels (1,6±0,2 actions);
- from 0 to 7 tackles attempted (1,6±0,2 actions);
- from 0 to 4 interceptions (1,1±0,2 actions);
- from 0 to 8 clearances (2,0±0,3 actions);
- from 0 to 2 blocks (0,2±0,1 actions);
- from 0 to 4 shots (0,8±0,1 actions);
- from 0 to 8 dribbles (1,2±0,3 actions);
- from 25 to 126 shot passes (68,9±3,7 actions);
- from 0 to 23 long passes (7,0±0,8 actions);
- from 0 to 15 crosses (2,6±0,5 actions);
- from 0 to 1 through ball (0,1±0,1 actions);
- from 0 to 7 key passes (1,1±0,2 actions).

Table 4

**Indicators of competitive activity of the best defenders of the UEFA
Champions League of the 2019/2020 season**

Indicators	Football player					
	1	2	3	4	5	6
Touches, quantity	83,9	89,5	80,6	81,6	73,8	105,8
Aerial duels, quantity	1,3	0,6	0,9	2,3	0,8	4,1
Tackles attempted, quantity	2,3	1,4	0,9	3,1	1,0	1,1
Interceptions, quantity	1,3	0,9	0,8	1,5	1,2	1,1
Clearances, quantity	0,9	0,7	2,0	3,4	1,4	4,0
Blocks, quantity	0,0	0,2	0,3	0,5	0,0	0,1
Shots, quantity	1,0	0,5	0,6	1,0	0,8	1,1
Shots on target, quantity	0,0	0,4	0,1	0,4	0,4	0,1
Dribbles, quantity	3,3	0,6	0,3	1,9	1,0	0,1
Shot passes, quantity	56,5	67,7	73,3	66,4	51,0	92,0
Efficiency of short passes, %	88,7	88,0	89,7	86,7	80,8	88,7
Long passes, quantity	2,5	6,6	6,0	7,6	3,8	14,6
Efficiency of long passes, %	68,6	69,7	47,7	59,4	22,0	64,1
Crosses, quantity	2,3	6,7	0,5	0,1	5,2	0,0
Efficiency of crosses, %	15,4	19,4	83,4	0,0	21,9	-
Through ball, quantity	0,1	0,3	0,0	0,0	0,0	0,0
Efficiency of through ball, %	100,0	33,3	-	-	-	-
Key passes, quantity	1,1	2,5	0,5	0,1	1,2	0,5

Remark: 1 – Davis A., 2 – Kimmich J., 3 – Alaba D., 4 – Upamekano D., 5 – Angelino, 6 – Van Dijk W.

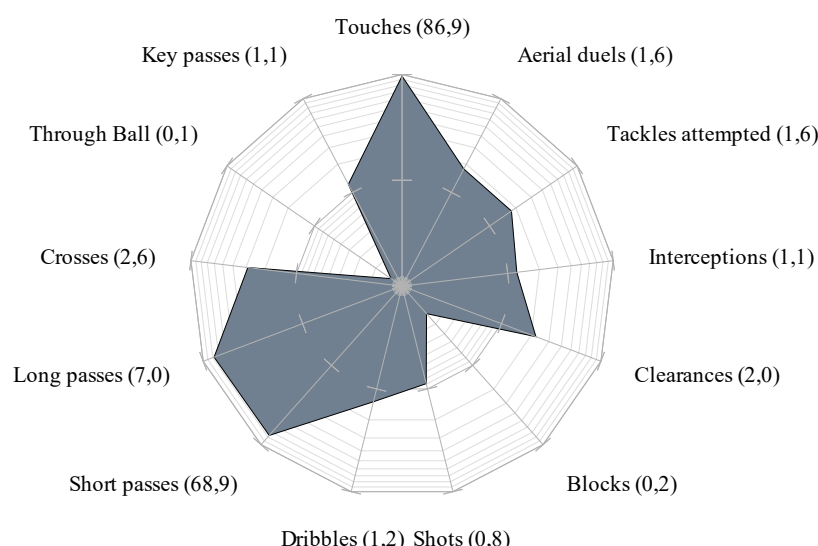


Figure 2 Model of competitive activity of the best defenders of the participating teams of the UEFA Champions League of the 2019/2020 season (in parentheses – quantity)

Table 5 shows the average competitive performance of the best midfielders of the Champions League season 2019/2020.

