BUILDING A QUENCHING TEST COUPLED WITH THE APPEARANCE OF ATTENTION DISTRIBUTION FOR HIGH SCHOOL FOOTBALL TEAM PLAYERS

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Abstract

The research aims to: Build a test to measure the skill of suppression coupled with the appearance of attention for high school football team players. Identify the level of suppression skill of high school soccer team players. Finding the scores and standardized levels of the test of the suppression skill coupled with the appearance of attention distribution for high school football team players. The researcher used the descriptive method in the survey method to suit it and the nature of the research problem, and the research population consisted of the players of high school teams in the city of Tikrit participating in the high school teams league for the academic year 2024/2025, which are (124) players, and the sample was determined to include all players except the goalkeepers, who are (16) goalkeepers, and the researchers built the test according to the scientific methods of building the tests, and the data was processed by the statistical package (SPSS). **The researchers reached the following conclusions:** - A test was developed to measure the suppression skill associated with the attention distribution appearance of high school football team players. Standardized degrees and levels of the suppression skill associated with the attention distribution appearance of high school football team players have been established.

Keywords: (Construction, Extinguishing, Attention Distribution Appearance, High School Teams, Football)

1- Introducing the research:
1-1 Introduction and Importance of the Research:

The modern era has witnessed development in various fields, including the sports field, as a result of modern requirements and the desire to achieve new records, and that the game of football is one of the sports that has been concerned with the great, broad and great interest in the use of the process of testing, measurement, evaluation and evaluation, where it is observed that there is great interest by experts, researchers, and coaches and building tests to measure various basic skills, as the game of football requires a high and high level in all its aspects, the most important of which areThe level of skill performance, as there is great importance to master the basic skills in the game, especially the skill of suppression, which enables the player to keep and receive the ball correctly, which leads to not losing the ball, and most of the balls cut in favor of the opponent are through the player's suppression of the ball, and when he fails to put down, the ball goes to the opponent or to the outside of the field in situations close to one of the lines of the field, as well as not applying the plan perfectly, so the skill of suppression is of great importance in the game Football and the players must master it and move to the place where the ball arrives quickly in order to control the ball and this is what coaches must take into account when selecting players as well as when developing them tactically,

and the use of traditional tests does not lead to knowing a real level of the player unless it is linked to situations similar to real playing situations, as playing situations need to pay extensive attention on the field and know where the ball arrives, as well as the places of colleagues and opponents as well, and this must have a high level of player. (Al-Khaikani, 2011) points out that "the advancement of the basic principles of the football player makes him able to perform them in terms of skills with the least possible effort, as the current world of football is witnessing a great speed in the application of skills and high-level performance in the application of basic skills" (Al-Khaikani, 2011, 62), where all players must be distinguished by mastering this skill in order to achieve high technique and thus lead to a team tactic aimed at winning the match, and comprehensive tests for more than one element are considered the most used tests nowadays, as they are built like the scientific and practical way based on the correct foundations in the process of training and testing players, as the evaluation of the efficiency of players depends on such composite tests, and by reviewing many studies, the researchers did not find a study To build the rolling skill test is coupled with the appearance of the test, as the tests are built for individual tests and traditional methods, hence the importance of the research in adding a means to test the players of school teams in the extinguishing skill in a more sophisticated way similar to the actual game cases in order to measure the suppression skill more accurately and realistically, and also an attempt by the researchers to help the workers in the field of this game and provide them with a means that helps them and serves them in evaluating and evaluating the level of their players.

1-2 Research Problem:

After reviewing many studies, literature, references, and researches, the researchers found many experiments to try to develop all aspects of the game and in order to keep pace with most of the developed countries in this event, and through the modest academic experience of the researchers and the fact that he has practiced this game as a player, and through his review, he found that all the tests aim to measure the skill alone without pairing it with any other means, or that the existing tests are not close to the playing situations that the player needs in the modern era.Hence, the researchers built a test that combines the skill of extinguishing with the appearance of attention distribution, confirming that the process of putting out the ball during the match is not performed freely, but requires the player to reach a specific place at a specific time, otherwise the ball will be lost from the team, and this requires an effort to perform it successfully, hence the research problem lies in building a test for the suppression skill coupled with the appearance of attention distribution for high school football team players This is to measure the player's ability to perform this skill through the accuracy of ball retention and control.

