# EHF Master Coach and Licensing Course 2018/2019





# Analysis of the Performance Factors on the high level of competition

Marcin Smolarczyk





EHF Competence Academy & Network



Outstanding Performance Mentality Technic hysical Indition soties 3

Analysis of the Performance Factors on the high level of competition

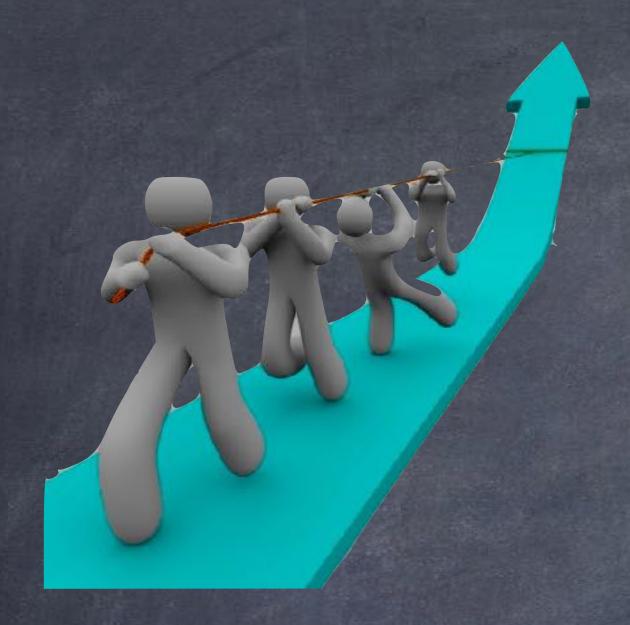
#### The Role of Physical Conditioning

- For children under the age of 12 or 13, technique is the most important factor to consider when conditioning for best performance.
- · After this age, physical conditioning becomes more important and will require a more structured approach.
- · After the age of 16, studies show that physical conditioning is the second most important factor in sports performance. Mentality is the first factor.



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# Performance

Team Performance



#### Individual Performance









#### Coordination

Specific handball techniques

Basic sprinting, jumping CoD, flexibility, etc

#### Strength

Specific technique specific

Basic sub/maximal, power, endurance, etc

#### Endurance

Specific Game based

Basic ex/intensive, constant, interval, HIT

#### Constitution - disposition

anthropometry, genetics, diseases, injury, mentality

#### Nutrition

Solid food intake, hydration, suplements, doping

#### Cognition

attention, anticipation, reaction, decision making, executive functioning, mental skills, personality

Individual Performance

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#### Social Factors

Internal: coach, team leadership, team efficacy, team role, group cohesion

External: opponent, referee, spectators

#### Tactics

Offence/defence/transition team/group/individual theory/practice

#### External influences

Material, environmental conditions

Team Performance

Internal: coach, team leadership, team efficacy, team role, group cohesion

#### 3 main Coaching styles:

- Autocratic Coaching
- Democratic Coaching
- Holistic Coaching







### Performance Social Factors Team

#### 3 main Coaching styles:

- Autocratic Coaching
- Democratic Coaching
- Holistic Coaching





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- #elpful for inexperienced and new players
- Players simply need to follow the drills and exercises the coach knows will work
- Easier control of the game
- No need to waste time on the discussions

- Dictatorship
- Limited questions possible
- Not suitable for experienced players and/or passionate athletes
- It stifles creativity due to playing regime
- © Can make a morale low due to restrictions
- A need of feeling important to the team







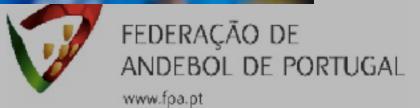
#### 3 main Coaching styles:

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- Democratic Coaching
- Holistic Coaching





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- Strong relationship
- © Close inner-team bond
- Variety of Ideas the coach can choose from the team's input
- Individual athletes feel important to the team
- Hard working to achieve mutual agreed upon goals

- Players may feel under-appreciated or grow to resent their teammate's ideas

  Discussing other ideas may be time
  - Discussing other ideas may be time consuming
- Too much discussion may undermine the coach authority
- Responsibility "relegated" throughout the team members







3 main Coaching styles:

- Autocratic Coaching
- Democratic Coaching
- Holistic Coaching









- Encourage players to voice their opinions
- More than just sport-related interactions
- Mental connection beyond athletic goals
- Issues occurring prevention
- encourage stronger team relationship
- Establish clear and accurate communication practices

- Mentally and emotionally exhausting
- Requires tireless effort and patience
- May take focus away from original athletic goals
- Not suitable within experienced players







Team Roles









Leader

"Leaders become great not because of their power but, because of their ability to empower others"

John Maxwell















"Let's Go!"