Table 5

Competitiveness indicators of the best midfielders of the UEFA Champions League season 2019/2020

Indicators	Football player							
	1	2	3	4	5	6	7	8
Touches, quantity	96,2	46,9	43,2	64,9	63,5	78,4	77,8	59,0
Aerial duels, quantity	1,3	0,9	1,0	0,7	0,5	0,7	3,0	0,0
Tackles attempted, quantity	3,4	1,9	1,5	1,1	1,8	0,7	2,0	0,7
Interceptions, quantity	2,3	1,3	0,5	0,9	0,6	1,0	1,5	0,7
Clearances, quantity	0,4	0,4	0,5	0,7	0,1	0,6	2,5	0,2
Blocks, quantity	0,0	0,3	0,0	0,0	0,3	0,1	1,1	0,1
Shots, quantity	0,7	2,4	2,0	2,3	1,1	2,4	0,6	1,8
Shots on target, quantity	0,1	0,4	0,9	0,9	0,6	1,0	0,3	0,8
Dribbles, quantity	1,3	0,4	0,5	2,0	4,4	0,6	0,1	1,8
Shot passes, quantity	83,2	35,4	30,2	41,9	37,6	58,7	65,1	38,2
Efficiency of short passes, %	91,0	87,8	79,3	76,3	78,7	82,8	85,3	84,9
Long passes, quantity	11,0	3,1	1,4	3,1	2,5	4,6	5,2	2,4
Efficiency of long passes, %	78,1	81,0	64,3	53,8	46,9	52,6	42,0	48,8
Crosses, quantity	0,0	0,3	2,2	8,7	1,3	4,9	0,1	5,4
Efficiency of crosses, %	-	50,0	22,3	26,2	25,0	30,6	100,0	24,0
Through ball, quantity	0,4	0,3	0,3	1,1	0,3	0,0	0,2	0,7
Efficiency of through ball, %	75,0	50,0	25,0	40,0	0,0	-	50,0	33,3
Key passes, quantity	1,5	0,3	2,5	3,9	1,4	1,2	0,2	2,0

Remark: 1 – Thiago A., 2 – Goretzka L., 3 – Muller T., 4 – De Bruyne K., 5 – Auar W., 6 – Zabitzer M., 7 – Marquinhos, 8 – Gomez A.

Analysis of the competitive performance of midfielders shows that the best representatives of this role in the UEFA Champions League games of the 2019/2020 season on the field spent from 4 to 101 minutes, with an average value of $85,2 \pm 2,6$ minutes.

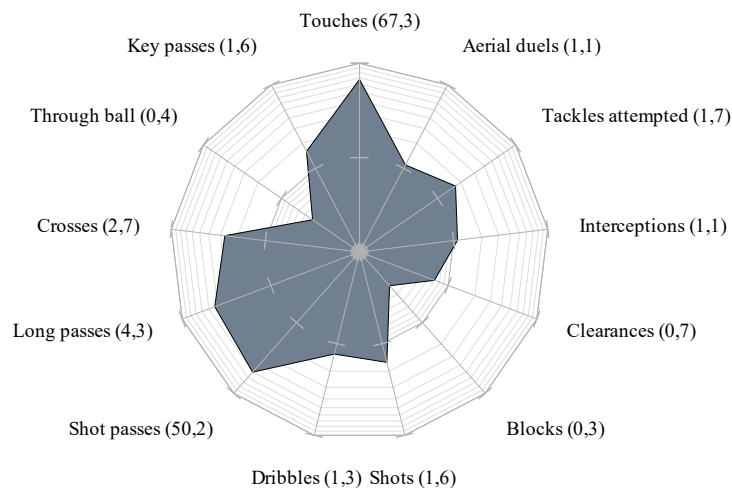


Figure 3 Competitive activity model of the best midfielders of the UEFA Champions League teams of the 2019/2020 season (in parentheses — quantity)

It is established that eight midfielders in the games of this tournament performed:

aerial duels, tackles attempted, interceptions, clearances, blocks, shots, dribbles, shot passes and long passes, crosses, through ball, key passes.

