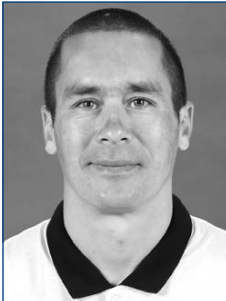




# Influence of indicators of successful combat for the ball on the performance of matches in the Russian premier football league

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Postgraduate student **P.S. Suetin**<sup>1</sup>  
PhD, Professor **A.V. Zakharova**<sup>1</sup>  
PhD, Associate Professor **E.S. Naboychenko**<sup>1</sup>  
<sup>1</sup>Ural Federal University, Yekaterinburg

Corresponding author: suetin81@mail.ru

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## Abstract

**Objective of the study** was to identify the relationship between teams' performance in successful martial arts and the results of matches in the Russian Premier Football League (RPL).

**Methods and structure of the study.** Based on the results of 120 matches of the first round of the 2023-2024 RPL season. analyzed statistical indicators for martial arts provided by the official RPL data provider, the Yandex Plus - Vsporte platform. The data was processed using mathematical statistics methods using Microsoft Excel Office 365.

**Results and conclusions.** As a result of the study, it was found that only in 47 matches out of 115 (40.9%) the teams that had an advantage in martial arts won. Moreover, in 68 matches out of 115 (59.1%), teams that had a higher percentage of successful combats reduced the match to a draw (33 matches, 28.7%) or lost it (35 matches, 30.4%). In 5 matches there was equality in the percentage of successful combats (50/50), but none of these matches ended in a draw. The results of the study do not confirm the presence of any relationship between the advantage of teams in successful martial arts in general and the results of matches.

**Keywords:** football, RPL, martial arts, statistical indicators.

**Introduction.** In terms of the variety of motor skills, football is one of the most complex sports. At the same time, the football player has to perform almost all actions in conditions of confrontation. Among specialists in the field of football, there is a widespread opinion that victory in a match is ensured by a complex of martial arts won [1]. This statement is based on the fact that it is precisely such an indicator as the effectiveness of martial arts that maximally reflects the level of technical and tactical skill of football players and their physical fitness, which, in turn, largely determines the success of a football team. However, we were unable to find scientific works devoted to the topic of martial arts in football and other team sports, and scientifically based data on the relationship between effectiveness in game martial arts and the final result of matches. In this regard, it is necessary to establish whether the results of matches depend on the successful conduct of martial arts in general.

**Objective of the study** was to identify the relationship between teams' performance in successful martial arts and the results of matches in the Russian Premier Football League.

**Methods and structure of the study.** The scientific work was carried out in the second half of 2023 based on statistical indicators of 120 matches of the first round of the 2023–2024 RPL season, provided by the official RPL data provider, the Yandex Plus - Vsporte platform, from July to November 2023. Statistical analysis of the data was carried out using Microsoft Excel Office 365.

Martial arts refers to any type of struggle between football players on the field, including the fight for neutral balls (including in the air), dribbles, tackling and losing the ball when tackling the opponent. The number and percentage of successful combats in general are recorded, including combats below and above (the fight between two opponents for the ball



above shoulder level), in attack and defense, as well as by zones of the field.

**Results of the study and discussion.** In total, during the first round of the 2023–2024 RPL season, which consisted of 15 rounds (8 matches each), 120 matches were played, that is, each of the 16 RPL teams played 15 matches (one match with each team). During the average playing time of the match 98±2 minutes, 152.3±25.6 combats were recorded, including 105.6±19.2 combats at the bottom and 46.7±16.3 combats at the top. In 115 matches, the advantage in martial arts was on the side of one of the teams, and in 5 matches in martial arts there was equality (50/50). On average, the advantage of one of the teams in terms of the number of successful duels in the match was 7.5% (53.75/46.25).

Teams that had an advantage in single combats won only 47 matches out of 115 (40.9%). Accordingly, in 68 matches (59.1%), teams that had a higher percentage of successful combats reduced the match to a draw (33 matches, 28.7%) or lost it (35 matches, 30.4%).

In 53 matches (44.2% of the total number of matches), the advantage in successful single combats of one of the teams was 8% or more, that is, it was significant. At the same time, only 23 times teams that had a significant advantage in single combats won a victory, 17 times they tied and 13 times they lost. The maximum advantage in martial arts was 34% (67/33), and in this match the result was a draw - 1:1 (Table No. 1).

The team's advantage in successful martial arts by 6% (53/47) was observed in 17 matches, and 4

*Match results and percentage of successful combats in general based on the results of the 1st round of the 2023–2024 RPL season.*