1-3 Research Objectives:

- Build a test to measure the skill of suppression coupled with the appearance of attention for high school football team players.
- Identify the level of suppression skill of high school soccer team players.
- Finding the scores and standardized levels of the test of the suppression skill coupled with the appearance of attention distribution for high school football team players.

1-4 Research Areas:

- **Human Field**: High school team players participating in the high school football tournament in Tikrit.
- **Spatial Field:** Salah Al-Din Sports Club Stadium.

- **Temporal Domain:** From 12/1/2025 to 21/5/2025.

1-5 Defining Terms:

- **Attention Distribution:** The athlete's ability to distribute his attention to more than one stimulus at the same time, for example, a futsal footballer distributes attention towards the movement of the ball, colleagues, the opposing team, as well as the referee and the audience simultaneously (Al-Nuaimi, 2016, 37).

2- Research Procedures:

2-1 Research Methodology:

The researchers used the descriptive method in the survey method to suit it and the nature of the research problem.

2-2 Research Population and Sample:

The research population consisted of the players of high school teams in the city of Tikrit participating in the high school teams league for the academic year 2024/2025, which are (124) players, and the sample included all the players of the research community, and goalkeepers were excluded from the research sample, which are (16) goalkeepers representing (12,903%) of the research population, and the sample was divided into statistical analysis, which amounted to (74) players, representing (59,677%) of the total research population, and included the sample of the survey application, which is (10) players representing The construction sample consisted of (64) players representing (51,612%) of the total research community, while the application sample consisted of (34) players representing (27,419%) of the total research community.

Table (1)
Shows the research population and its samples

Excluded	Sample Application	Statistical Analysis		Community	t
		Sample Construction	Survey Sample		
16	34	64	10	124	1
12,903%	27,419%	51,612%	8,064	100%	Percentage

2-3 Devices and Tools:

- Legalized footballs.
- A football field.
- Whistle.
- Colored strips to mark the test area.

2-4 Means of data collection:

The researchers used both questionnaires, testing, and content analysis as tools for data collection.

2-5 Test Structure:

2-5-1 Proposed Test:

After reviewing the literature, sources and scientific references related to football, the researchers developed a design for the test in all its details in a questionnaire form (Appendix 1) and presented it to the experts (5) (Appendix 2) to determine the validity of the test by taking their opinions, suggestions and the amendments required to be made, and after collecting the questionnaire forms, it was found that the experts agreed to the test with a percentage of (100%)

2-5-2 Exploratory Experiment:

The researchers conducted the first exploratory experiment on Monday (17/2/2025) on (10) randomly selected players at the stadium of Salah Al-Din Sports Club , and the aim of the experiment was to verify the following:

- Associate Staff Training Addendum(3)
- Identify barriers to taking the test.
- Know how to record data and adjust dimensions and distances for the test.
- Ensuring the safety of devices and tools.
- Find out how long it will take to take the test.

2-5-3 Scientific Parameters for Selection:

2-5-3-1 Honesty:

2-5-3-1-1 Apparent truthfulness:

After presenting the test to the experts and agreeing to it, the researchers obtained the apparent truthfulness of the test, i.e. the possibility of measuring the test for which it was designed.

2-5-3-1-2 Self-honesty:

The researchers were able to extract the subjective validity of the test through the square root of the stability coefficient, Table (2) shows this.

2-5-3-2 Test Consistency:

The researchers used the method of applying and reapplying the test to find the stability of the test, and this method is the most common method in the field of scientific research in physical education, in which the stability of test scores is verified by applying the tests to a representative sample of individuals, and then the same tests are reapplied under the same conditions after a certain period of time, and finding the correlation coefficient between the scores of individuals in the same test in both times (Al-Janabi, 2019)Therefore, the researchers calculated the stability coefficient by applying the test and reapplying it to a sample of (64) players from the construction sample (stability sample), the first application was conducted on (23/2/2025) and the second on (3/3/2025) and Table (2) shows that.

2-5-3-3 Objectivity:

In order to increase the sobriety of the candidate tests despite the availability of objective standard units, objectivity was found by finding the simple correlation coefficient between the score of two referees[1], as shown in Table 2.