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#### Informal Team Roles

- Comedian
- Spark Plug
- o Cancer
- Distracter
- Enforcer
- Mentor

- o Informal leader (non verbal)
- o Informal leader (verbal)
- Team Player
- Star Player
- Malingerer
- Social Convener







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#### Comedian

An athlete who entertains others through the use of comical situations, humorous dialogue, and practical jokes. This individual can also be referred to as a jokester, clown, or prankster.







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#### Spark Plug

An athlete who ignites, inspires, or animates a group toward a common goal. May be referred to as the task booster.







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Cancer

An athlete who expresses negative emotions that spread destructively throughout a team.







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Distracter

An athlete who draws away or diverts the attention of other teammates decreasing their focus.







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Enforcer

An athlete who is physically intimidating or willingly belligerent and who is counted on to retaliate when rough tactics are used by the opposing team.







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Mentor

An athlete who acts as a trusted counselor or teacher for another athlete on the team. This athlete has usually been with the team for a few years and has experience and wisdom to teach the less experienced athlete(s).







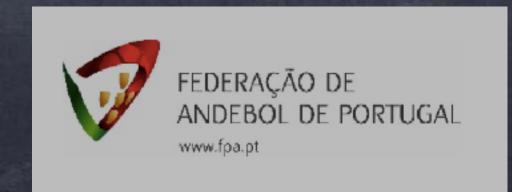
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#### Informal Leader (non-verbal)

An athlete who leads the team by example, hard work, and dedication.







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#### Informal Leader (verbal)

An athlete who leads the team both on and off the playing surface through verbal commands. This individual is not selected by the team as a leader but assumes the role through social interactions.







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Team Player

An athlete who gives exceptional effort and can be seen as a workhorse that is willing to sacrifice and put the team before his/her own well-being.







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Star Player

An athlete who is distinguished or celebrated because of their personality, performance, and/or showmanship.







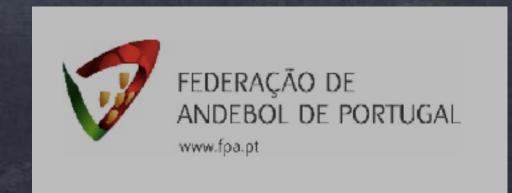
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Malingerer

An athlete who prolongs psychological or physical symptoms of injury for some type of external gain (e.g., sympathy, attention, access to athletic therapy).







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Social Convener

An athlete who is involved in the planning and organization of social gatherings for a team to increase group harmony and integration







#### Roles according to Belbin



















Completer Finisher

Uses their inq back to the te

Strengths: opportunities

Allowable v optimistic, an enthusiasm h

**Don't be su** forget to follo

Helps the tear identify the w behalf of the t

Strengths: diplomatic. Li

Allowable v

Don't be su be hesitant to

Needed to for

Strengths: Clarifies goals

manipulative incid the work.

Don't be su

Tends to be hig

Strengths: Co generates ideas

incidentals, and communicate e

Don't be sur be absent-mind

Provides a logic judgements wh team's options

Strengths: Stall options and

Allowable we drive and ability critical.

Don't be sur

Brings in-dep team.

Strengths: dedicated. Th skills.

on a narrow fi technicalities.

Don't be su overload you Provides the nece team keeps movi momentum.

**Strengths:** Cha pressure. Has the obstacles.

Allowable wea provocation, and feelings.

Don't be surpr risk becoming ag their attempts to Needed to plan as as efficiently as p

**Strengths:** Pro ideas into action to be done.

Allowable wea

**Don't be surp**be slow to reling
positive changes

Most effectively used at the end of tasks to polish and scrutinise the work for errors, subjecting it to the highest standards of quality control.

