

Putting standard levels of awareness–mind for football players

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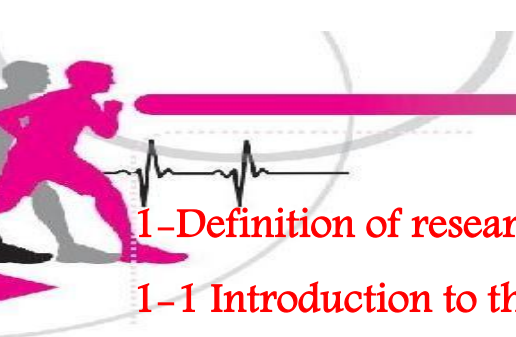
Abstract.

Field mental tests play a big role in the process of selecting and selecting players and revealing their true level, and for this reason the role of researchers has developed in finding means, tools and devices that contribute to giving numerical values very close to reality to assess the level of players. Therefore, attention must be paid to re-evaluating the used test groups and creating new groups in the fields of movement performance, and this depends on carefully monitoring the levels of players through the use of tests that simulate movements and skills during the course of the match during competitions in the sport of football. . From the foregoing, the importance of the research crystallizes in standing on the reality of the standard levels of football players and by using a test that approaches the states of play and adopts it as an accurate indicator of the mental state of the sense–perception process – kinesthetic.



The need to pay attention to mental processes as they contribute to achieving the required motor duty.

keywords :sensory-motor perception .players. football



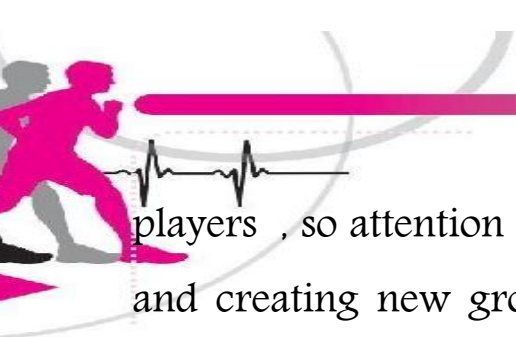
1-Definition of research.

1-1 Introduction to the research and its importance

Football game is one of the widely popular mass games in various countries of the world and has a privacy that comes from its possession of excitement and suspense elements. The attitudes also need a lot of accuracy through different and multiple skills, including passing, which requires players to use movement forms that require technical and mental specifications at the highest level in order to overcome the changing, rapid and escalating playing positions.

The tests are one of the necessary pillars in the field of physical education because of its prominent role in the process of evaluating aspects related to sports activity, as the accurate objective choices have a great role in giving the index because of the player's physical and skill capabilities, so it has become necessary to benefit from them to advance the reality of sports events and games in a way In general, in football in particular, and here it must be noted that the sports field is always in need of updating the tests as long as the sports movement is in continuous development, as it is the final and real criterion that expresses the extent of the influence of all sciences on the development of the level and sports achievement as well as the urgent need to keep up with this development .

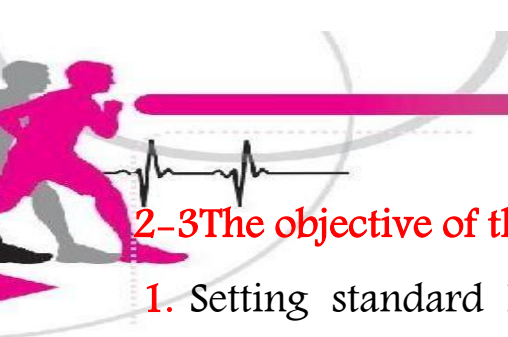
Here, the role of field mental tests is highlighted in choosing players and revealing their real level, and it has to be active in the role of experts, specialists and researchers in setting new tests to evaluate the level of



players , so attention must be paid to re -evaluating the sets of tests used and creating new groups in the fields of motor performance, and this depends on Define monitoring of players 'levels by setting tests that mimic movements and skills during the course of the match during the competitions. It is advanced. Accuracy.

2-1The problem of the study:

The development of the level of mathematical achievement came as a result of the merger of other sciences in mathematical sciences, and every work is not done in its correct image except by knowing its results and the tests is one of the objective evaluation tools that the researcher can judge the individuals of his eye through the tests. The researcher found that all tests in the Futsal ball are similar to open football, and despite the difference between the two games, the nature of the stadium, the numbers of players, the size of the goal, the size of the ball, the nature of the rapid performance, and the lack of the presence of specialized mental tests in football all these matters requires us to do real and similar tests to variables The game during the performance, so the researcher found themselves contributing to overcoming this problem by building and legalizing a struggle for football players for the first division in Babil Governorate to be a scientific and objective tool that helps coaches in their training tasks and judge the extent of the progress of the players during training.



