

SCIENTIFIC APPROACH TO A SELECTION IN GAME TACTICS MODEL IN TEAM SPORTS**Slavko Trninić¹, Vladan Papić² and Damir Vukičević²**¹ Faculty of kinesiology, University of Split, Croatia² The Faculty of science, University of Split, Croatia*Review paper***Abstract**

A game tactics model in team sports is one of the factors that determines the success rate of the individual's and the whole team's accomplishments. Hence, a constructive selection of players based on a system of criteria which are features of the game tactics model formation is essential for the development of professional team sports and the teams' competition success rate. Such an approach is based on a teams' game tactics model analysis which is superior competition-wise, on anticipation of the direction of team sports development, on analysis of multiple causes of success and failure in each sports game. All these factors enable rational formations of a teams' game tactics model. Changes and the development of a player's potential, real qualities of a player and selection of a game tactics model is a scientific interdisciplinary and applied area. Formation of the game tactics model is a flexible process and it demands timely modifications during the preparation and the competition period. That is a functionally plastic process which is under the influence of feedback and/or new competitive experiences correcting all adequate changes in forming tactical systems and tactical combinations in team sports. Therefore, desirable changes in players' real quality, introducing to the team certain types of players which are necessary, are mutually intertwined and interact with modifications and transformations of game tactics models. The modifications of a game tactics model imply removal of inefficient and modeling of efficient tactical systems, tactical combinations and forms of game tactics.

Key words: *Scientific approach, selection, game tactics model, formation, team sports*

Introduction

The success rate in resolving the situations in team sports primarily depends on the quality of cooperation of the team that is on the „the behavior maximizing the outcomes of the collective“ (Hewstone and Stoebe, 2001) and confrontation to the opponent. Besides that, the defence and offence efficiency is also determined by the chosen game tactics model of a team and its opposing team, and the quality of particular players of the opposing teams. The adequate game tactics model is a selection of appropriate systems of defence, offence and communication which fit the total potential of the team and also of particular players. The role in the play for particular types of players is determined by the selected game tactics model of the team. Unlike the game tactics model, modeling the game in the training process creates situations which await the players and the team at the game with a certain opponent. The sports profession and practice distinguish two types of modeling: modeling the game of a team and modeling the game of its opposing team (Dežman, 1988; Gomeljski, 1977).

The coaching system in forming the game tactics model is dynamic and re-adaptive to new demands of the competition, development changes of the particular players and in relation to introducing new types of players. The success rate of a particular team is determined by the conditions and approach of shaping game tactics model which must enable realization of the total team potential, and development of quality of players' cooperation within the chosen tactical system which must suit the potential of the team and its particular players (Gabrijelić, 1977; Dežman 1998, 1999). The experts need to find the balance between tactical systems of defence and offence, and to pay them a similar amount of attention since offence and defence make an undividable whole (Nikolić, 1993; Trninić, 1996, 2006). That is because by balancing the different phases of sports play a higher quality level of a particular team is reached. The accent on the balance and the concept of synergy of action of players in team sports contribute to an optimal result in competition situations. (Trninić, 2006).

Formation of game tactics model in team sports

From the professional scientific point of view we distinguish three approaches to forming game tactics models in team sports:

- * Player profile selection for a specific game tactics model (Fig.1);
- * Game tactics model selection according to estimated potential and real player and team quality (Fig. 2);
- * The combination of both previously mentioned approaches in appropriate relations (Fig. 3).

Selection of players for a specific game tactics model

The presented model (Fig. 1) emerges from the coaches game tactics model (GTM) and it has a unilateral adaptation. In this model, the single player (Pj) and the whole team adapt to the general and the specific tasks which need to be performed within the game tactics model (Dežman, 1998; Trninić, 2006). A coach who wants his team to play fast, aggressively and attractively is a good example. To him, it is a question of which players fit which positions in the game (PTj). He needs players who are situation-prompt, creative and adaptive to different game systems. For that reason, his next step is estimating the types of players (PES) who can perform the tasks and play the roles in the game inside the boundaries of the concept set up. The real picture of the potential for a particular type of player (PDj) and team, as well as their ability to change habitual behavior in the game, are visible primarily at the situation trainings and competitions of high-competitiveness pressure. One must also take into account that the selection and the alteration of the game tactics model notably depend upon the profile of the players, since it would be irrational to set up an ideal system if the players can't fulfill the specific demands. Hidden aspects of a player's and a team's potential, what can be expected of them, and what is their experience (absolute and at the current level of the competition) in the selected game system is the most evident during the game. This approach and model is typical of highest-quality teams and national selections. The model in Fig. 1 can be simplified into a modular form of an open loop system where the starting point is the coach's game tactics model which bears no possibility of modification based on the evaluation results (Fig. 1.b.).

