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Harmonic Capabilities and their Relationship to the Planned Behavior of Iraqi National Futsal Team Players

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Abstract—*The study aimed to identify the harmonic capabilities as well as the level of creative Planning behavior for the research sample, as well as the relationship between the level of harmonic capabilities and creative Planning behavior for football halls players. The tests used in the study were conducted, the researchers conducted statistical treatments and obtained the results, and through them the researchers reached the following conclusions:*

1. *That all parties had a high correlation with the level of creative Planning behavior, in which the diverse training aspect must be taken care of so that there is creativity because brain control relies on understanding and perception and not on memorization in decision-making.*

The most important recommendations:

- *That all harmonic traits are directly related to the level of creative Planning behavior through the level, mental abilities to analyze information for the research sample. The most important recommendations were*
- *That all consensual capabilities depend directly on the nervous directives that come from the brain to the kinematic limbs and control them, which creates a state of creative Planning behavior that leads to the creation of a state of creativity.*

Keywords*—capabilities, statistical, conducted.*

I. INTRODUCTION

The researcher's interest in all fields, including mathematical sciences in the world, are making exceptional efforts to invest in human capabilities and work to develop performance efficiency by linking the various sciences with the functions and organs of the human body and its ability to perceive, understand and respond to things through the sensory and visual parties that are related to compatibility from Through the work of the muscles between them to reach the harmonic ability between all the different ends of the body in order to create a state of harmony between the sensory receptors through the information received and the motor response[1-3]. The importance of research through the ability of female players to face the challenges they face

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during training and competition and the extent of their ability to act ideally with members of their different bodies and the level of spatial and temporal perception and develop appropriate solutions according to some of their consensual capabilities that can be judged by measuring and knowing their levels[2].

1-2 Research problem

Scientific treatments in mathematical fields depend on several measures when they are conducted, including specialized and modern measurements and tests, and the available means and devices to ensure obtaining sound results for information that are appropriate to the nature and capabilities of the examiners. The growth of functional devices that have to do with the interconnectedness of harmonic movements during the stages of development of motor skills, which leads to weakness of the creative side of players, and some studies indicate that there is a direct relationship between torsional abilities skills dynamical Since the harmonic capacity level is relatively constant and is not absolute and this researcher to question Is capacity harmonics in similar to the players in question and whether the level of creative Planning behavior an active role in facilitating capacity process harmonics and make them more flexible and faster in the directives nerve transfer.

1- 3 research objectives

1. Identify the level of harmonic capabilities of the research sample.
2. Identify the level of creative Planning behavior for the research sample.
3. Identify the relationship between consensual capabilities and the level of creative Planning behavior of the research sample.

1.4 Hypothesis of research

- There is a correlation between the harmonic capabilities and the level of creative Planning behavior in the research sample

1-5 Research Areas

1. The human sphere: Players of the national football team.
2. Temporal field: For the period from 01/21/2019 - 4/3/2019
3. Spatial field: The sports arenas (football field) in the college.

II. RESEARCH METHODOLOGY

The researcher used the descriptive approach to its appropriateness with the nature of the problem, as the descriptive approach is "an intentional and controlled change of the specific conditions of an event, noting the changes occurring to the same event and its interpretation."[1]

3-2 The research sample

It was selected research community students from the Department of Physical Education and Sports Science Faculty of Education for Girls Qadisiya University female purposively where the number of female students 96 asked him where he formed a proportion of 58.423% was chosen as the research sample in a way Randomized accounted for (36) where excluded students absences and students dismissed.

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Table1: Shows the research community, the sample that tested it and their percentage

Educational level	**Number of female students**	**Percentage**
The first stage	9	8.64%
The second phase	7	6,72%
third level	11	10.56%
The fourth stage	9	8.64%
Total sample	36	34.56%
The total number of the sample	96	100%

3-3 Research tools and devices and means of collecting information.

3-3-1 Tools and devices used.

1. A computer.

2. Measuring kinetic capacity.

3-3-2- The tests used in the research:

3-3-2-1 Harmonic power test:

Arms muscle compatibility test:

Test goal: to measure the two muscular compatibility of the arms.

Performance description: Ten circles are drawn on the wall, the diameter of the circle (5 cm) and the distance between one circle to another (5 cm), and they are numbered from (10-1). The player stands in front of the wall with a suitable distance, the two arms are initially next to the body, the player begins by placing the arms on the circles in a compatible manner, i.e. the right arm on the individual numbers and the left arm on the even numbers and in succession from top to bottom and then in a row, the performance is repeated three times in a row, and given. The laboratory has two attempts and calculates the best. As in Figure (1).