2-3 The objective of the study:

1. Setting standard levels for football players in the perception test,
Hasan

Research areas:

2. The Human Field: Players of Babylon Governorate clubs for the game for the season (2020-2019).
3. Time field: Duration from 15/7/2020 to 15/5/2019
4. Spatial field: The closed sports hall in Babylon.

Chapter two:

research methodology and field procedures:

1. Research Approach.

The researcher used the descriptive curriculum in the method of survey and normative studies due to its insulting and the nature of the current study ().

2. The research community and its eyes:

The research community included the players of the Middle Euphrates clubs, the first degree of football for the season (2019-2020), which number (150) players representing (10) of the Middle Euphrates clubs as shown in Table (1).

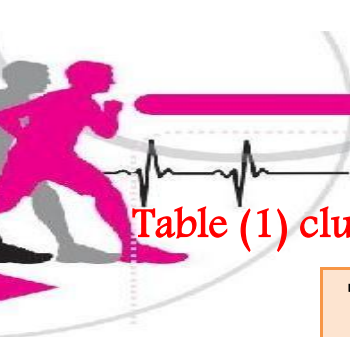


Table (1) club names, geographical sites and number of football players

The number of players per team	Geographical location	Club name	n
15	Babylon	Babylon	- 1
15	Babylon	Albaladi	- 2
15	Babylon	Alsada	- 3
15	Babylon	AlQasim	- 4
15	Babylon	Alkafil	- 5
15	Babylon	Almashroa	- 6
15	Babylon	Almusaib	- 7
15	Babylon	Almadhatia	- 8
15	Babylon	Alhashmia	- 9
15	Babylon	Almahawil	- 10
150	The total		

After the Al -Mahawil and Al -Saddah club was unable to conduct the tests in the main experience and exclude (4) players due to the injury and (10) for the exploratory experience from the remaining clubs on which the tests were conducted. The research sample has become composed of (106) players "representing (10) clubs of Babil Governorate who participated in the main experience and table (2). This shows this.

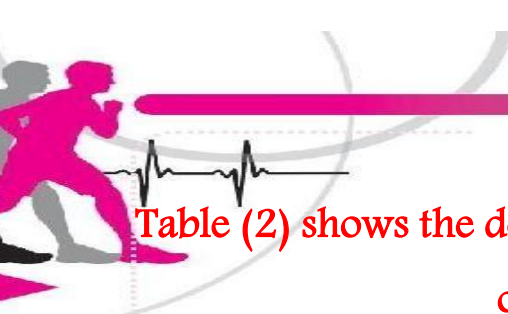


Table (2) shows the details of the total community during the distribution of samples and their percentage

Percentage	The excluded	percentage	Construction and legalization sample	percentage	Experimental sample	total community
22,66%	34	70,66%	106	6,66%	10	150

1. Exploited Exploited Experience sample.

The researcher took a sample of the 10th of the original community to conduct the exploratory experience and exclude them from the main experience.

2. Building and legalization sample.

The design and codification sample included football players for Babil Governorate clubs, which number (106) players, which are (70.66%) of the 150 -players research community.

Table (3) shows the nature of the distribution of members of the research sample

percentage	total summation	The sample				Number of Players	Club name	n
		Design and rationing		polls				
		The ratio	The number	The ratio	The number			
100%	15	33,33%	5	66,66	10	15	Alkafal	1.
100%	15	100%	15	-	-	15	Alqasim	2.
93,33%	14	93,33%	14	-	-	15	Alhashmia	3.
93,33%	14	93,33%	14	-	-	15	Albaladi	4.
100%	15	100%	15	-	-	15	Banylon	5.
100%	15	100%	15	-	-	15	Almusayab	6.

86,66%	13	86,66%	13	-	-	15	Almashroa	7.
100%	15	100%	15	-	-	15	Almadhatya	8.
106		The total						

3-3 The means of collecting data, devices and tools used.

3-3-1 Research means.

Arab and foreign sources and references.

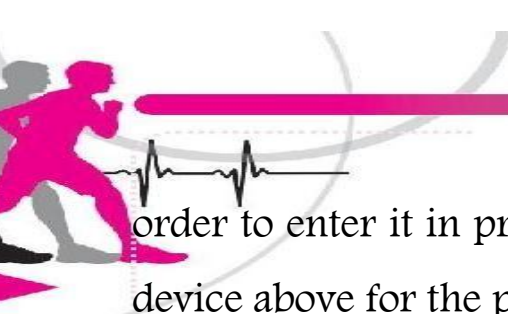
- Personal interviews (*).
- The Internet Information Network.
- Note and experimentation.
- Discipline experts' opinions regarding the validity of the device (**).

3-3-2 tools, devices and means used in the research.