**Strengths:** Painstaking, conscientious, anxious. Searches out errors. Polishes and perfects.

**Allowable weaknesses:** Can be inclined to worry unduly, and reluctant to delegate.

**Don't be surprised to find that:** They could be accused of taking their perfectionism to extremes.







### Team

#### Porfnrm

a n c e



#### Resource Investigator

Uses their inquisitive nature to find ideas to bring back to the team.



Helps t identify behalf

Stren: diplom

Allow: crunch

**Don't** be hesi

**Strengths:** Outgoing, enthusiastic. Explores opportunities and develops contacts.

**Allowable weaknesses:** Might be overoptimistic, and can lose interest once the initial enthusiasm has passed.

**Don't be surprised to find that:** They might forget to follow up on a lead.



#### Completer Finisher

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#### Teamworker



Helps the team to gel, using their versatility to identify the work required and complete it on behalf of the team.

**Strengths:** Co-operative, perceptive and diplomatic. Listens and averts friction.

Allowable weaknesses: Can be indecisive in crunch situations and tends to avoid confrontation.

**Don't be surprised to find that:** They might be hesitant to make unpopular decisions.

#### Completer Finisher

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**EHF Competen** 



# Team Performance



#### Co-ordinator



Needed to focus on the team's objectives, draw out team members and delegate work appropriately.

Strengths: Mature, confident, identifies talent. Clarifies goals.

Allowable weaknesses: Can be seen as manipulative and might offload their own share of the work.

**Don't be surprised to find that:** They might over-delegate, leaving themselves little work to do.

#### Completer Finisher

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EHF Competence A



### Team

### Performance



#### Plant



Tends to be highly creative and good at solving problems in unconventional ways.

**Strengths:** Creative, imaginative, free-thinking, generates ideas and solves difficult problems.

**Allowable weaknesses:** Might ignore incidentals, and may be too preoccupied to communicate effectively.

**Don't be surprised to find that:** They could be absent-minded or forgetful.

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#### **Monitor Evaluator**

Provides a logical eye, making impartial judgements where required and weighs up the team's options in a dispassionate way.

**Strengths:** Sober, strategic and discerning. Sees all options and judges accurately.

**Allowable weaknesses:** Sometimes lacks the drive and ability to inspire others and can be overly critical.

**Don't be surprised to find that:** They could be slow to come to decisions.

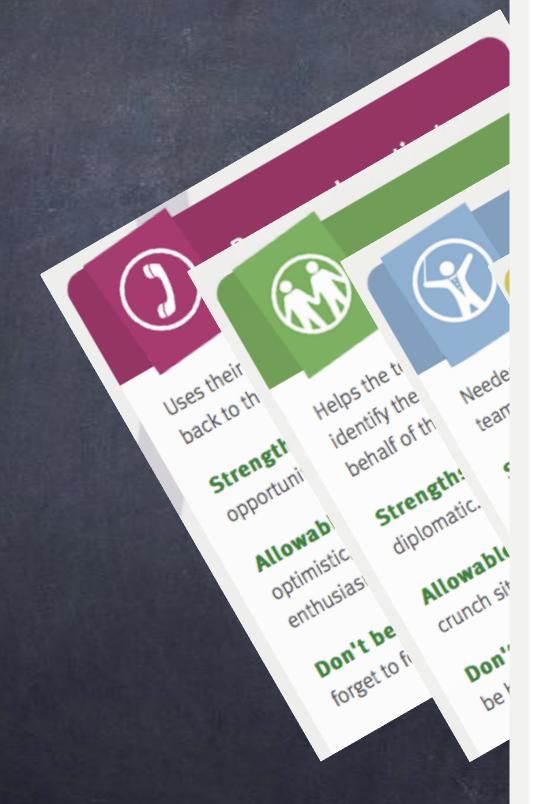


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#### Specialist

Brings in-depth knowledge of a key area to the team.

**Strengths:** Single-minded, self-starting and dedicated. They provide specialist knowledge and skills.

**Allowable weaknesses:** Tends to contribute on a narrow front and can dwell on the technicalities.

**Don't be surprised to find that:** They overload you with information.





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# Team



### Shaper

nance

Provides the necessary drive to ensure that the team keeps moving and does not lose focus or momentum.