- from 3 to 132 touches ($67,3 \pm 3,0$ TTA);
- from 0 to 10 aerial duels ($1,1 \pm 0,2$ TTA);
- from 0 to 8 tackles attempted ($1,7 \pm 0,2$ TTA);
- from 0 to 5 interceptions ($1,1 \pm 0,2$ TTA);
- from 0 to 4 clearances ($0,7 \pm 0,1$ TTA);
- from 0 to 2 blocks ($0,3 \pm 0,1$ TTA);
- from 0 to 6 shots ($1,6 \pm 0,2$ TTA);
- from 0 to 8 dribbles ($1,3 \pm 0,2$ TTA);
- from 2 to 117 shot passes ($50,2 \pm 2,8$ TTA);
- from 0 to 15 long passes ($4,3 \pm 0,5$ TTA);

- from 0 to 17 crosses ($2,7 \pm 0,5$ TTA);
- from 0 to 3 through ball ($0,4 \pm 0,1$ TTA);
- from 0 to 9 key passes ($1,6 \pm 0,2$ TTA).

Table 6 presents the average competitive performance of the best strikers in the UEFA Champions League season 2019/2020.

Table 6

Indicators of competitive activity of the best forwards of the UEFA Champions League of the 2019/2020 season

Indicators	Football player					
	1	2	3	4	5	6
Touces, quantity	53,5	42,6	39,4	82,0	76,1	41,4
Aerial duels, quantity	0,5	2,8	0,3	0,3	0,4	0,2
Tackles attempted, quantity	2,1	1,0	0,4	1,0	0,1	0,7
Interceptions, quantity	0,5	0,2	0,1	0,3	0,3	0,7
Clearances, quantity	0,2	0,8	0,0	0,0	0,0	0,2
Blocks, quantity	0,0	0,0	0,0	0,0	0,0	0,1
Shots, quantity	2,7	5,2	3,0	3,4	4,0	2,7
Shots on target, quantity	1,6	3,3	1,8	1,0	1,9	1,4
Dribbles, quantity	1,2	1,2	1,5	6,1	7,7	2,0
Shot passes, quantity	36,3	24,8	24,4	46,6	49,1	23,9
Efficiency of short passes, %	84,4	77,5	84,8	73,6	81,5	77,6
Long passes, quantity	1,1	0,6	0,8	3,0	2,4	0,3
Efficiency of long passes, %	61,1	90,0	66,7	20,5	63,9	25,0
Crosses, quantity	2,5	0,6	1,3	3,4	2,0	0,9
Efficiency of crosses, %	14,6	30,0	8,3	14,3	20,0	16,7
Through ball, quantity	0,2	0,2	0,3	2,1	1,6	0,3
Efficiency of through ball, %	100,0	50,0	100,0	20,0	18,7	33,3
Key passes, quantity	1,2	2,1	1,3	2,3	2,3	1,8

Remark: 1 – Gnabry S., 2 – Lewandowski R., 3 – Mbappe K., 4 – Neymar, 5 – Messi L., 6 – Sterling R.

As a result of the study, it was found that the best forwards in the games of this tournament on the field spent from 20 to 101 minutes, with an average value of $81,0 \pm 3,3$. Analysis of quantitative indicators of competitive activity shows that the players of the offensive line in the games of the Champions League season 2019/2020 carried out:

- from 7 to 113 touches ($53,6 \pm 3,3$ TTA);
- from 0 to 4 aerial duels ($0,8 \pm 0,2$ TTA);
- from 0 to 6 tackles attempted ($0,9 \pm 0,2$ TTA);

- from 0 to 2 interceptions ($0,3 \pm 0,1$ TTA);
- from 0 to 2 clearances ($0,2 \pm 0,1$ TTA);
- from 0 to 1 blocks ($0,1 \pm 0,1$ TTA);
- from 0 to 10 shots ($3,5 \pm 0,3$ TTA);
- from 0 to 15 dribbles ($2,9 \pm 0,4$ TTA);
- from 2 to 70 shot passes ($32,8 \pm 2,2$ TTA);
- from 0 to 7 long passes ($1,4 \pm 0,2$ TTA);
- from 0 to 7 crosses ($1,8 \pm 0,2$ TTA);
- from 0 to 5 through ball ($0,7 \pm 0,2$ TTA);
- from 0 to 6 key passes ($1,8 \pm 0,2$ TTA).