- Class-TOP (Malaysian Calculator).
- Electronic CASIO) Japanese number (2).
- Stations and office tools (pens and leaves).
- Japanese Sony Camera Camera (1).
- A Chinese HP Computer Service (1).
- Plastic cone -figures number (10)
- Tagly (2).
- Colorful adhesive tapes (1)
- (The perception device is a motor sense to measure the highest mental processes)

3-4 - 1 Choosing and determining the validity of the device.

The researcher worked, depending on the opinion of experts (*) in choosing the perception device, the motor sense of football players in



order to enter it in programming the device to determine the level of the device above for the players as in Table (4)

Statistical significance	Tabular	calculated value	Does not fit	Repair	The researched variable	N
Moral	3.84	11	0	11	Kinesthetic perception	1

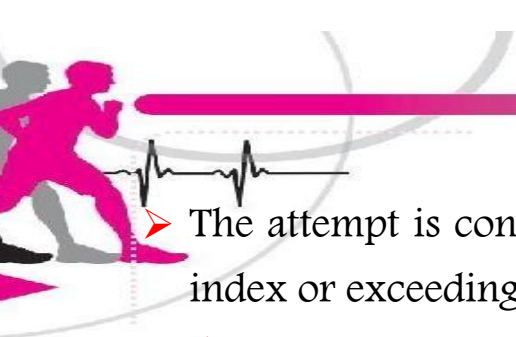
It shows the values (Ka_2) to determine the validity of the approved and non -corresponding to the level of significance (0.05) and the degree of freedom (1) and a table (3.84).

The researcher presented the details of the device and presented it to a group of experts and specialists (*) to benefit from them in the authority of the device for the current research. (11) experts were chosen "and the table (4) shows this.

3-4- 3 Test method of the device.

The executing player stands on the parking plate, so the rotor index performs rotation and stands on one of the lamps in the screen with a specific time and when the rotating indicator stands, the player starts from the parking plate and when the time is the time of the time in the Ward Board, the registration of the vengeance, so that the player kicks the lamp on the ground and according to the choice of color On the above screen and it is within the time specified for it, which is 3 w and when the lamp kicks the time stops and the warning whistle is launched Method of registration: the unit of measurement (the second and its parts):

- It is given to the player 3 attempts and choose the best three attempts



➤ The attempt is considered a failure if it kicks a different lamp for the index or exceeding time

Exploration experience:

The researcher conducted the exploratory experience and ensured the validity of all sensors on Tuesday, 10/30/2020.

The researcher benefited by conducting the exploratory experience the second stage to know the authority of the device in addition to identifying the total time that each player performs for all tests in order to prepare a timetable for the test of each of the clubs participating in Thursday 1/11/2020 to determine the obstacles that face field research procedures and there was there Some obstacles, which are not to stop the electronic clock while kicking the lamp and changing the time of the perception test, the movement of the movement from 6 w to 3 w and the transfer of the alarm whistle when the player kicks the lamp.

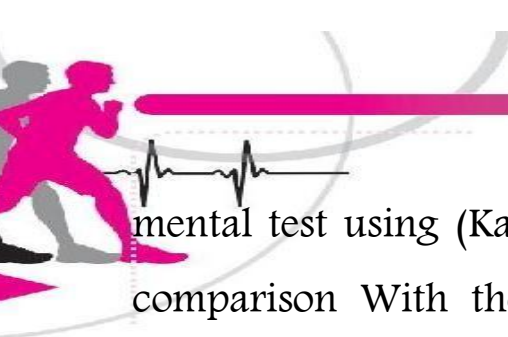
3-4-6 Scientific transactions:

1-3-4-6 Account of the content of the content of the device:

(Sincerity of content is the best types of honesty, as it depends on logical analysis, comparison or conformity between the test content and the content content of the size. And it represents it by presenting it to a group of experts and specialists in the field)

2-3-4-6 Calculate the apparent honesty coefficient:

Through the presentation of Al -Juhazaali, the specialists and experts (*) to know their opinions on his goodness through the questionnaire that was distributed to experts (*) during the apparent account of the testing of the test, and during the treatment of the results statistically for the



mental test using (Ka 2) the calculated value (11) came, and during its comparison With the highly (3.84) tabular value below the level of significance (0.05) and the degree of freedom (1) and it turns out that the calculated value is higher than the tabular.

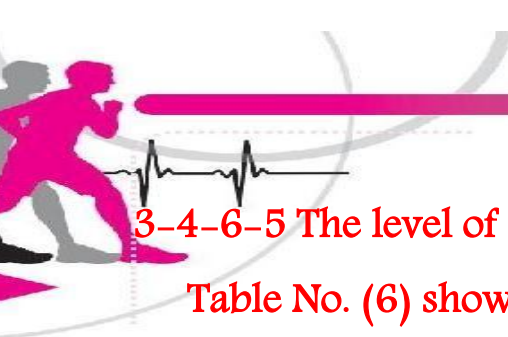
3-4-6-3 Account of stability coefficient.