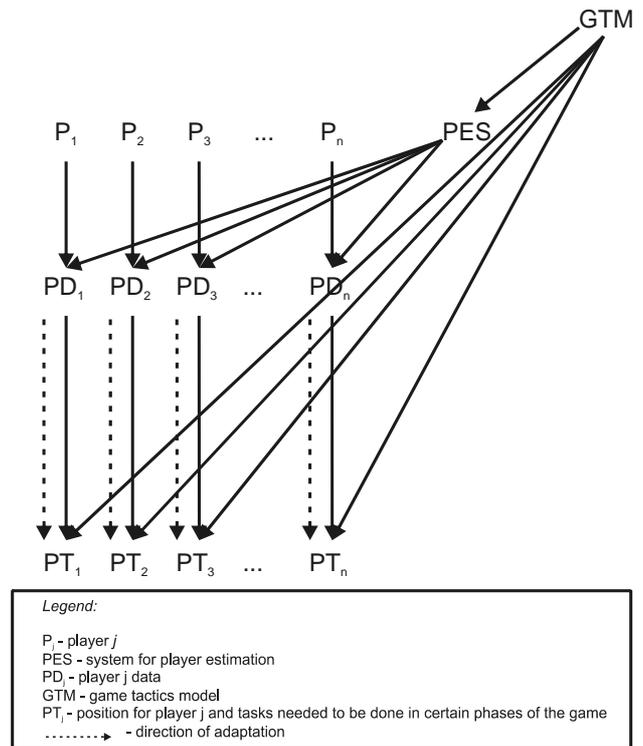


Figure 1.- Adaptation and training of a player according to the coach's game tactics model

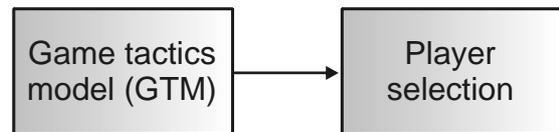


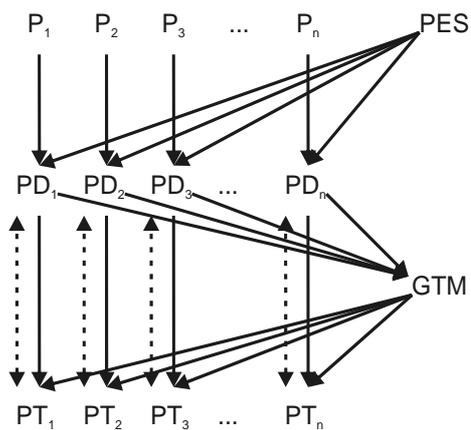
Figure 1.b. A modular display of and training of a player according to the coach's game tactics model

In sports practice, this doesn't indicate that all the selected players are ideal prototypes of the coach's model for the required game tactics. The coach's duty is to encourage adjustments and improvements of the players during an annual or multiannual cycle, in order for them to conform to the coach's game tactics model.

Game tactics model selection according to estimated potential and real player and team quality

The second model here presented arose from systematic observation and an analysis of real player quality (PES). The adaptation is bilateral (Fig. 2). The individual player and the whole team adapt to the tasks within the game tactics model and vice versa. Therefore, based on the data on each player (PDj), the coach evaluates which tasks (PTj) can be performed by which player in given

phases of the game, and based on the evaluation of the quality of the player in defence and offence, he determines the position in which the player can reach full potential. Thus, the success rate of each player is calculated according to the level of performance efficiency in the tasks put before him in the game. At the end of the evaluation of real player quality (Trninić et al, 1999; Trninić and Dežman, 2000; Trninić, Dizdar and Dežman, 2000; Dizdar 2002), the coach forms the game tactics model (GTM) and determines the tasks (PTj) within the given phases of the game.