Table (2)

Shows the coefficient of consistency, subjective honesty and objectivity of the test

| Objectivity | Self-Honesty | Stability Coefficient | Stability | | | | Tests | t |
| | | | Second Application | | First Application | | | |
			±	Q⁻	±	Q⁻		
0,93	0,92	0,853	2,630	**10,100**	2,715	**10,066**	Testing the Suppression Skill Coupled with the Appearance of Attention Distribution	1

2-6 Main Experience:

The researchers applied the test in its final form to the application sample of (34) players on Sunday, 16/3/2025, with the help of the assistant team.
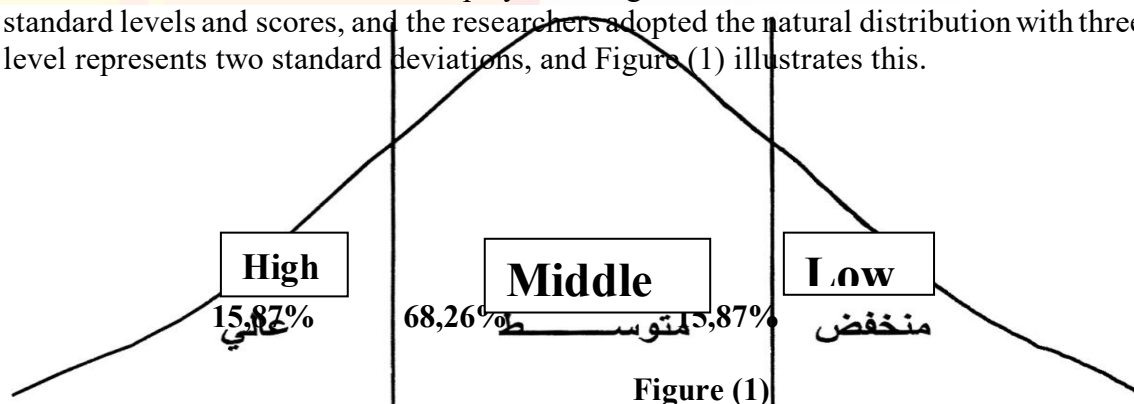
2-7 Statistical Methods:

The researchers used some statistical methods to reach the results using the SPSS statistical system.
- Percentage.
- Arithmetic mean.
- Standard deviation.
- Patterns.
- Twisting coefficient.
- Simple correlation coefficient (Pearson).
- Standard score (δ-6).

3- Presentation and analysis of the results:

In this paper, the researchers deal with the final form of the quenchment test coupled with the appearance of the distribution of attention for the players of high school soccer teams, which includes the setting of standard levels and scores, and the researchers adopted the natural distribution with three levels, so that each level represents two standard deviations, and Figure (1) illustrates this.

High 15,87%   **Middle** 68,26%   **Low** 15,87%

عالي   المتوسط   منخفض

Figure (1)
Normal Curve Splitting Used

3-1-1 Presentation and analysis of the Suppression Skill Test Coupled with the Appearance of Attention Distribution for High School Football Team Players:

3-1-1-1 Detailed Specification of the Suppression Skill Test Coupled with the Appearance of Attention Distribution for High School Football Team Players:

−   **Objective of the test:**

Measuring the distribution of attention in the performance of the suppression skill

− **Venue:** Indoor Hall

− **Tools:**

A stopwatch and legal football balls for the game of football, and six adjacent main squares placed on the ground on two rows, each row has three squares and each square has a specific color, as for their measurements, the length of the side of the square is (3) meters, figure (2).

−   **Examiners:**

The number of referees in this test shall be (2) and the ball thrower and their duties shall be as follows: one of the referees shall have a stopwatch and a whistle in his hand, and the second referee shall have the paper with the colors in it in advance which the name of the color shall be called out in the voice of the ball thrower in the appearance of the distribution of attention Appendix (4) and shall record the results, and the ball thrower shall throw the ball on the specified color square.

− **Performance Method:**

The player stands behind (5) meters away from the test area (squares) and when the ball thrower throws the ball, the player goes to the square mentioned by the referee to put out the ball in it, for example (yellow) and (blue) for example•, so the player goes to the box first and puts the ball down in it, then goes to the blue box and puts down the second ball as well, and the performance is done during the time.

- **Performance Conditions:**

- The performance is done quickly, and in case the player deliberately performs slowly, the referee stops the attempt and asks to repeat it as the colors change.
- The player performs by standing in front of the squares and at a distance of (5) meters, then he starts with the whistle and after the call with colors by the referee and puts out the ball in the squares.
- The performance takes place inside the box and the player does not have to touch the outer line of the box when performing the quench, and in the case of touching, the retry is done with the color changed.