The researcher used the method of testing and re -testing, and through the correlation laborator

The stability was extracted through the test and returned it, as the researcher, on 11/13/2020, was the mental test during the exploratory experience exactly at two o'clock in the afternoon "and on the sports talent hall and his eye has (10) players from Al -Kafel Sports Club and the test was re -tested on the same sample in about a week On Tuesday 11/19/2020 and 11/20/2020 at exactly second in the afternoon "and on the same hall and then processing the two tests statistically and through the simple test laboratories (Person). As shown in Table No. (5)

Table (5) shows the vocabulary of the test, stability, objective, and moral of the tests for the tests

Indication	Indication	Stability coefficient	The test
Moral	Moral	0.828	Kinesthetic perception
	1		



3-4-6-5 The level of ease and difficulty.

Table No. (6) shows the level of ease and difficulty for the tests used

the nature of the distribution	High est value	Less value	Stan dard error	Kurtos is	Skewn ess	standa rd deviati on	Media tor	Arith metic mean	measr uing unit	The test
equinoctial	3	2	0.03	-1.20	-0.21	0.29	2.575	2.57	time	Kinesth etic percepti on

For the purpose of knowing the moderate distribution of the sample in the tests used in the study, which are (, Al-Adrakat Al-Hasi-Haraki), the researcher extracted the coefficient of twisting for the tests in achieving the moderate level and since the value of the coefficient of twist The difficulty is that the value of the sprain factor is limited between (± 1), and this means that the sample members are naturally distributed, as in Table (6)

3-4-6-6 discriminatory ability.

The researcher intended to arrange the raw grades obtained by a descending ranking during the main experience of the research community of (106) players, and the researcher society was divided into two groups and at a rate of (27%) higher and minimum, where each group reached (29) players, so that it can be through it. Obtaining discrimination transactions, and table (7) shows

Table (7) shows the discriminatory ability of skill and mental tests

Statistical significance	Sig	T value	standard deviation	Arithmetic mean	groups	The exams
Distinct	0.000	35.43984	0.04498	2.9234	Supreme	Kinesthetic perception
			0.10082	2.1969	The world	

3-4-7 Home Experience:

After confirming the construction of the construction, the researcher performed their field (main) field experience and applied all tests to the main experiment sample of (106) and according to Table (9), which determines the dates of the experiment's wages

Table (9) shows the schedule for performing the main experience on the research sample

المكان	Clubs	The time	Today	The date	n
Hall of the National Center for Sports Talent, Babylon	Alqasim club	2 am	Saturday	2/12/2020	1-
Hall of the National Center for Sports Talent, Babylon	Babylon club	2 am	Thursday	6/12/2020	2-
Hall of the National Center for Sports Talent, Babylon	Albaladi club	2 am	Saturday	15/12/2020	3-
Hall of the National Center for Sports Talent, Babylon	Alhashmia club	2 am	Tuesday	25/12/2020	4-
Hall of the National Center for Sports Talent, Babylon	Almashroa club	2 am	Thursday	3/1 /2019	5-
Hall of the National Center for Sports Talent, Babylon	Almsayab club	2 am	Thursday	10/1/2019	6-



Hall of the National Center for Sports Talent, Babylon	Almadhat ya club	2 am	Friday	25/1/2019	7-
Hall of the National Center for Sports Talent, Babylon	Alkafal club	2 am	Thursday	1 /2/2019	8-

3-5 Statistical means.

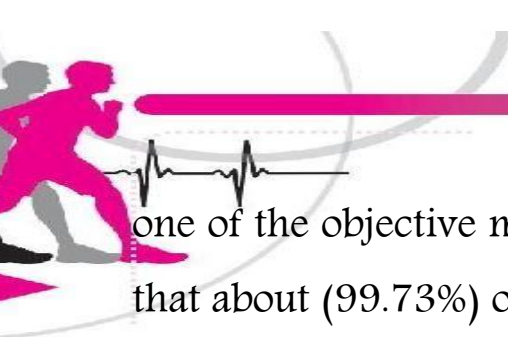
The researcher used the appropriate statistical methods and (SPSS-19) to process research data

Chapter Four

4 .Presenting, analyzing and discussing the results.