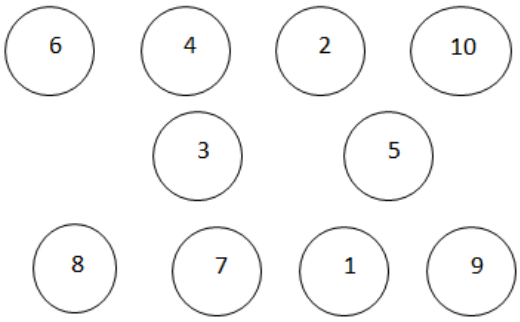

Figure 1: illustrates the drawing of the arm muscle fit test

Method of registration: The time taken by the laboratory to perform this test is calculated.

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Choose the muscle fit for the legs:

Test goal: to measure the two muscular fit of the two legs. "[2]

Performance description: Ten circles are drawn on the ground, the diameter of the circle (10 cm) and the distance between the circle numbered by the individual number and the circle that follows it with even number (30 cm) and numbered from (10-1). The player stands in front of the circles drawn on the ground with an appropriate distance, the feet are initially in the Uncard mode, the player begins by placing the feet by jumping quickly on the circles in a compatible manner i.e. the right-hand man on the circles numbered with individual numbers and the left man on the circles numbered with even numbers and in a sequential and sequence forward and backward, and the laboratory is given two attempts The best of them are calculated as in Figure (2).

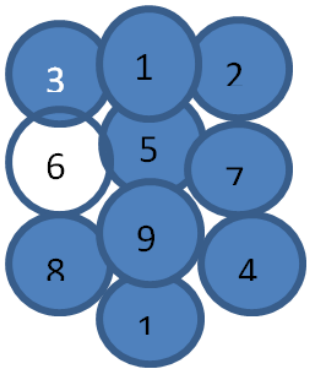

Figure 2: illustrates the drawing of the muscle fit test for the legs

Method of registration: The time taken by the laboratory to perform this test is calculated.

3-3-2 The scale of creative Planning behavior:

The researcher used the creative Planning behavior scale consisting of (20) stances of my plans with (3) indications which are (3,2,1) and was presented to the experts and specialists in the football game who have experience and competence in order to make sure of the appropriate positions and the nature of the sample and added any proposed amendments .

3-3- 2-1- The honesty coefficient of the creative Planning behavior test:

The scale model was applied to a sample outside the research sample consisting of (15) players randomly to calculate the internal consistency of the test Creative Planning behavior Scale.

Table 2: Shows the correlation coefficient between the question answers and the total number of questions to calculate the internal consistency of the creative Planning behavior test

Position number	Correlation	Significance	Position number	Correlation	Significance
1	0.86	0.00*	11	0.94	0.00*
2	0.97	0.00*	12	0.87	0.00*
3	0.84	0.00*	13	0.85	0.00*
4	0.92	0.00*	14	0.93	0.00*
5	0.82	0.00*	15	0.86	0.00*

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6	0.96	0.00*	16	0.92	0.00*
7	0.88	0.00*	17	0.89	0.00*
8	0.91	0.00*	18	0.91	0.00*
9	0.95	0.00*	19	0.93	0.00*
10	0.83	0.00*	20	0.82	0.00*

From the table it is clear that the correlation coefficients between the degree of the position and the degree of the total of the positions. It was statistically significant at the level (0.05) and that the value of (t) of the table (0.441) - and a degree of freedom n 15-2 = 13, which indicates the sincerity of all situations separately.

3-3-3-2- The stability test of the creative Planning behavior:

The test was applied to the same sample two weeks after the application of the first test under the same conditions, then the correlation coefficient between each position was calculated with the total sum of the plans positions between the first and second applications to verify the stability of the test. One of the conditions for rigorous testing is to give the same, results if re-applied to the same sample under the same conditions "as shown in Table (3) .

Table 3: correlation coefficient between the first and second applications to calculate the creative Planning behavior level test

Position number	**Correlation**	**Significance**	**Position number**	**Correlation**	**Significance**
1	0.83	0.003*	11	0.92	0.000*
2	0.91	0.000*	12	0.88	0.002*
3	5.93	0.000*	13	0.94	0.000*
4	0.74	0.002*	14	0.90	0.0.00*
5	0.83	0.005*	15	0.91	0.000*
6	0.80	0.002*	16	0.79	0.000*
7	0.94	0.000*	17	0.93	0.004*
8	0.86	0.004*	18	0.86	0.000*
9	0.79	0.002*	19	0.70	0.002*
10	0.87	0.004*	20	0.89	0.000*
Total				0.89	0.000*

When there is a statistical significance at the level (0.05) and that the tabular value (t) (0.441) - and a degree of freedom n 15-2 = 13. It is clear from the table that the values of correlation coefficients were all statistically significant at the level (0.05), which indicates the consistency of all the planned positions Of creative Planning behavior, while the value of the stability coefficient for the test as a whole (0.89) was considered an appropriate value.