− **Rating:**

The score is made by counting the number of balls that are quenched within the correct (successful) box out of (2) balls on the colors required for the appearance of the attention distribution and gives four attempts to calculate the sum of them.
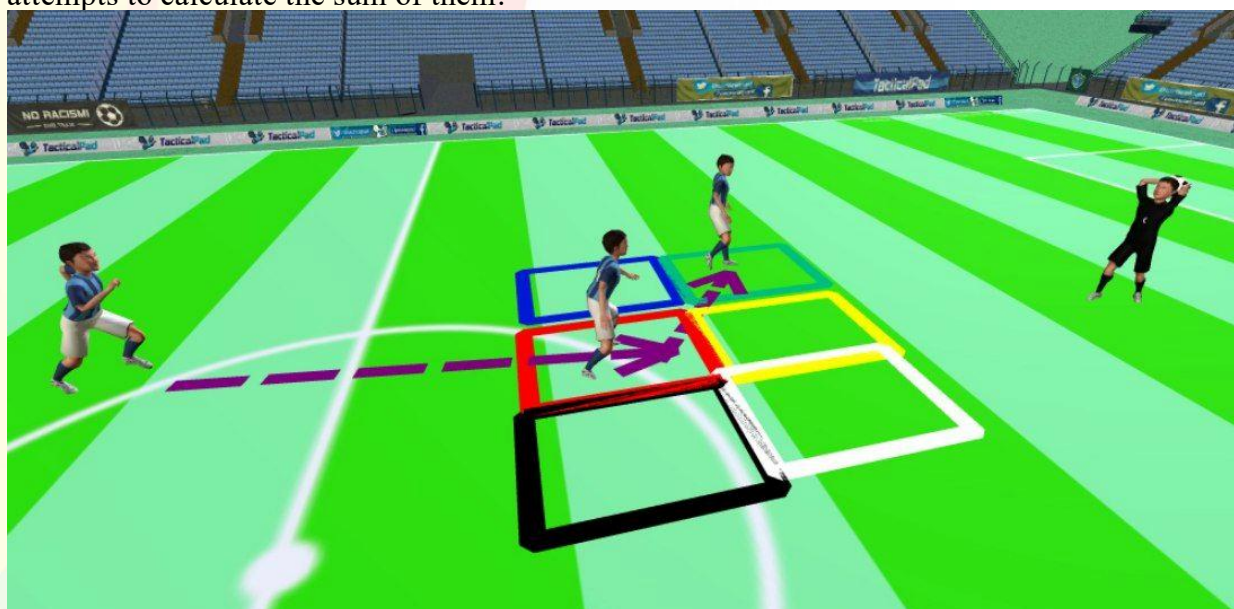

Figure (2)
Shows the nature of the test

3-1-1-2 Levels and Standardized Scores (δ.6) for the Suppression Skill Test Coupled with the Appearance of Attention Distribution for High School Soccer Team Players

Table (3)
Descriptive Statistics of the Suppression Skill Test Coupled with the Appearance of Attention Distribution for High School Football Team Players

K2	Torsion	Highest Value	Lowest value	Looms	±	Q⁻

(• The timing is used to disguise the player so that he can perform as quickly as possible.

2,913	0,20	7	1	4	1,164	4,239

From Table (11), we can conclude that the test is suitable for the sample level and is close to the normal distribution in terms of the torsion coefficient, in addition to the calculated value of (K2) is less than the tabular value of (5.99) at the degree of freedom (2).

Table (4)

Standard levels of the Suppression Skill Test Coupled with the Appearance of Attention Distribution for High School Football Team Players

Percentage	Duplicates	Values	Level
17,17%	28	6- Above	high
62,57%	102	3- 5	Medium
20,24%	33	2. Below	Low

Table (5)

Raw Scores and Benchmark Scores (δ-6) for the Suppression Skill Test Coupled with the Appearance of Attention Distribution for High School Football Team Players

Standard score δ-6	Raw Grade	Standard score δ-6	Raw Grade
61	5	4	1
75	6	18	2
90	7	32	3
		47	4

4- Conclusions and recommendations

4-1 Conclusions:

- A test was developed to measure the suppression skill associated with the attention distribution appearance of high school football team players.

