

INFLUENCE OF SUCCESSFUL RAID HAND TOUCH AND UNSUCCESSFUL RAID HAND TOUCH ON INTER UNIVERSITY KABADDI PERFORMANCE

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ABSTRACT

The purpose of the study was to determine the influence of successful raid hand touch and unsuccessful raid hand touch on inter university kabaddi performance. Forty eight players were selected as subjects from South Zone Inter University kabaddi Tournament held at Kuvembu University, Shimoga, during the academic year 2015-2016. Forty nine University teams from South Zone had participated in this tournament, out of which Annamalai University, Bharathidasan University, Mangalore University and University of Madras entered into the semifinal league stage, and the subjects for this study were selected from these four teams. The investigator collected the score sheet and list of players from the match officials through the organizing secretary of the tournament. All the six matches in semifinal league were video graphed by using video camera from a fixed position approximately 10 mts high and about 10 mts from the centre line. The camera was positioned so that the entire field of play could be seen. 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. The data collected from the six matches were analyzed by using Chi-Square analysis technique to assess the team performance in the South Zone Inter University Kabaddi Tournament league matches. The level of significance was fixed at 0.05 level of confidence. The result indicates that offensive overview reveals that the selected variables such as higher number successful raid hand touch and less numbers unsuccessful raid hand touch team success.

Key words: Successful Raid, Unsuccessful Raid, Hand touch, Inter University, Kabaddi.

Introduction

Kabaddi is a traditional indigenous team game and ranks as one of the most popular traditional sports in India. It is a very economical and fruitful game for a developing country like India, where crores of people do not get ample apparatus and coaching. Kabaddi tops the list of all games which need minimum facilities and equipment. This game can be played throughout the

year with less investment. It is a game of both the rich and the poor and can be played in the summer and winter, in villages and cities. It does not need a very large ground. The opportunity for success is available to everyone if it is defined as performing to one's capability, rather than focusing solely on the out-come of a given competition. Teaching athletes to focus on training rather than winning nurtures the factors that ultimately lead to winning. In tournaments, teams are judged on their ability to win matches. Behind the wins, the teams must have effective ways to win, create successful attacks first to reach the attacking third of the court, create effectively scoring chances and to complete them by scoring with a high efficiency.

The use of notational analysis with the scope of analyzing performance in team sports has been identified in current research and is used by coaches to prepare the training process of players and teams (Palraj et al, 2012 ;Hughes and Franks, 2004; Leite et al., 2009; Ortega et al., 2009; Shearer et al., 2007; Thomson et al., 2009). Sports video always appeals to large audiences. In recent years, the amount of digitized video content has been increasing rapidly, and users need to access this content through various network solutions by various digital equipments.

Match analysis has been present for over 40 years within kabaddi with various techniques and technological advances emerging as time progressed. (Reep and Benjamin, 1968); from the use of pencil and paper as a hand notation technique to the introduction of computer analysis software such as Prozone or Dartfish to allow for more complex and detailed analysis. Coaches and analysts can use the data collected for their own team or individual's sake and for feedback the strengths or areas to improve on, from previous performances. It can also provide information on opposition tactics, including ways to exploit their weaknesses through video analysis (Carling, Williams and Reilly, 2005). Detailed quantitative analyses can also enhance performance through the improvement of performer feedback (Franks, 1997); Clemente *et al* (2012) indicate that the information fed back to the coach must be relevant and important, with a well-

designed system using relevant key performance indicators to supply accurate and reliable information to the coach (Hughes and Bartlett, 2002).

METHODOLOGY

The purpose of the study was to determine the influence of successful raid hand touch and unsuccessful raid hand touch on inter university kabaddi performance. Forty eight players were selected as subjects from South Zone Inter University kabaddi Tournament held at Kuvembu University, Shimoga, during the academic year 2015-2016. Forty nine University teams from South Zone have participated in this tournament, out of which Annamalai University, Bharathidasan University, Mangalore University and University of Madras entered into the semifinal league stage, and the subjects for this study were selected from these four teams. The investigator collected the score sheet and list of players from the match officials

Analysis of Data

Table –I: Chi - Square Analysis on Successful Raid and Hand Touch in the Semifinal League Matches of South Zone Inter University Kabaddi Tournament

	Mangalore University	Annamalai University	Madras University	Bharathidasan University	Chi-square
Total successfulHand touch	21	19	10	8	8.62*
% of Total successfulHand touch	36.20%	32.75%	17.24%	13.79%	

*Significant at 0.05 level.