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4-3 Applying the scale of creative Planning behavior:

After performing the scientific transactions for the scale and checking its validity. The researcher applied the scale to the players on 6-14 / 12/2018 which consists of (20) different planning positions that the players may be exposed to during the match and put in front of each position (3) options and then exposed to the players each separately and asked each player to put a checkmark In front of the occasion, the researcher presented the tactical positions to the players through the data display device for a period of five seconds for each planning position and asked the players to arrange the options in ascending order by placing (1) in front of the first option and number (2) in front of the second option and number (3) in front of the third option and from Then, the forms were emptied and approved mainly. For the creative Planning behavior scale, the measure was also used as a standard for identifying the level of creative Planning behavior of football players.

3-4 Statistical treatment:

The researcher used the qualitative statistical methods by using the statistical package for social sciences, package for Social Sciences)) Statistical

1. Mean.
2. Standard deviation.
3. Frequencies and percentages.
4. One way ANOVA analysis.
5. Presenting, analyzing and discussing the results.

4-1 Presenting and analyzing the results of the mean averages and standard deviations of the creative Planning behavior level of the research sample.

Table 4: Shows the mean averages and standard deviations of the creative Planning behavior level of the research sample

Position number	Correlation	Significance	Position number	Correlation	Significance
1	1.88	0.49	11	1.99	0.72
2	1.82	0.72	12	2.42	0.84
3	2.84	0.48	13	2.72	0.94
4	2.74	0.64	14	2.55	0.88
5	2.54	0.91	15	2.16	0.54
6	1.40	0.83	16	2.66	0.74
7	1.78	0.79	17	2.44	0.57
8	2.32	0.66	18	2.57	0.91
9	1.36	0.74	19	1.96	0.97
10	2.82	0.67	20	2.75	0.76
Total				2.37	0.2668

It is clear from the table that the averages for the level of creative Planning behavior range between (1.36 - 2.84) and a standard deviation (0.97 - 0.49), and through that we notice that there are (10) plot positions

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that the level of creative Planning behavior was high for obtaining averages ranging between (2.52 - 2.84)) While (4) my plans got positions, the level of creative Planning behavior was average because they obtained averages ranging between (2.32 - 2.44) and there are (6) positions of my plans the level of creative Planning behavior was low because they obtained averages ranging between (1.36 - 1.99) while it was The average of all mathematical positions (2.31), and this indicates that the level of creative Planning behavior was average for individuals A Soft search.

4-2- Displaying the mean and standard deviations for the level of creative Planning behavior and the harmonic ability of all single, two and four kinematic parties.

Table 5: Show the mean and the standard deviations of the level of creative Planning behavior and the harmonic power of all single, bilateral and quadrilateral kinematic parties.

Creative Planning behavior variables	**Mean**	**SD**	**Harmonic powervariables**	**Mean**	**SD**
Low creative Planning behavior	1.705	0.239	Right hand harmonic	45.50233	7.953665
Medium creative Planning behavior	2.387	0.046	Left hand harmonic	53.13408	11.36099
High creative Planning behavior	2.687	0.011	Right foot harmonic	41.8625	10.04427
General creative Planning behavior	2.316	0.452	Left foot harmonic	44.1875	9.690344
			The harmonic ability of the four parties	41.5625 50.80504	10.62802 8.830985
			Right and left hand harmonic ability	38.79583	10.77773
			Harmonic power of the right hand and left foot	49.12354	8.431338
			The harmonic ability of the left hand and the left foot	44.92042	17.54355

4-2 Presenting and discussing the simple correlation results (Pearson) in the harmonic ability tests of the motor limbs with the level of creative Planning behavior low, medium, high and general for a sample of research.

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Table 6: Shows the results of simple correlation (Pearson) in the harmonic ability tests of the motor limbs with the level of creative Planning behavior low, medium, high and general for a sample of research.