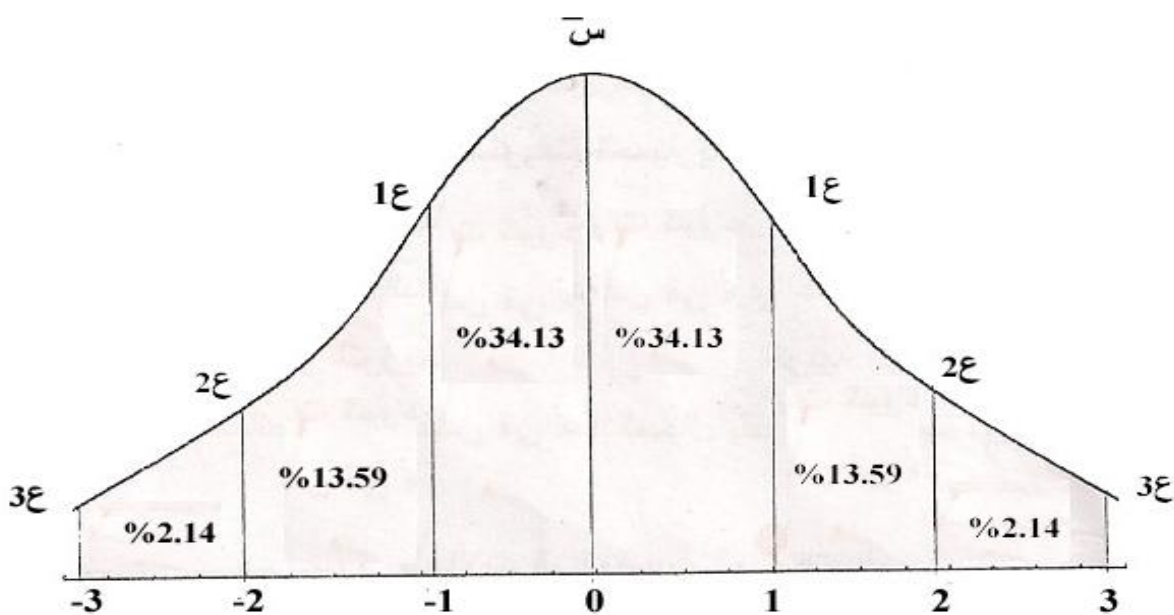
4-1: View the results of the standard grades of the test

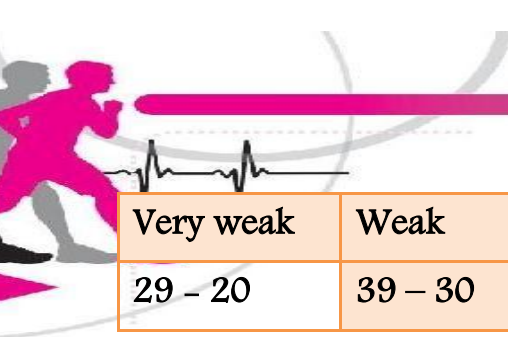
After implementing the test on the research sample, raw grades were obtained, and these are easy to measure, but the difficulty lies in the interpretation of these degrees and compared them to the total vocabulary of the test due to the different means of measurement from one test to another, as well as "that the degree extracted from the application of tests has no significance except If you refer to a standard that determines the meaning of the grades, then we will show us, for example, the person's center of the group and what he set for his pair from the sample, and to achieve the research goal of identifying the standard levels of skill and mental capabilities tests, the researcher adopted the method of distributing Cos (natural distribution), which is one of the most common distributions in the field Physical education because many of the characteristics and characteristics that are measured in this field are close to distributing from the natural curve (), and it is



one of the objective methods in estimating the grades, and this method is that about (99.73%) of cases fall within three normative deviations on the right and left of the arithmetic center, Or in other words, it includes a total of (6) normative units and the range of range on (6) standard levels chosen by the researcher so that each standard level has a range of (1) of the standard degree. (10) degrees in the centenary evaluation of the modified degrees, as in Figure (29) The value of the mathematical medium, the mediator, the standard deviation and the twisting factor for the research sample tests were extracted and as shown in Table (12), which shows that the values of the coefficient of twisting for all the tests are limited between (± 1) Within the distribution of the natural curve, and the presentation of the standard levels achieved by the research sample

Figure No. (1) shows the curve of Kaos (natural distribution)





Very weak	Weak	acceptable	Middle	Good	Very good
29 - 20	39 - 30	49 - 40	59 - 50	69 - 60	79 - 70

Table No. (8) shows standard levels and limits

Table (9) shows the mediator, the mathematical medium, the standard deviation, and the scent of the sample in the selected variables

the nature of the distribution	highest value	Less value	Standard error	Kurtosis	Skewness	standard deviation	Mediator	Arithmetic mean	measuring unit	The test
Equinoctial	3	2	0.03	- 1.20	- 0.21	0.29	2.57 5	2.57	Time	Kinesthetic perception

3-4View normative grades and normative grades for perception test:

From Table (10) it turns out that the levels of the response of any individual to the test positions will be limited to two degrees, and in order to set the standard levels of the perception test, the sense - kinetic, we follow the following steps:

