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Influence of Successful Anti with Blocking and Unsuccessful Anti with Blocking on Pro Kabaddi Season Four Performance

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Abstract

The purpose of the study was to determine the influence of successful anti with blocking and unsuccessful anti with blocking on pro kabaddi performance season four. The teams were selected from pro kabaddi leagues season- four. It is the best tournament for indigenous sports of kabaddi. It attracted a large number of people and thereby reached a new level of professionalism. This tournament has made many players as role models for the youth of India. Eight city teams play the game at home and away basis selecting players from twelve countries. It is played on double league and based on the points, four teams qualify for semifinals. The semifinals, final and loser semifinal matches are played on knock out basis. It is played in the month of July and August. The pro kabaddi league season- four tournaments was taken into consideration for the present study. The investigator referred various literatures, consulted with experts in the field of kabaddi to identify ideal variables. Eight teams participated in the pro kabaddi leagues season- four tournament. Each team played 14 matches.. Based on the league points first four teams were selected. Then these teams played semifinals, final and loser semifinal matches. The winner, runner, third place and fourth place teams were selected for the study as independent variables. It includes the winner Patna Pirates, runner Jaipur Pink Panthers, third place Puneri Paltan and fourth place Telugu Titans. Data was collected from the four teams which secured position in the pro kabaddi league season – four matches in the year 2016. All the 16 matches included 14 double league matches, semifinals, final and loser semifinal matches recorded by the organizing committee. It was collected from them by the investigator for analysis. Recorded video tapes were used to analyze the variables. Three expert coaches along with the investigator sat in front of the television and analyzed the variables one by one by using hand coded sheet with slow motion replay whenever necessary. Data were collected for defensive skill for blocking overview. Similar procedures were used for all the sixteen matches in order to collect data. The data collected from the sixteen matches were analyzed by using Chi-Square analysis technique to assess the team performance in the pro kabaddi league season –four tournaments. The level of significance was fixed at 0.05 level of confidence. The result indicates that defensive overview reveals that the selected variables such as higher number successful anti with blocking and less number unsuccessful anti with blocking team success.

Keywords: Successful Anti, Unsuccessful Anti, Blocking, Inter cities, Pro Kabaddi.

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Introduction

The origin of the game dates back to pre-historic times. The game was played all over the country in various forms. It was known as HU-TU-TU in Western India, HA-DO-DO in Eastern India and Bangladesh, Chedugudu in southern India, Kaunbada and various other names in Northern India. Kabaddi may have been derived from the term Kaunbada' which means a challenge to the opponent. Some of the major forms of the game are Amar, Gemini, Sanjeevini and the game was played as per the situation with flexible rules. All

these forms were synthesized to the present form of Kabaddi. The game received international exposure during the 1936 Olympic Games at Berlin when it was demonstrated by the Hanuman Vyayam Prasarak Mandal, Amravathi, and it received good appreciation. Kabaddi was introduced in the Indian Olympic Games at Calcutta in 1938. All India Kabaddi Federation came into existence in the year 1950. Regular national championships commenced from the year 1952. The first men's Nationals was held in Madras and the first women's Nationals were held in Calcutta in 1955. New rules were framed in 1954 at the National Championship held in New Delhi. Amateur Kabaddi Federation of India came into existence in the year 1972 affiliated to IOA. National championship for junior and sub junior boys and girls were started in the year 1972. Asian Amateur

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Kabaddi Federation came into existence in the year 1978 and in the year 1980 Asian kabaddi championship was conducted. In the year 1982 India organized Asian game in which kabaddi was included as a demonstration game. Kabaddi was included in SAF game in the year 1984 at Dacca, Bangladesh. In 1990 Asian game kabaddi was accepted as a regular sports discipline. In 2004 first world cup kabaddi was organized at Mumbai in India. The game of kabaddi underwent lot of change for the last 50 years. It includes introduction of mats, shoes, change of rules and new technique. Now the game has got a modern outlook on par with other games.

Pro kabaddi has taken this game to great heights of professionalism and these benefits players, coaches and all the sports loving community in India and many foreign countries. It is an eight team league with matches played in home and away basis. These matches are broadcasted live on Prime TV by Star sports and millions of people view these matches. Matches are viewed in over 100 countries and as per data viewership has increased by nearly 56% from 2016. This league has the support of International Kabaddi Federation and also both Asian Kabaddi Federation and Amateur Kabaddi Federation of India. Eight city teams play the game at home and away basis selecting players from twelve countries. It is played on double league and based on the points four teams qualify for semifinals. The semifinals, final and loser semifinal matches are played on knock out basis.

Match analysis has been part of the kabaddi game for over 30 years and based on these results new technique and technology have emerged in skills, time of application of skills, strategy and tactics (Reep and Benjamin, 1968). Detailed quantitative analysis enhances the performance through the improvement of performer feedback (Franks, 1997). Clemente *et al* (2012) The information feed back to the coach have become more relevant and important, with a well-designed system using relevant key performance indicators to supply accurate and reliable information (Hughes and Bartlett, 2002).