Variables	Four sides	Left hand	Right hand	Left foot	Right foot
High creative Planning behavior	0.674**	0.866	0.932**	-0.038	0.944**
Low creative Planning behavior	0.064	-0.043	0.096	0.089	-0.010
Medium creative Planning behavior	0.021	-0.092	-0.016	0.037	-0.050
General creative Planning behavior	0.145	-0.020	-0.231	0.043	-0.60
Variables	Right hand + left hand	Right hand + right foot	Right hand + left foot	Left hand +rightfoot	Left hand + left foot
High creative Planning behavior	0.712**	0.684**	0.895**	0.748**	0.496**
Low creative Planning behavior	0.023	-0.058	0.095	0.019	-0.012
Medium creative Planning behavior	0.018	-0.094	-0.035	0.65	-0.034
General creative Planning behavior	0.171	-0.056	-0.026	-0.72	-0.68

From Table (5,6) it was found that there is a correlation between creative Planning behavior of all levels with variables of harmonic ability (the four sides, right hand, left hand, right foot, left foot) and this explains that there are mental processes used in the treatment of motor duties during lessons The daily practical exercise by female students while performing exercise and learning motor skills from explanation, analysis and feedback from coaches, which confirmed the motor programs stored in the brain and strengthened during performance, which gave the students an understanding, understanding and analysis of the motor duty and finding the appropriate means for the situation using the motor programs Treasury and linking these duties through inference, forecasting and extrapolation, generalizing these programs and taking them out according to situations that are appropriate to the circumstances and physical and skill capabilities similar to them, and since the kinetic characteristics are the effectiveness of mental processes and responsible for receiving and stimulating stimuli and their awareness and knowing their type and thus conducting their treatment processes through previous experience in the process Remembering and making the appropriate motor decision and keeping it with motor memory is an indication of the safety and effectiveness of mental and intellectual abilities. "[4]

This is confirmed by many researchers that the development of cognitive abilities contributes to understanding, teaching and performing motor skills that require accurate estimation of spatial and temporal relationships of movement, through which the individual can receive information about the body's position,

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direction, speed, and time of movement by controlling the direction of his movement in terms of shape, extent, and path And the direction and this is closely related to the knowledge of mathematical skill. ”[5] We note from Table (6) that the link between the level of creative Planning behavior and the level of compatibility on the right side (foot right, right hand) was better than users of the left side of the body knowing that these players useNot the two sides in their daily lives because there are jobs and requirements that cannot be taken into account at the expense of the other, including motor skills, as well as game conditions. The player must use both sides, therefore the player must acquire skills for both sides through training programs in exercises and competition to stimulate both sides of the right and left brain. This explains the players ’performance of the tests effectively for both sides as a result of working on training the nervous system and activating the training of unrecognized parts of the players in a sequence, harmony and nervous compatibility - my muscles with different training methods for the distinct parties, which will lead to stimulating the Non-characteristic limbs, and this will give the parts of the brain wider and faster areas to handle incoming stimuli and make appropriate decisions, and with preference over their peers, users of the same side. This is consistent with (Andrade) that the process of speed in response and the ability to think is due to the level of mental capabilities and experience. ”[6] Since Planning behavior is a mental activity that deals with symbols in its various forms and aims to provide ways to address them by learning with cognitive experience, we must therefore.” Improve perceptual experiences of external things and events. "[7]

III. CONCLUSIONS AND RECOMMENDATIONS

Conclusions:

The researchers concluded:

1. That all parties had a high correlation with the level of creative Planning behavior, in which the diverse training aspect must be taken care of so that there is creativity because brain control depends on understanding and perception and not on memorization in decision-making.
2. The level of players who use the left and right sides are more creative Planning behavior.
3. The level of creative Planning behavior can be inferred through the tests and results of the kinetic characteristics of the players.
4. Scientifically codified schematic situations are closely related to the level of kinetic characteristics, that is, they participate in mental processes to process information.

A model of strategic positions to test defensive and offensive planning behaviors ,you have a set of defensive and offensive attitudes that reflect gameplay that represents how you behave on the field as they happen(see figure :3).

What is required: read the situation and analyze it accurately and highly focused, then mark (/) in front of one of the three options which you see fit and important, which represents the reading of the situation in all its dimensions. The answer will only be seen by the researcher and is used for scientific research purposes.

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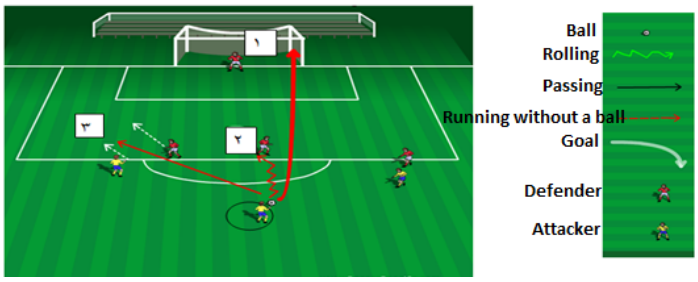

Figure 3:A model of strategic positions

1. Direct scoring in the goal of the opposing team
2. Rolling, running and challenging the opponent from the middle and deep in the opposing team
3. Pass the ball to the fellow player after moving to the void to the right hand of the goalkeeper and near him a rival player

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