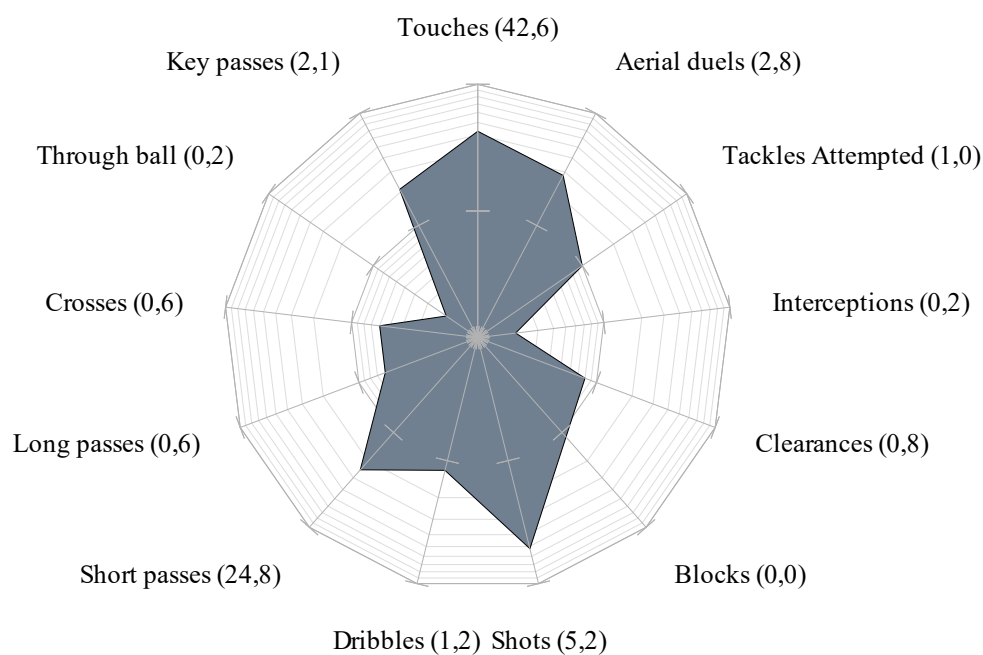


Figure 4 Model of competitive activity of the best forwards of the participating teams of the UEFA Champions League of the 2019/2020 season (in parentheses – quantity)

Table 7 shows the average performance of the best players of the UEFA Champions League season 2019/2020 of different game specializations.

As a result of a comparative analysis of the quantitative indicators of the TTA of the best players of the UEFA Champions League of the 2019/2020 season of

different roles, it was found that defenders significantly outperform midfielders in terms of touches ($t=4,11$; $p<0,001$), clearances ($t=4,11$; $p<0,001$), short passes ($t=4,03$; $p<0,001$) and long passes ($t=2,86$; $p<0,01$). In turn, midfielders on average during the game performed significantly more shots on goal ($t=3,58$; $p<0,001$) and through ball ($t=2,12$; $p<0,05$).

