

UNIVERSITI TEKNOLOGI MARA

**AN ANALYSIS OF GOAL SCORED THAT
DIFFERENTIATE BETWEEN WINNING AND
LOSING TEAM IN THE KNOCKOUT STAGE OF
THE UEFA EURO CHAMPIONSHIP 2016**

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**Research Project Report submitted in partial fulfillment of the
requirements for the
Degree of Bachelor of Sports Science (Hons.)**

Faculty of Sports Science and Recreation

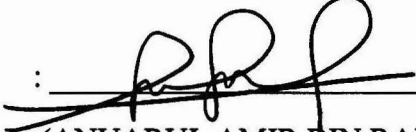
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DECLARATION
BACHELOR OF SPORTS SCIENCE (HONS)
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I, Anuarul Amir Bin Ramli (I/C Number: 940615065901) hereby declare that: This work has not previously been accepted in substances of any degree, locally or overseas and not being concurrently submitted for any degrees.

This project is the result of my independent work and investigation, except where otherwise stated, I absolve Universiti Teknologi Mara (UiTM) and faculty of Sport Science and Recreation from any blame as result of my work.

All originality extracts have been distinguishes by quotations marks and sources of my information have been specifically acknowledged.

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ABSTRACT

This study was conducted in order to analyze goal scored that differentiate between winning and losing team in the knockout stage of UEFA EURO championship 2016. 15 match starts from round 16 to final match were selected to be observed. The indicator include for this analysis were the goal scoring area, goal scoring time, type of shot used to score goal and the position of the scorer. Mann Whitney test used to see the significant of this study. For goal scoring area, the highest frequency of goal scoring is at low left area between winning (Mean \pm SD), (0.80 \pm 0.676) and losing (0.07 \pm 0.258), (Z = -3.350, p<0.05). The mean rank of winning team is higher than losing team with (20.07 vs. 10.94). The second indicator is goal scoring time, the highest frequency of goal scoring time is at 31-45 minutes between winning (Mean \pm SD), (0.53 \pm 0.640) and losing (0.00 \pm 0.000), (Z = -2.958, p< 0.05). For the Mean rank the winning team show the higher result compare to the losing team (19.00 vs. 12.00). Thirdly type of shot used to score goal, the highest frequency of type of shot used to score a goal is header between winning (Mean \pm SD), (0.53 \pm 0.743) and losing (0.07 \pm 0.258), (Z = -2.163, p<0.05). The results of Mean rank of winning team have higher compare to losing teams (18.07 vs. 12.93). Moreover, the highest frequency of pitch area where the ball was score is at the middle area between winning (Mean \pm SD), (1.67 \pm 0.976) and losing (0.47 \pm 0.640), (Z = -3.407, p<0.05). Mean rank show that the winning team have higher results compare losing team (20.07 vs. 10.30). Lastly, the highest frequency of position of the scorer is at inside box area between winning (Mean \pm SD), (1.73 \pm 1.100) and losing (0.40 \pm 0.632), (Z = - 3.379, p<0.05). The results for mean rank show that, winning team have higher mean compare to losing team (20.67 vs. 10.33).

TABLE OF CONTENT

	PAGE
ACKNOWLEDGE	ii
TABLE OF CONTENT	iii
DECLARATION	v
LIST OF TABLE	vi
LIST OF FIGURE	vii
ABSTRACT	viii
CHAPTERS	
1. INTRODUCTION	1
1.1 Background of the study	1
1.2 Problem statement	4
1.3 Research question	6
1.4 Research objective	7
1.5 Hypothesis	8
1.6 Significance of study	12
1.7 Delimitation	13
1.8 Definition of term	13
2. LITERATURE REVIEW	15
2.1 Introduction	15
2.2 Performance analysis	18
2.3 Feedback	19
2.4 Hand notational and video analysis	21

3.	METHODOLOGY	23
	3.1 Introduction	23
	3.2 Indicators	23
	3.3 Research design	24
	3.4 Sampling	24
	3.5 Instrumentation	25
	3.6 Data collection procedure	25
	3.7 Selected performance indicators	26
4.	RESULTS	30
	4.1 Introduction	30
	4.2 Normality of data	31
	4.3 Descriptive data	34
	4.4 Inferential statistic	37
5.	DISCUSSION	70
	5.1 Introduction	70
	5.2 Discussion	70
	5.3 Conclusion	74
	5.4 Recommendations	77
	REFERENCES	78
	APPENDICES	81