Matches	1	2	3	4	5	6	7	8
Round 1	1:3 <i>48:52</i>	2:1 <i>54:46</i>	0:2 <i>49:51</i>	2:2 <i>46:54</i>	1:2 <i>53:47</i>	3:2 <i>53:47</i>	2:0 <i>48:52</i>	2:1 <i>48:52</i>
Round 2	3:3 <i>55:45</i>	0:0 <i>53:47</i>	1:1 <i>52:48</i>	1:1 <i>44:56</i>	1:4 <i>54:46</i>	2:0 <i>41:59</i>	2:3 <i>47:53</i>	2:1 <i>57:43</i>
Round 3	1:0 <i>53:47</i>	5:1 <i>53:47</i>	0:2 <i>52:48</i>	1:4 <i>47:53</i>	4:1 <i>51:49</i>	2:1 <i>46:54</i>	2:3 <i>49:51</i>	1:2 <i>52:48</i>
Round 4	3:2 <i>48:52</i>	<b>1:1</b> <b>33:67</b>	0:2 <i>53:47</i>	3:0 <i>46:54</i>	2:0 <i>61:39</i>	2:0 <i>48:52</i>	3:1 <i>58:42</i>	2:0 <i>54:46</i>
Round 5	2:1 <i>57:43</i>	2:1 <i>55:45</i>	0:1 <i>56:44</i>	1:1 <i>45:55</i>	4:0 <i>54:46</i>	2:0 <i>51:49</i>	1:3 <i>46:54</i>	4:0 <i>48:52</i>
Round 6	1:1 <i>56:44</i>	0:0 <i>47:53</i>	4:0 <i>52:48</i>	2:2 <i>51:49</i>	0:0 <i>55:45</i>	1:0 <i>42:58</i>	2:1 <i>56:44</i>	0:1 <i>46:54</i>
Round 7	0:1 <i>49:51</i>	2:1 <i>46:54</i>	3:0 <i>46:54</i>	2:0 <i>46:54</i>	3:0 <i>49:51</i>	3:2 <i>55:45</i>	1:1 <i>47:53</i>	1:2 <i>57:43</i>
Round 8	1:1 <i>45:55</i>	2:2 <i>57:43</i>	1:1 <i>51:49</i>	1:0 <i>56:44</i>	2:2 <i>51:49</i>	0:0 <i>54:46</i>	0:3 <i>52:48</i>	0:2 <i>54:46</i>
Round 9	<b>2:1</b> <b>50:50</b>	1:0 <i>48:52</i>	1:0 <i>53:47</i>	3:1 <i>49:51</i>	1:2 <i>62:38</i>	3:3 <i>55:45</i>	2:0 <i>53:47</i>	0:1 <i>47:53</i>
Round 10	2:2 <i>49:51</i>	3:1 <i>49:51</i>	1:0 <i>54:46</i>	0:2 <i>52:48</i>	1:0 <i>48:52</i>	2:0 <i>51:49</i>	4:0 <i>52:48</i>	1:1 <i>48:52</i>
Round 11	2:2 <i>49:51</i>	0:2 <i>44:56</i>	1:0 <i>48:52</i>	<b>3:2</b> <b>50:50</b>	2:0 <i>57:43</i>	0:0 <i>52:48</i>	2:2 <i>38:62</i>	0:1 <i>51:49</i>
Round 12	<b>1:2</b> <b>50:50</b>	0:0 <i>44:56</i>	0:0 <i>51:49</i>	2:2 <i>43:57</i>	1:4 <i>48:52</i>	2:0 <i>47:53</i>	3:1 <i>57:43</i>	3:0 <i>54:46</i>
Round 13	1:0 <i>47:53</i>	2:0 <i>58:42</i>	1:1 <i>47:53</i>	1:0 <i>52:48</i>	2:1 <i>51:49</i>	<b>1:0</b> <b>50:50</b>	2:1 <i>41:59</i>	1:0 <i>56:44</i>
Round 14	1:2 <i>51:49</i>	0:2 <i>43:57</i>	2:1 <i>53:47</i>	3:2 <i>58:42</i>	1:1 <i>52:48</i>	1:1 <i>44:56</i>	0:1 <i>48:52</i>	3:3 <i>48:52</i>
Round 15	1:1 <i>58:42</i>	3:1 <i>51:49</i>	2:1 <i>49:51</i>	1:1 <i>58:42</i>	0:0 <i>48:52</i>	<b>2:0</b> <b>50:50</b>	0:2 <i>48:52</i>	2:1 <i>54:46</i>

*Note: the top lines of the cells indicate the final score of the matches, and the bottom lines (in italics) indicate the percentage of successful duels between the teams. Cells are highlighted in gray in cases where the result of the match and the percentage of successful combat matches correspond to each other, that is, the team that had a higher percentage of successful combat won the match. Matches with equality in martial arts (50/50) and a match with a maximum advantage in martial arts (67/33) are highlighted in bold.*



of them ended in a draw. In 25 matches, the ratio of successful combats was 4% (52/48), but only 6 of them resulted in a draw. The minimum advantage of the team over the opponent in successful combats of 2% (ratio 51/49) was observed in 20 matches and only 6 of them ended in a draw. Equality in the percentage of successful duels (50/50) was observed in 5 matches, and in 4 of them one of the teams won with a difference of one goal, and in one match with a difference of two goals. Accordingly, with equality or a slight advantage in martial arts (6% or less) out of 67 matches (55.8% of the total number of matches), only 16 (23.9%) matches were recorded as a draw.

Out of 120 matches, 33 games ended in a draw. At the same time, in not a single match with a draw was the ratio of successful combats between the rival teams equal to 50/50, that is, one of the teams always had an advantage in the number of combats won, including in 17 matches a significant one: more than 6% (see table).

It should be noted that the study examined the performance of teams only in martial arts as a whole, without taking into account the percentage of successful martial arts of the team regarding the phase of the game (attack or defense), areas of the field (in the central zone, in the penalty area of the goal, etc.), type of martial arts (bottom or top), roles of football players (defenders, midfielders, forwards). A game in football,

hockey, basketball, futsal, etc. consists of creating a scoring chance through a sequence of technical and tactical combats and its implementation [2]. A more detailed analysis of combat performance, including individual player performance, in conjunction with other key aspects (for example, phase of the game, player role, scoring chances, etc.) can potentially provide vital information for coaches and football specialists and other team sports.

**Conclusions.** The data presented do not allow us to assert that there is any relationship between the advantage of teams in successful martial arts in general and the results of matches. Having an advantage in single combats, including a significant one, teams quite often reduced the match to a draw or lost it, and won in less than half of such matches. Equality or a slight advantage in successful combats in most cases ended in the victory of one of the teams. Analytical analysis of matches requires a more detailed analysis of martial arts indicators.

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