- Standardized degrees and levels of the suppression skill associated with the attention distribution appearance of high school football team players have been established.

4-2 Recommendations:

1- The use of the test that the researchers built in periodic refereeing on the level of the suppression skill of the players.

2- The training of players should not be limited to the aspects of physical fitness and skill, but also the psychological aspects should be focused on and attention should be paid to the mental processes in sports training and linking them to the reality of the field game.

3- Work on conducting other studies on other skills and comparing them to other aspects of attention.

4- Conduct other studies similar to this study but in other sporting events.

Sources

1. Amer Saeed Al-Khaikani, **The Psychology of Football**, 1st Edition :(Amman, Arab Society Library for Publishing and Distribution, 2011).

2. Abdel Moneim Ahmed Jassim Al-Janabi, **Fundamentals of Measurement and Testing in Physical Education** :(Cairo, Al-Kitab Center for Publishing, 2019).

3. Mohammed Khalil Al-Nuaimi, **Legalization of Tests for Handling and Scoring Skills in the Sole of the Foot Coupled with Some Aspects of Attention for Futsal Players** :(Unpublished Master's Thesis, University of Tikrit, Faculty of Physical Education and Sport Sciences, 2016).

Appendix (1)

Questionnaire of Specialists' Opinions on Determining the Validity of the Suppression Skill Performance Test Coupled with the Appearance of Attention Distribution for High School Football Players

Dear Mr.. Respectable
Greetings:
In the intention to conduct the research tagged:
(Building a Burnout Test Coupled with the Appearance of Attention Distribution for High School Football Team Players)
- **Research Objectives:**
- Build a test to measure the skill of suppression coupled with the appearance of attention for high school football team players.
- Identify the level of suppression skill of high school soccer team players.
- Finding the scores and standardized levels of the test of the suppression skill coupled with the appearance of attention distribution for high school football team players.
Research Sample: High School Football Players in Tikrit City
Due to your experience and know-how in this field, please request:
- Tick (√) in the appropriate box.
- Make the appropriate adjustment to any test you deem appropriate.

Sincerely...

	University/College		Triple Name
	Date of obtaining the scientific title		Specific Jurisdiction
	Signature		Certification
	History		Scientific Title

Fix not fix

- **Objective of the test:**
Measuring the distribution of attention in the performance of the suppression skill
- **Venue:** Indoor Hall
- **Tools:**

A stopwatch and legal football balls for the game of football, and six adjacent main squares placed on the ground on two rows, each row has three squares and each square has a specific color, as for their measurements, the length of the side of the square is (3) meters, figure (2).

- **Examiners:**

The number of referees in this test shall be (2) and the ball thrower and their duties shall be as follows: one of the referees shall have a stopwatch and a whistle in his hand, and the second referee shall have the paper with the colors in it in advance which the name of the color shall be called out in the voice of the ball thrower in the appearance of the distribution of attention Appendix (4) and shall record the results, and the ball thrower shall throw the ball on the specified color square.