**Strengths:** Challenging, dynamic, thrives on pressure. Has the drive and courage to overcome obstacles.

**Allowable weaknesses:** Can be prone to provocation, and may sometimes offend people's feelings.

**Don't be surprised to find that:** They could risk becoming aggressive and bad-humoured in their attempts to get things done.



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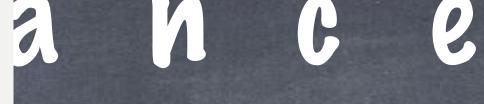
### Implementer

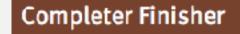
Needed to plan a workable strategy and carry it out as efficiently as possible.

**Strengths:** Practical, reliable, efficient. Turns ideas into actions and organises work that needs to be done.

Allowable weaknesses: Can be a bit inflexible and slow to respond to new possibilities.

Don't be surprised to find that: They might be slow to relinquish their plans in favour of positive changes.





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# Performance



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## Team Performance Social Factors









## Team Performance Social Factors

Why do we even need to know that?







# Team Performance Social Factors

"The Smurfs society is unusually strong. Many times their status quo has been challenged, most notably with the introduction of Smurfette, with the community prevailing. The identity roles of each member of the society are well-defined which creates a symbiotic bond between each member and their chosen paths. In relation to humanity and childhood, this translates into cooperative theory and play. When a group of kids gets together on a "mission" they choose a leader (or usually the strongest personality volunteers him or herself) and from there roles are assigned. Where other cartoons focused on individual efforts, The Smurfs focused on the society functioning as a whole, with individual roles each playing a part in the machine. This is a great example of a small society functioning effectively, even if they lived in mushrooms."

https://www.wired.com/2011/04/psychology-of-cartoons-part-2-sociology-of-the-smurfs/







#### Coordination

Specific handball techniques

Basic sprinting, jumping CoD, flexibility, etc

### Strength

Specific technique specific

Basic sub/maximal, power, endurance, etc

### Endurance

Specific Game based

Basic ex/intensive, constant, interval, HIT

### Constitution -disposition

anthropometry, genetics, diseases, injury, mentality

### Nutrition

Solid food intake, hydration, suplements, doping

### Cognition

attention, anticipation, reaction, decision making, executive functioning, mental skills, personality

Individual Performance

### Social Factors

Internal: coach, team leadership, team efficacy, team role, group cohesion

External: opponent, referee, spectators

#### Tactics

Offence/defence/transition team/group/individual theory/practice

### External influences

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17

Material, environmental conditions

Team Performance

Cognition

the mental action or process of acquiring knowledge and understanding through thought, experience, and the senses.





Everyday practice sessions



Perception and Anticipation







Cognition

What may interfere with this process?

### External Factors:

- 1. Opponent
- 2. Referee
- 3. Spectators
- 4. Environment
- 5. Friends
- 6. Family

### Internal Factors:

- Communication issues
- Social Frictions
- Perception skills
- Physical Conditions







# Who is psychologist? What does he do?











# Who is psychologist? What does he do?

- Investigating mental processes
- Help to deal with emotions
- Help to control situations by understanding others









# Who is psychologist? What does he do?

- Helps to be authentic (self-awarenes)
- Piagnosis problems
- Build up the confidence
- Makes players aware of the sport competition challenge