- The largest value the player obtained - the smallest value the player got $3-2 = 1$
- To extract the length of the base of each level, we use the following equation

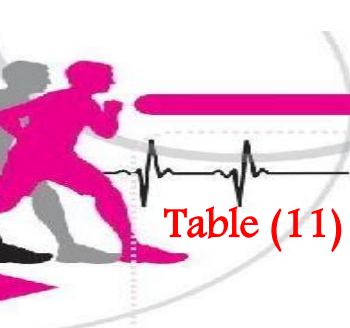
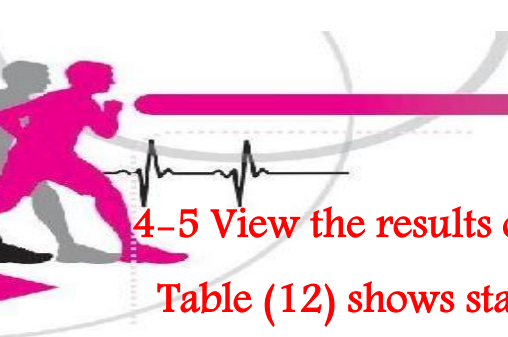


Table (11) shows normative grades and modified grades of perception testing- Haraki

modified standard	Standard score	duplicates	Kinesthetic perception	N	modified standard	Standard score	duplicates	Kinesthetic perception	N
50.34	0.03	2	2.58	33	30.34	-1.97	1	2	1
51.72	0.17	1	2.62	34	32.07	-1.79	2	2.05	2
52.76	0.28	4	2.65	35	32.41	-1.76	1	2.06	3
53.10	0.31	1	2.66	36	33.45	-1.66	1	2.09	4
53.45	0.34	2	2.67	37	33.79	-1.62	1	2.10	5
54.14	0.41	2	2.69	38	34.14	-1.59	2	2.11	6
54.48	0.45	1	2.70	39	34.48	-1.55	1	2.12	7
54.83	0.48	1	2.71	40	35.52	-1.45	1	2.15	8
56.21	0.62	3	2.75	42	35.86	-1.41	2	2.16	9
56.90	0.69	1	2.77	43	36.21	-1.38	1	2.17	10
57.24	0.72	1	2.78	44	36.90	-1.31	2	2.19	11
57.59	0.76	3	2.79	45	37.59	-1.24	1	2.21	12
57.93	0.79	2	2.80	46	37.93	-1.21	1	2.22	13
58.28	0.83	1	2.81	47	38.62	-1.14	1	2.24	14
60	1	1	2.86	48	39.31	-1.07	1	2.26	15
60.34	1.03	2	2.87	49	39.66	-1.03	2	2.27	16
60.69	1.07	1	2.88	50	40	-1	1	2.28	17
61.03	1.10	1	2.89	51	40.34	-0.97	1	2.29	18
61.38	1.14	5	2.90	52	40.69	-0.93	2	2.30	19
61.72	1.17	4	2.91	53	41.72	-0.83	2	2.33	20
62.07	1.21	1	2.92	54	42.41	-0.76	5	2.35	21
62.41	1.24	1	2.93	55	44.14	-0.59	1	2.40	22
62.76	1.28	2	2.94	56	45.17	-0.48	1	2.43	23
63.10	1.31	2	2.95	57	45.52	-0.45	1	2.44	24
63.45	1.34	1	2.96	58	45.86	-0.41	4	2.45	25
63.79	1.38	2	2.97	59	46.55	-0.34	4	2.47	26
64.14	1.41	3	2.98	60	47.59	-0.24	3	2.50	27
64.48	1.45	1	2.99	61	47.93	-0.21	1	2.51	28
64.83	1.48	1	3	62	48.62	-0.14	1	2.53	29
					49.31	-0.07	3	2.55	30
1	Term				49.66	-0.03	1	2.56	31
0.16	Base length				50	0	1	2.57	32



4-5 View the results of the perception test- kinetic, analyze and discuss.

Table (12) shows standard levels, repetitions, and the percentage of the perception test, the movement of the movement

term	Percentage %	The number of tested players	Standard levels	measruing unit	Perceptual kinesthetic test	
0-0.16	%11.32	12	Very good	The second and its parts	2.57	a
0.17-0.33	1%4.15	15	good		0.29	S
0.34-0.50	%17.92	19	middle			
0.51-0.67	%16.03	17	Acceptable			
0.78-0.84	%14.15	15	Weak			
0.85-1.01	%26.41	28	Very weak			
	100	106			total	

Table (12) shows the results of the perception test, and we note that the level is very good obtained (11.32), while the level is good obtained (14.15) and the average level got a percentage (17.92), while the level got acceptable (16.03), while the level is weak He obtained a percentage (14.15), and finally the level got very weak (26.41) as in Figure (4)