- **Performance Method:**

The player stands behind (5) meters away from the test area (squares) and when the ball thrower throws the ball, the player goes to the square mentioned by the referee to put out the ball in it, for example (yellow) and (blue) for example, so the player goes to the box first and puts the ball down in it, then goes to the blue box and puts down the second ball as well, and the performance is done during the time[*].
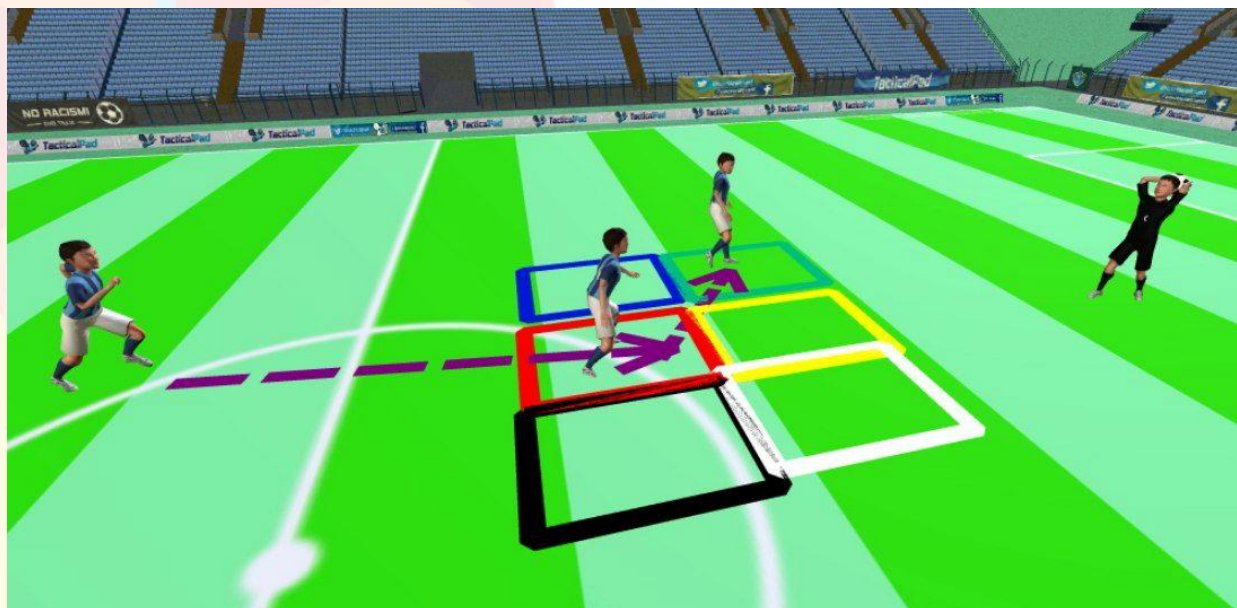
- **Performance Conditions:**

- The performance is done quickly, and in case the player deliberately performs slowly, the referee stops the attempt and asks to repeat it as the colors change.
- The player performs by standing in front of the squares and at a distance of (5) meters, then he starts with the whistle and after the call with colors by the referee and puts out the ball in the squares.
- The performance takes place inside the box and the player does not have to touch the outer line of the box when performing the quench, and in the case of touching, the retry is done with the color changed.

- **Rating:**

The score is made by counting the number of balls that are quenched within the correct (successful) box out of (2) balls on the colors required for the appearance of the attention distribution and gives four attempts to calculate the sum of them.

(* The timing is used to disguise the player so that he can perform as quickly as possible.

Appendix (2)

Names of Experts and Specialists

Workplace	Jurisdiction	Scientific Title and Triple Name	t
Faculty of Physical Education and Sport Sciences, Tikrit University	Measurement and Evaluation	Prof. Dr. Abdel Moneim Ahmed Jassim	1
Faculty of Physical Education and Sport Sciences, University of Baghdad	Measurement and Evaluation	Prof. Dr. Faris Sami Youssef	2
Faculty of Physical Education and Sport Sciences, University of Mosul	Measurement and Evaluation	Prof. Dr. Omar Samir Thannoun	3
Faculty of Physical Education and Sport Sciences, Tikrit University	Measurement and Evaluation	Assoc. Prof. Dr. Amjad Hamed Badr	4
Faculty of Physical Education and Sport Sciences, University of Kirkuk	Measurement and Evaluation	Assoc. Prof. Dr. Wiam Amer Mohamed	5

Attachment (3)
Associate Staff

t	Triple Name	Fourth attempt Yellow - Black		Third attempt White - Blue		Second attempt Blue – Green		First attempt Yellow - Red	
		Failure	Successful	Failure	Successful	Failure	Successful	Failure	Successful
1	First Player								
		Red - Blue		Green – White		Blue - Black		Red - Black	
2	Second Player								
		Black - Green		Yellow - Red		Black - White		Green - Blue	
3	Third Player								
		Blue - Black		Yellow – Green		Red - Blue		Black - Yellow	
4	Fourth Player								
		Yellow - Red		Red - Black		White - Blue		Blue - Black	
5	Fifth Player								

Appendix (4)

Data Collection Forms During Test Application

Workplace	Certificate	Triple Name	t
Salah al-Din Education Directorate	PhD in physical education	Maytham Abdulredha Mohamed	1
Gain	Prep	Amir Saad Abdulbaqi	2
News Editor - Al-Sabah Newspaper	Technical Diploma	Ammar Mazhar Younis	3
Salah al-Din Education Directorate	Bachelor of Physical Education	Saif Khairo Yassin	4
Salah al-Din Education Directorate	Bachelor of Physical Education	Hamed Mezher Shalal	5