Table 7

Competitive performance indicators of the best players of the UEFA Champions League season 2019/2020 of different roles

Indicators	Defenders	Midfielders	Forwards
Touches, quantity	86,9±3,7	67,3±3,0	53,6±3,3
Aerial duels, quantity	1,6±0,2	1,1±0,2	0,8±0,2
Tackles attempted, quantity	1,6±0,2	1,7±0,2	0,9±0,2
Interceptions, quantity	1,1±0,2	1,1±0,2	0,3±0,1
Clearances, quantity	2,0±0,3	0,7±0,1	0,2±0,1
Blocks, quantity	0,2±0,1	0,3±0,1	0,1±0,1
Shots, quantity	0,8±0,1	1,6±0,2	3,5±0,3
Shots on target, quantity	0,2±0,1	0,6±0,1	1,9±0,2
Dribbles, quantity	1,2±0,3	1,3±0,2	2,9±0,4
Shot passes, quantity	68,9±3,7	50,2±2,8	32,8±2,2
Efficiency of short passes, %	87,5±0,7	83,5±1,0	80,3±1,3
Long passes, quantity	7,0±0,8	4,3±0,5	1,4±0,2
Efficiency of long passes, %	57,8±4,2	58,0±4,0	57,3±6,7
Crosses, quantity	2,6±0,5	2,7±0,5	1,8±0,2
Efficiency of crosses, %	22,7±4,9	28,6±5,4	16,3±4,4
Through ball, quantity	0,1±0,1	0,4±0,1	0,7±0,2
Efficiency of through ball, %	50,0±28,9	42,1±10,5	40,6±9,8
Key passes, quantity	1,1±0,2	1,6±0,2	1,8±0,2

We found even more significant differences in the TTA indicators of the best defenders and forwards of the UEFA Champions League for the 2019/2020 season. Thus, defenders on average per game made significantly more touches to the ball ($t=6,72$; $p<0,001$), aerial duels ($t=2,83$; $p<0,01$), tackles attempted ($t=2,47$; $p<0,05$), interceptions ($t=3,58$; $p<0,001$), clearances ($t=5,69$; $p<0,001$), short ($t=8,39$; $p<0,001$) and long ($t=6,79$; $p<0,001$) passes. On the other hand, the players of the attacking line significantly outperformed the defenders in terms of shots on goal ($t=8,54$; $p<0,001$), dribbles ($t=3,40$; $p<0,001$), through ball ($t=2,68$; $p<0,01$) and key passes ($t=2,47$; $p<0,05$).

Comparing the quantitative indicators of TTA of the best midfielders and forwards in the UEFA Champions League games, it was found that midfielders on average during the game performed significantly more touches to the ball ($t=3,07$; $p<0,01$), tackles attempted ($t=2,83$; $p<0,01$), interceptions ($t=3,58$; $p<0,001$), clearances ($t=3,54$; $p<0,001$), short ($t=4,89$; $p<0,001$) and long ($t=5,39$; $p<0,001$) passes. At the same time, the forwards surpassed the midfielders in terms of shots on goal ($t=5,27$; $p<0,001$) and dribbles ($t=3,58$; $p<0,001$).

Conclusions / Discussion

The data of the study show differences in morphological indicators and the structure of the competitive activity of the best players of different roles in the UEFA Champions League games of the 2019/2020 season.

The data (Kostyukevich V. 2006) concerning model indicators of sports opportunities of highly skilled football players of various game role are confirmed. Data were supplemented and expanded (Golomazov S., Chirva B., 2003, Martirosov E., Baluchi R., 2006, Shalenko V., Pertsukhov A., 2016, Perevoznik V., Pertsukhov A., 2018) on age and anthropometric indicators of highly qualified football players. The obtained data allow us to state that the peak of sportsmanship in football is in the age range from 25 to 29 years. There is a tendency to reduce the age, length and body weight of players along the conditional line of location of players from their goal to the opponent's goal. As a result of the study, it was found that the best players of the UEFA Champions League of different roles have a characteristic overall body size and a number of their differences.

The results of the study confirmed the information on quantitative and qualitative indicators of TTA field players of different qualifications. Data on the peculiarities of TTA performance by goalkeepers of different levels have been supplemented and expanded. Thus, this study notes the impact of game specialization of football players on the structure of competitive activities of individual football players and the team as a whole. For the first time, models of competitive activity of the best players of different roles in the UEFA Champions League games of the 2019/2020 season have been developed.

The main provisions and conclusions of this study can be taken into account in the formation of club and national teams of different levels and in the construction of technical and tactical exercises for players of different game specializations.

Prospects for further research. Further research will be devoted to establishing the peculiarities of the performance of team TTA by highly qualified players.

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