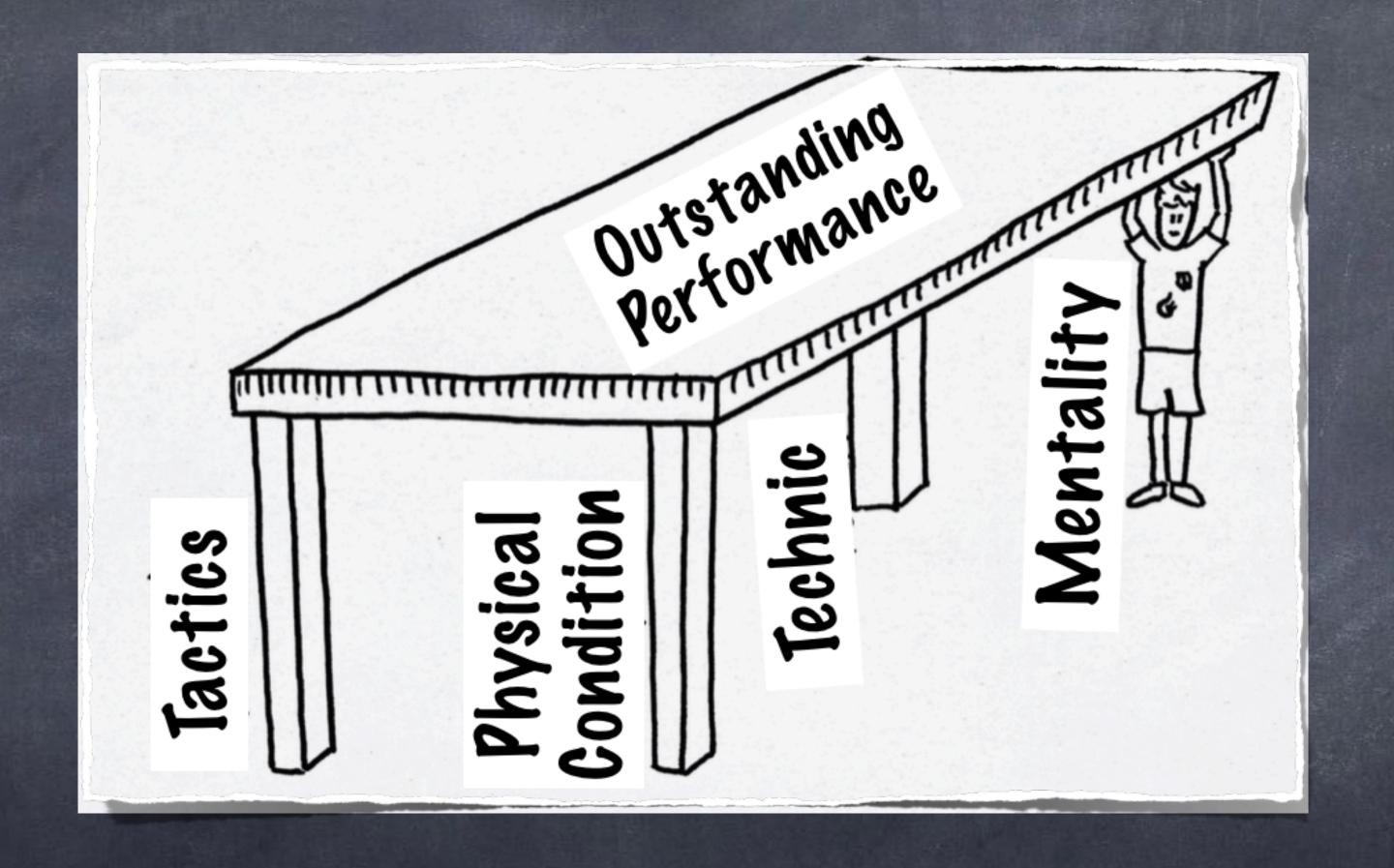
### Mental skills:

- Self Confidence
- Stress Menagement
- Awareness
- Motivation
- © Concentration/Focus
- Relaxation
- Group Cohesion