Table value required for df 3, at 0.05 = 7.82

Table –I shows that the total numbers of successful raid and hand touch executed by the players of Mangalore University, Annamalai University, Madras University and Bharadhidasan University in the South Zone Inter University kabaddi tournament were 21, 19, 10 and 8 respectively. It has resulted with a Chi-square of 8.62 and it is significant at 0.05 levels. The table value required for significance was 7.82. It indicates that there is a significant difference in total number of successful raid and hand touch executed by the players of the above four University teams.

through the organizing secretary of the tournament. All the six matches in semifinal league were video graphed by using video camera from a fixed position approximately 10 mts high and about 10 mts from the centre line. The camera was positioned so that the entire field of play could be seen. 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.

Statistical Technique

The data collected from the six matches were analyzed by using Chi-Square analysis technique to assess the team performance in the South Zone Inter University Kabaddi Tournament league matches. The level of significance was fixed at 0.05 level of confidence.

The percentages of total number of successful raid and hand touch executed by the players of Mangalore University, Annamalai University, Madras University and Bharadhidasan University in the South Zone Inter University kabaddi tournament were 36.20%, 32.75%, 17.24% and 13.79% respectively. The highest percentage was 36.20% executed by Mangalore University. The runner-up teams i.e., Annamalai University had almost equal percentage of total percentage of successful raid and hand touch.

Table –II: Chi - Square Analysis on Unsuccessful Raid and Hand Touch in the Semifinal League Matches of South Zone Inter University Kabaddi Tournament

	Mangalore University	Annamalai University	Madras University	Bharathidasan University	Chi-square
TotalUnsuccessful Hand touch	5	5	6	9	1.72
% of TotalUnsuccessful Hand touch	20%	20%	24%	36%	

*Significant at 0.05 level.

Table value required for df 3, at 0.05 = 7.82

Table -II shows that the total numbers of unsuccessful raid and hand touch executed by the players of Mangalore University, Annamalai University, Madras University and

BharadhidasanUniversity in the South Zone Inter University kabaddi tournament were 5, 5, 6 and 9 respectively. It has resulted with a Chi-square of 1.72 and it is not significant at 0.05 levels. The table value

required for significance was 7.82. It indicates that there is a no significant difference in total number of unsuccessful raid and hand touch executed by the players of the above four University teams.

The percentages of total number of unsuccessful raid and hand touch executed by the players of Mangalore University, Annamalai University, Madras University and Bharadhidasan University in the South Zone Inter University kabaddi tournament were 20%, 20%, 24% and 36% respectively. The lowest percentage of 20% was obtained by Mangalore university. The winner and runner up teams namely Mangalore University and Annamalai University had almost equal percentage of unsuccessful raid and hand touch. However the number of Unsuccessful raid and hand touch shows that winner and runner-up team has executed less number of unsuccessful raid and hand touch.

DISCUSSION

An analysis of hand touch reveals that the south zone inters university kabaddi champion Mangalore University recorded more percentage in successful hand touch and less percentage in unsuccessful hand touch than the other three teams. It shows of attacking quality and their effective strategy as Mangalore university team.

The results of the study may be depend upon the following points The winner team had executed significantly more numbers of hand touch as compared to other three University teams. It has been in accordance by the finding of Hughes and others (1987) which reveal that successful teams had significantly more shots at goal. WouterFrencken and Koen Lemmink, (2007) suggested the changes in the centre position of teams, accompanied by changes in surface area, indicate goal-scoring opportunities. JozefBargier, et al. (2007) found that due to multi directional analysis of offensive actions ending with a goal, it was demonstrated that the place of their beginning stages was usually in with an area of attack of a Football field (41.6%) and a central area (41.21%).NasrollahSajadiNadarRaahnama, (2007) regard the number of shots towards opponent's goals said that significant differences were found between the winners and losers ($p < 0.05$) as the winner has the highest number of shots.Marques (1990) reported that winning team's shot, more often, was more efficient in shooting in basketball.

CONCLUSION

An analysis of offensive overview reveals that the selected variables such as higher number

ofsuccessful raid hand touch and less number unsuccessful raid hand touch might have influence team success. It is only part of the total attacking quality which was taken into consideration. A wide spectrum of analysis using other attacking and defensive strategy would provide better evidences that contributed for success in kabaddi championship.

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