Methodology

The purpose of the study was to determine

the influence of successful anti with blocking and successful anti with blocking on pro kabaddi performance season four. The teams were selected from pro kabaddi leagues season- four. It is one of the best tournaments for indigenous sports of kabaddi. It attracted a large number of people and thereby reached a new level of professionalism. Eight city teams play the game at home and away basis selecting players from twelve countries. It is played on double league and based on the points four teams qualify for semifinals. The semifinals, final and loser semifinal matches are played on knock out basis. It is played in the month of July and August. The pro kabaddi league season- four tournaments was taken into consideration for the present study. The investigator referred various literatures, consulted with experts in the field of kabaddi to identify ideal variables. Eight teams participated in the pro kabaddi leagues season- four tournament. Each teams played 14 matches with other teams. Based on the league points first four teams were selected. Then these teams played semifinals, final and loser semifinal matches. The winner, runner, third place and fourth place teams were selected for the study as independent variables. It includes the winner Patna Pirates, runner Jaipur Pink Panthers, third place Puneri Paltan and fourth place Telugu Titans. Data were collected from the four teams which secured position in the pro kabaddi league season – four matches in the year 2016. All the 16 matches includes 14 double league matches, semifinals, final and loser semifinal matches were recorded by the organizing committee. It was collected from them by the investigator for analysis. Recorded video tapes were used to analyze the variables. Three expert coaches along with the investigator sat in front of the television and analyzed the variables one by one by using hand coded sheet with slow motion replay whenever necessary. Data were collected for defensive skills overview. Similar procedures were used for all the sixteen matches in order to collect data. The data collected from the sixteen matches were analyzed by using Chi-Square analysis technique to assess the team performance in the pro kabaddi league season –four tournaments. The level of significance was fixed at 0.05 level of confidence.

Analysis of data

Table 1

Chi - square analysis on successful anti and unsuccessful anti with blocking in the matches of pro kabaddi season four tournament

Teams		Patna Pirates	Jaipur Pink Panthers	Puneri Paltan	Telugu Titans	Chi-square
Successful anti with blocking	Scores	49	47	31	29	8.41*
	%	31.41	30.12	19.87	18.58	
Unsuccessful anti with blocking	Scores	23	28	35	31	2.62
	%	19.65	23.93	29.91	26.49	

*Significant at 0.05 level. Table value required for df 3, at 0.05 = 7.82

Table 1 shows that the total numbers successful anti with blocking secured by the winner team Patna pirates, runner up team Jaipur pink panthers, third place team Puneri paltan and fourth place team Telugu titans were 49, 47, 31 and 29 respectively. It has resulted with a Chi square of 8.41 and it was found to be statistically significant at .05 levels, since the table value required for significance for df 3 at .05 levels was 7.82. The winner team Patna pirates had secured 49 points in the successful anti with blocking which accounted to 31.41% whereas the runner up team Jaipur pink panthers secured 47 points in the successful anti with blocking which accounted to 30.12%. Third place team Puneri paltan secured 31 points with a percentage of 19.87 and fourth place team Telugu titans secured 29 points with a percentage of 18.58 in the successful anti with blocking. The winner team had executed significantly more numbers of successful anti with blocking as compared to other three city teams. The total number of unsuccessful anti with blocking secured by the winner team Patna pirates, runner up team Jaipur pink panthers, third place team Puneri paltan and fourth place team Telugu titans were 23, 28, 31 and 35 respectively. It has resulted with a Chi square of 2.62 and it was found to be statistically not significant at .05 levels, since the table value required for significance for df 3 at .05 levels was 7.82. The winner team Patna pirates had secured 23 points in the unsuccessful anti with blocking which accounted to 19.65% whereas the runner up team Jaipur pink panthers secured 28 points in the unsuccessful anti with blocking which accounted to 23.93%. Third place team Puneri paltan secured 31 points with a percentage of 26.49 and fourth place team Telugu titans secured 35 points with a percentage of 29.91 in the unsuccessful anti with blocking. There was no significant difference in the unsuccessful anti with blocking among four city teams.

Discussion

The main task of each anti is to avoid a touch by the raider and at the same time, attempt to catch the raider to a score point. A successful catch is that in which the raider is caught and prevented from reaching his home court with cant. Another unique feature of this game is that the defense is also given an opportunity to score point. Along with good attacking skills, the team has to have a well-knit defense system to gain over the opponents. Defense is of paramount importance for the team, since every unsuccessful attempt at catching the raider may result in the loss of more than one point for the defense and there is every likely hood of the main raiders remaining in the sitting block waiting to come back to play. Since defense is a team effort even a single anti who is touched by the raider, and is declared out will have serious repercussions on the defense. Successful and unsuccessful anti with blocking analysis has revealed that the champion team Patna Pirates recorded more percentage in successful anti with blocking and less percentage in unsuccessful anti with blocking than the other three teams. It showed better skill level, team work and team combination of players of the Patna Pirates. Due to more successful anti with blocking they retained more possession of the players scored and dominated the defense game throughout the tournament.

It has been accorded by the finding of Church and Hughes (1986) found that a greater number of passes were attempted when losing than when winning. Hughes, Robertson and Nicholson (1988) found that successful teams played significantly with more touches of the ball per possession than unsuccessful teams. The unsuccessful teams ran with the ball and dribbled the ball in their own defensive area in different patterns to the successful teams. Eom and Schuty (1992) concluded that block and spike were the most important in determining

team success. Lorenzo et al (2010) have found out that the winning teams exhibited that winning teams exhibited lower ball possession per game and better offensive and defensive efficacy. Angel Gomez et al (2008) have proved that two variables namely defensive rebounds and assists discriminated between winning and losing teams out of which defensive rebound is the prime variable which contributed for success. Suresh kumar (2015) conducted a study in kabaddi using south zone inter university kabaddi players as subjects. The data were collected from six matches and were analysed by using Chi square analysis. The result indicated that defensive overview were closely associated with team success. Scoulding, et al. (2004) as they found that unsuccessful team tended to play significantly more passes.

Conclusion

An analysis of defensive overview reveals that the selected variables such as higher number of successful and less numbers of unsuccessful blocking are having significant association with team success.

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