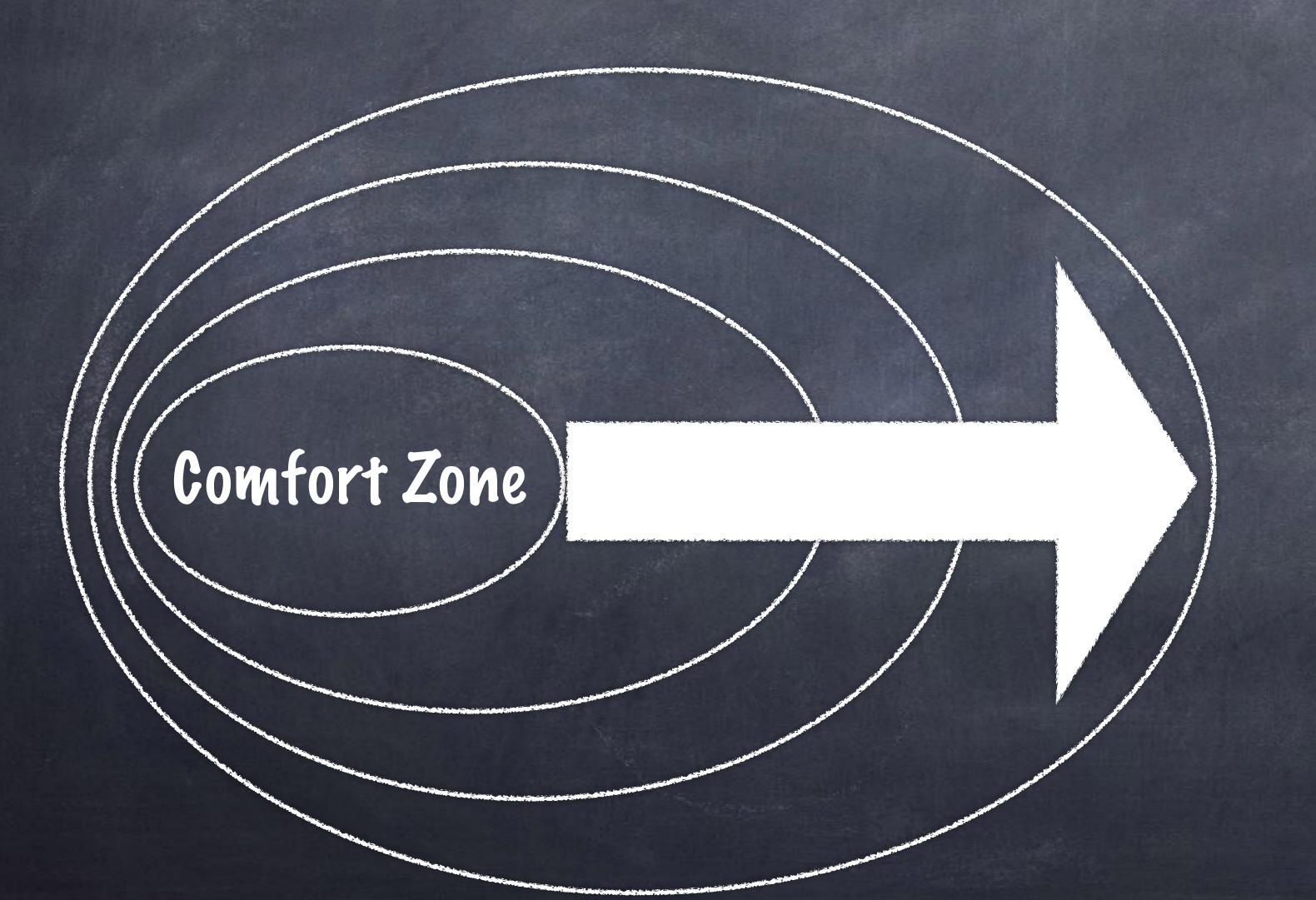






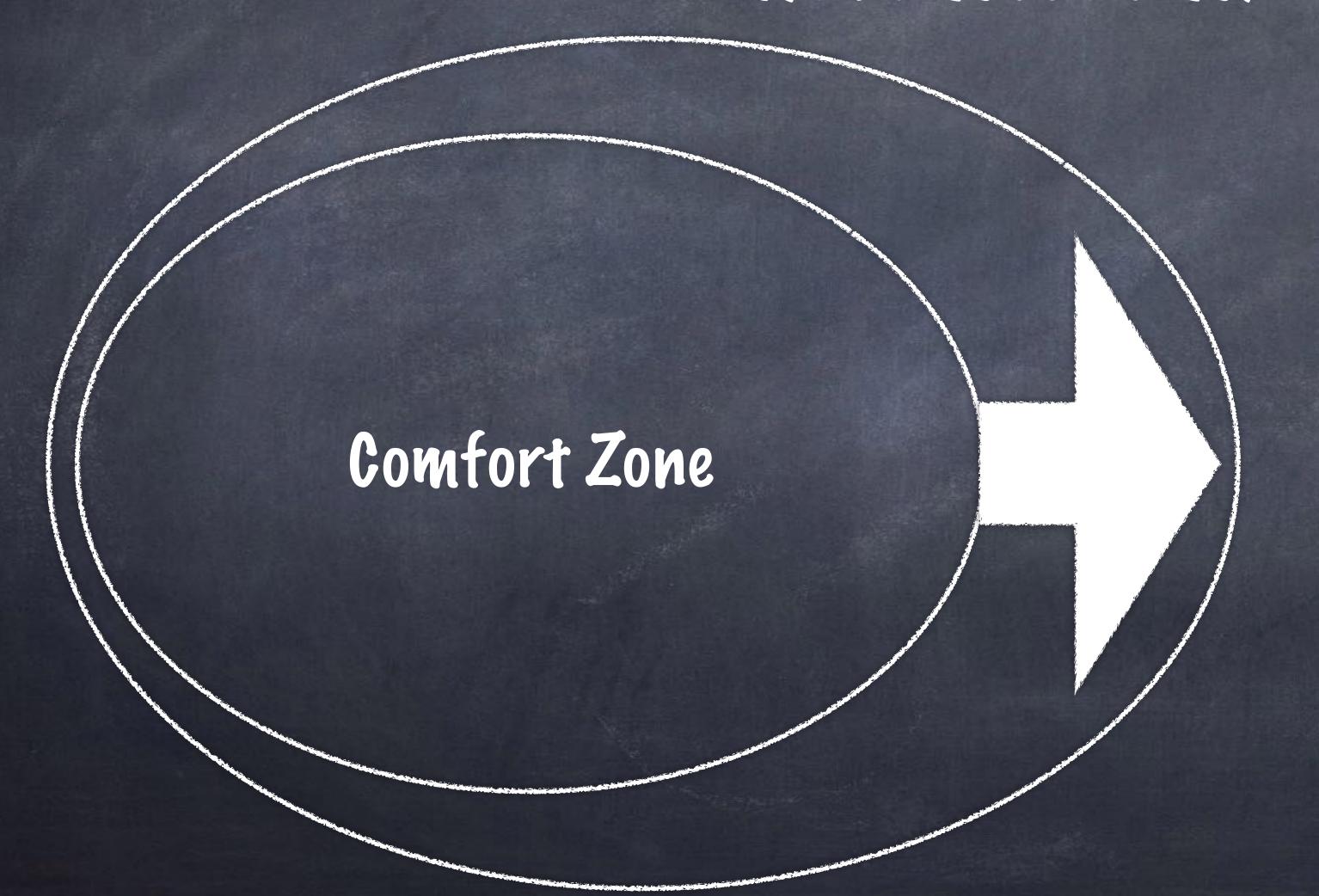


What do we need those skills for?



Experience (xyexience

Who is psychologist? What does he do?



Experience.

Who is psychologist? What does he do?

Comfort Zone

CXD61,600

## What can coaches support the specialist with:

- Self Confidence
- Stress Menagement
- Awareness
- © Concentration/Focus
- Relaxation
- 6 Group Cohesion
- Motivation







- Self Confidence
- Stress Menagement
- Awareness
- © Concentration/Focus
- Relaxation
- 6 Group Cohesion
- Motivation

"Awareness test"







- Self Confidence
- Stress Menagement
- Awareness
- © Concentration/Focus
- Relaxation
- Group Cohesion
- Motivation

- Game/Training Session Briefing
- Opponent analysis/Video analysis
- Aim settings
- Task/responsibility distribution
- The attitude (SportMind)







- Self Confidence
- Stress Menagement
- Awareness
- © Concentration/Focus
- Relaxation
- Group Cohesion
- Motivation

SportMind

https://www.sportmind.com







- Self Confidence
- Stress Menagement
- Awareness
- Concentration/Focus
- Relaxation
- Group Cohesion
- Motivation

The Coach is responsible for right Focus!

"Concentration Grid"







- Self Confidence
- Stress Menagement
- Awareness
- © Concentration/Focus
- Relaxation
- Group Cohesion
- Motivation

Biological recovery/Wellness/SPA







- Self Confidence
- Stress Menagement
- Awareness
- © Concentration/Focus
- Relaxation
- Group Cohesion
- Motivation

"Team Building Games"







- Self Confidence
- Stress Menagement
- Awareness
- © Concentration/Focus
- Relaxation
- Group Cohesion
- Motivation

"Motivational movie"







# Obrigado pela sua atenção