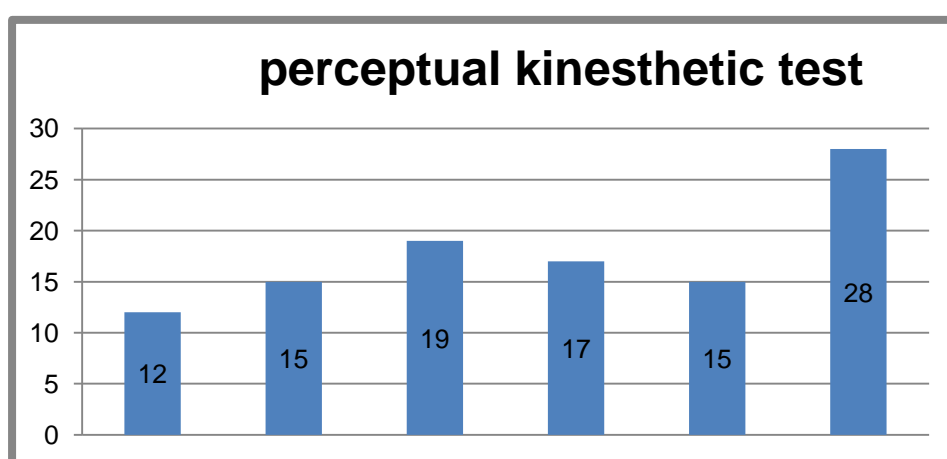
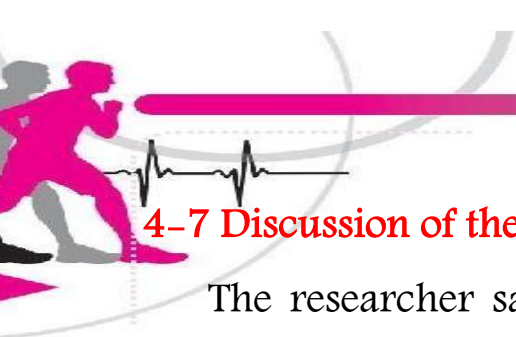
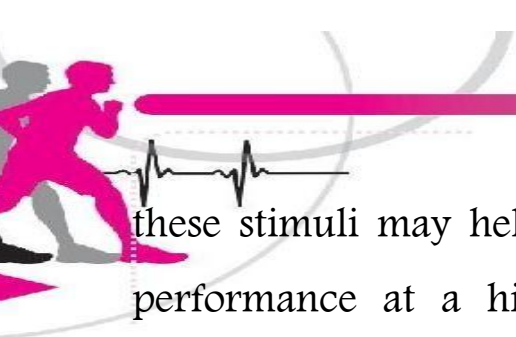


Figure (4) clarifies the repetitions of the players who are laboratory in the results of the perception test, the motor sense



4-7 Discussion of the results of the perception test, the sense-kinetic.

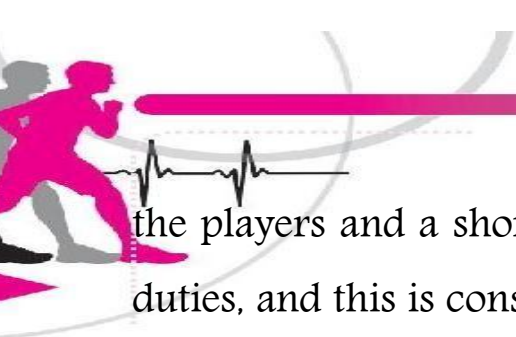
The researcher saw that the contrast in the levels that the players obtained and their presence at different levels is that the difference in perception is a sense - kinetic and as in Table (16) and the (4) for the players for any influence that plays a major role in the speed of movement, which leads to the emergence of different times between the players, As it is known that any movement cannot begin before it passes through several stages after the occurrence of the exciting and this period of time varies from one player to another. This is for several reasons, including age, training, previous experience and the extent of ability to reach the movement mechanism, as the time of perception does not remain at the level of One and not proven, but through training, practice and repetition it can decrease and organize, and thus reduces the time of perception and sense of place and time, and this is what is agreed that "perception does not come suddenly, as experience, practice and repetition develops the perception of a motor of the player" (). Also, the researcher sees Access to the mechanism according to a specific technique that plays a role in perception, and here comes the important thing, which is the focus on expecting a sense of sense - kinetic for the place and time through a group of visual stimuli as well as sudden verbal stimuli and with many uses that include physical, skill, or mental training This random style increases in expecting to change the direction and changing the form of performance, and thus the player finds cases similar to the cases of the match or play. And that the introduction of



these stimuli may help the player to imagine the place of accuracy of performance at a high speed, a continuous observation, permanent vigilance and speed in decision -making, and what is reinforced by what I mentioned Shaima Ali Khamis and Raed Abdul Amir Abbas (and here it must be noted that the accuracy of the decision depends on the two factors, the first is the precise determination of the stimulus because it is the basic diagnostic information for the purpose of interaction, while the second factor is the information stored in the memory that represents the previous experience. Whenever there is accurate information and motor programs A variety of stored, this means that the individual has the opportunity to find a precise response). Thus, the player helps to be prepared in terms of mode and timing from preparation, appropriate performance and accurate response.