Legend:
 P_j - player j
 PES - system for player estimation
 PD_j - player j data
 GTM - game tactics model
 PT_j - position for player j and tasks needed to be done in certain phases of the game
 - direction of adaptation

Figure 2. – Finding the game tactics model which best suits the potential and real quality of the player

It is important to mention that the adequate game tactics model (GTM) isn't sufficient by itself, but it should be constantly monitored and evaluated (PES) if the players are performing their general and specific tasks successfully within the game organization. Doing so, one should bear in mind that in the

contemporary team-sports game the demands on the players grow when performing inter-dependable tasks (PTj) in the game, which are primarily determined by the player's potential and his player quality (PDj). Consequently, every coach must know the level of efficiency in tasks in the game for each position and adjust the game tactics model to the team's potential accordingly. The previous scheme can be presented as an open-loop system, which in this case starts from the available players according to who the game tactics model is formed (Fig. 2. b.).

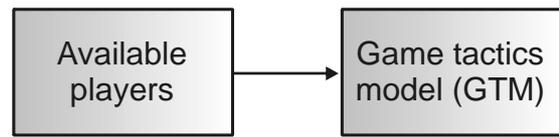


Figure 2. b.- A modular approach to finding the game tactics model which best suits the potential and real quality of the available players

These two mentioned approaches and models are extreme examples of the game tactics model formation in team sports. The first acquires players who can achieve the proscribed game tactics model, and the second one takes into account the potential of the player and of the whole team, based on which the game tactics model is formed. In practice, it is common to unite both models, which means that the coach needs to know how and be ready to combine them considering the current circumstances in the club, that is, the economic status and team structure (Fig. 3).

The combination approach to the game tactics model formation

The third model presented here is a combination of the two previously mentioned ones. This approach emerges from the coach's game tactics model (GTM), but with an option to modify it after getting the players' evaluation results (PER). Therefore, based on players' data (PD_i), the coach directs the players to a position and selects tasks within their roles in the game (PT_i). The selection and transformation of the game tactics model primarily depends on the profile of the potential and current quality of players. Adapting and training the available players to fit the coach's game tactics model, as well as bringing in new players who can successfully perform the tasks and efficiently resolve problems in the game contributes to perfecting the game and competitive effectiveness of a player and of the team.

Hence, the result of evaluation of the players in the team and introducing the acquired player profiles determines the selection of the game's tactical systems and tactical combinations. It is a flexible and functionally plastic and at the same time the most common approach to game tactics model formation in team sports. Based on the previously displayed scheme, it is possible to form a simplified modular scheme as a closed-loop system, that is, a system with a feedback.

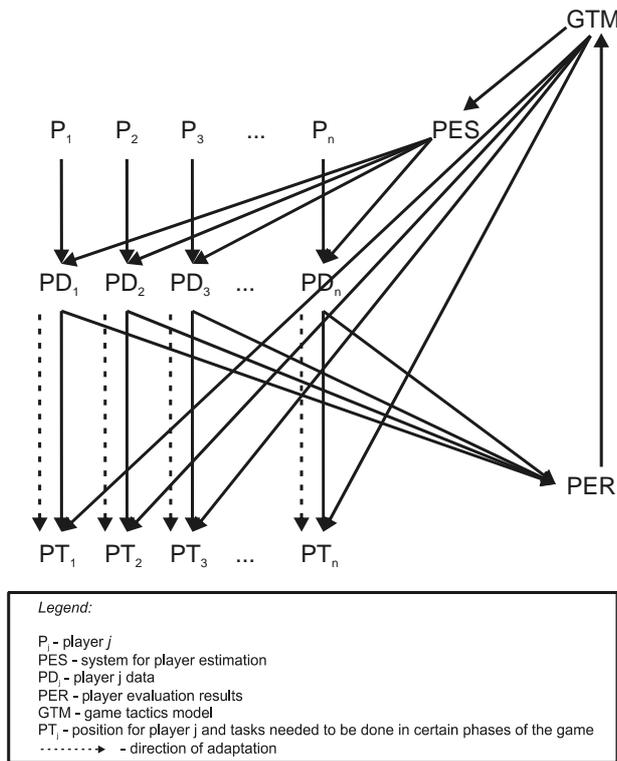


Figure 3. – Combination model

Feedback from the real player-quality evaluation enables modifications of the game tactics model before and during the competition (Fig.3. b.).