The researcher believes that the ability to take any decision based on the player standing in the right place, as the player transmits what he sees through the sensory (visual) receptors to the brain and thus any wrong narration and not standing in the right place will lead to a wrong decision and this is consistent with what was mentioned in Scientific studies and references that indicated that "the most important product of mental processes that are related to knowledge represented by feeling, awareness, thinking, remembrance and vision

The designed device also helped communicate the information about the place and the time assigned to it and then realize and apply it later. Moreover, the device entered the element of excitement and suspense for



the players and a shortcut to the effort and time in implementing motor duties, and this is consistent with what was mentioned in that the teacher when he wants to produce a means Educational must take into account the necessity of designing it so that it provides rich, live and interesting experiences for learners, which ensures the availability of strong motivation for their learning, and that Jeddah Al -Wasila raises their motivation towards learning.

Chapter Fifth

5. conclusions and recommendations

5-1 conclusions:

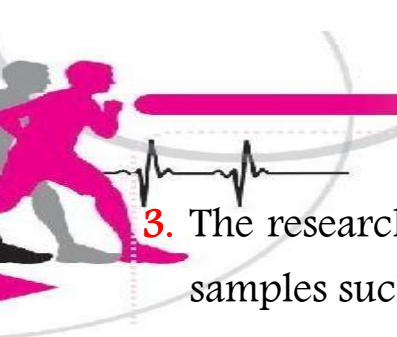
In light of the results obtained by the researcher and some statistical processes for data:

- 1.** Finding standard degrees to test perception of sense- kinetic
- 2.** Football players were distributed to (6) levels that were done to test the awareness-sensation perception.
- 3.** The proportions of the standard levels of the perception test, the sense-kinetic, focused at the medium level, then the weak level, then the acceptable and then good, while the very good level "and very weak" did not get anything.

5-2 recommendations:

Through the results of the researcher, the results of his research and the conclusions he concluded, which recommends the following:

- 1.** The necessity of paying attention to the mental merits of all age groups of football players.
- 2.** The researcher recommends that the results of this message be circulated to clubs to benefit from it better and directly.



3. The researcher recommends conducting similar research and various samples such as males and females.

Refernces:

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➤ Raed Abdul Amir Abbas Al-Mashhadi. The percentage of the contribution of physical measurements and kinetic capabilities in selecting a pasture of your humanity (4-5) years, Master Thesis, University of Babylon 2006

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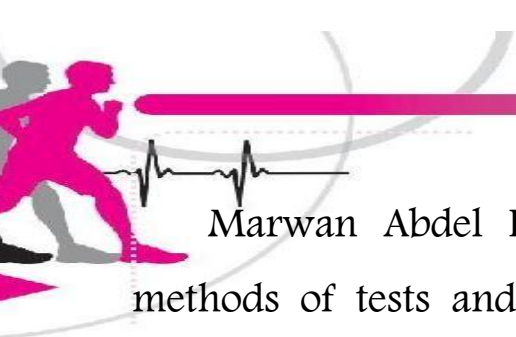
➤ Salah al -Din Mahmoud Allam: the measurement and the educational and mental evaluation, 5th floor, Cairo, Dar Al -Fikr Al -Arabi, 2011.

➤ Amer Saeed Al -Khaikani and Ayman Hani Al -Jubouri: Practical uses of tests and mental and sports standards, Najaf Al -Ashraf, Dar Al -Diaa for printing and design

Abdullah Hussein Al -Lami; Football Learning and Training - Plans and Planning, (Al -Qadisiyah University, BM, 2012)

➤ Qais Naji and Bastouisi Ahmed: Tests and principles of statistics in the sports field: Baghdad, Baghdad University Press.

➤ Kamal Muhammad Jassim Al -Yasiri: Educational Research is its curricula and designs, 1



Marwan Abdel Hamid: The scientific foundations and statistical methods of tests and measurement in physical education, 1st edition, Jordan, Dar Al -Fikr for Printing, Publishing and Distribution, 1999.

- A full comprehensive flash; The effect of special exercises in the development of some physical abilities and basic skills and their relationship to the exact scoring of stability and the football movement for halls: (PhD thesis, University of Baghdad, Faculty of Physical Education, 2012)

The names of expert and specialized professors:

Appendix No. (1)