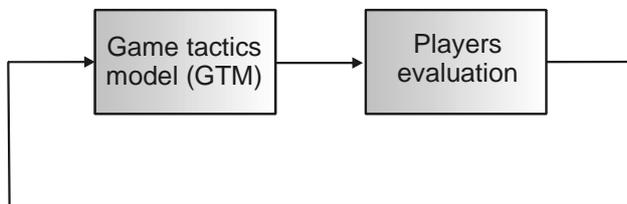


Figure 3. b. – combination model shown as a closed loop (system with a feedback)

Conclusion

Experts in team sports need to have a proper approach when forming a game tactics model because that is the prerequisite for seizing the potential and achieving the ultimate quality of individual players, as well as of the whole team. Successful coaches have the ability to harmonize the individual and group interests with the demands of the game tactics model.

Based on the evaluation system criteria of the total team and player quality, the experts can form a qualitative game tactics model. It is created, corrected and shaped during the preparation and competition period through an annual or multiannual process of sports training.

One of the measures for perfecting the game after getting the evaluation results is introducing new players to particular positions, who are able to meet the demands of a certain game tactics model more adequately. The assumption is made that the player and team potential cannot be fulfilled if the coach is unable to form an adequate game tactics model, if the players haven't spent enough time playing, and if the integral sports training process is unsystematic. Therefore, the level of actualization of the genetic potential of the player is directly defined by the game tactics model and the sports preparation process. We can distinguish three approaches to formatting game tactics models. These are: selection of players for a certain game tactics model; selection of a game tactics model, according to the potential and player and team real quality; and a combination of these two approaches in suitable relations.

The combination approach is quite dominant from the practical application viewpoint. The game tactics model must be formed in such a way that it can conceal the weak and reveal the strong points of a certain team. Players and teams can have certain deficiencies which can be compensated by selecting a game system, by selective compensation and optimization of player roles within the selection of game tactical systems. Hence, a coach's competition success rate, and that of his team, is determined by the compatibility of the game tactics model with the team and player potential and real quality. The assessment of the coach's expert theoretical idea being in coherence with player's or whole team's real abilities is visible only during a situation training or an actual game. That is why, for the actualization of player's and team's competitive success it is critical that both players and coaches to recognize which of the chosen tactical systems of the game can be successfully performed. This can be accomplished only if the coaches systematically observe the modes in which their players deal with problems and tasks in the game.

Based on the feedback on the players and the team in the technical-tactical training, the experts change or/and modify the game tactics model. The transformation of the game tactics model in team sports is possible by changing certain players who can resolve situations crucial for the efficacy of a certain game tactical system.

It is apparent that in team sports games what is a genetic potential of a player (his ability) isn't as important as how much he assists and encourages assistances in the

game, since the achievement of common goals and maximising the outcome of the whole team are determined by the level of the collective outplaying in the game.

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ZNANSTVENI PRISTUP ODABIRU MODELA TAKTIKE IGRE U TIMSKIM SPORTOVIMA

Sažetak

Model taktike igre u timskim sportovima je jedan od čimbenika koji određuje uspješnost ostvarenja pojedinca i cijele momčadi. Zato je za razvoj vrhunskog timskog sporta i natjecateljske uspješnosti momčadi presudan konstruktivan odabir igrača utemeljen na sustavu kriterija koji su odrednica oblikovanja modela taktike igre. Takav pristup se temelji na analizi modela taktike igre momčadi koje su natjecateljski nadmoćne, anticipaciji smjera razvoja timskih sportova, na analizi višestrukih uzroka uspjeha i neuspjeha u pojedinoj sportskoj igri. Svi ti čimbenici omogućavaju racionalno oblikovanje modela taktike igre momčadi. Promjene i razvoj igračeva potencijala, stvarne kvalitete igrača i odabir modela taktike igre je znanstveno interdisciplinarno i primijenjeno područje. Oblikovanje modela taktike igre je fleksibilan proces i zahtjeva pravovremene modifikacije tijekom pripremnog i natjecateljskog razdoblja. To je funkcionalno plastičan proces koji je pod utjecajem povratnih informacija i/ili novih natjecateljskih iskustava koje su korektor svih primjerenih promjena u oblikovanju taktičkih sustava i taktičkih kombinacija u timskim sportovima. Dakle, poželjne promjene stvarne kvalitete igrača, uvođenje u ekipu potrebnih pojedinih tipova igrača, međusobno su povezani i djeluju u interakciji na preinake i transformacije modela taktike igre. Modifikacija modela taktike igre podrazumijeva otklanjanje neučinkovitih i oblikovanje učinkovitih taktičkih sustava, taktičkih kombinacija i oblika taktike igre.

Ključne riječi: *Znanstveni pristup, odabir, model taktike igre, oblikovanje, timski sportovi*
