OPEN ACCESS
Scholars Bulletin
Abbreviated Key Title: Sch Bull
ISSN 2412-9771 (Print) |ISSN 2412-897X (Online)
Scholars Middle East Publishers, Dubai, United Arab Emirates
Journal homepage: http://scholarsbulletin.com/

Subject Category: Sport and Physical Education

Analysis of the Effect of the Specificity of Sport Practiced on the Certainty of Decision-Making in A Competitive Situation (Case of The Practice of The Futsal And Beach Soccer)

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| **Received:** 14.03.2019 | **Accepted:** 23.03.2019 | **Published:** 31.03.2019
DOI:10.21276/sb.2019.5.3.8

Abstract

Within the space of sports games, more particularly in the physical practices where participants interact operative way with others. This is particularly the case in team sports (football, basketball, volleyball, rugby, baseball, Futsal, Beach soccer...) or traditional Tunisian sports games (mini goals, 7 holes, elagfa,...) analysis by Allen Ali [1], during of which the players of a team communicate unambiguous with their partners but contre-communiquent not without malice with opponents. The purpose of our study is to show the effect of the specificity of the environment according to the rules of each sport Futsal and beach soccer on the certainty of decision-making during communications for inter and intra participated in competitive situations high level. The methodology used being an analysis of six matches, including three of the last World Cup of Futsal 2016 in Colombia and three of the last World Cup of beach soccer 2017 in the Bahamas. These analyses have come up as a result that the environment affects the shape of the sport as well as the practice environment is a determinant of practical identity during the decision-making process and affects the certainty of results.
Keywords: Group dynamics, decision making, futsal and beach soccer.

INTRODUCTION

Driving transparency are also exclusively in practices such as skating and dance Duet, in which cooperation and clarity of communication are the vectors of the driving success. 'The effect seen when the execution of an activity changes in positive or negative ways, the fulfillment of a new activity or reproduction of an old' [2]. Futsal and Beach soccer value in a significant way the development of technical acquisitions and competitive practice is similar to the model of sports competition. Claude Doucet [3], present "spirit Futsal vehicle values that are unique, educational values, cultural and social values and uses its own rules of the game that define and frame its practice. Space is the medium where any sports game. Indeed present a sports game, is to establish the characteristics of the course, the properties of space determine deeply practitioners motor lines. The analysis of the space of the sociomoteur game tends to specify the dimensions that the players evolve in an attempt to score a goal. In the case of the Futsal and beach soccer, space is in a differentiated manner, it is formed by each player occupies and locations to which his actions drive are attached, the kickoff of the game takes place from the line median of the field. Furthermore, all boxes in a space can be sanctioned by the game code. Similarly, the distribution of space following locations is one of the determinants of the internal logic and structure motor acts of players who are spread in communication and counter-communication. These locations are defined as targets to achieve, to conquer areas and others to defend. Reach a space, is to get a brand counter-communication, and score a point for his team. The gain occurs through the target. In Futsal as well as Beach soccer, the operation occurs when the ball crosses the goal line between two chins and the crossbar of the goal cage, i.e. target reserved on the field of play. This great distance place opponents on all of the land, any engine confrontation zone and five fouls by team in Futsal and rule fault line or cone to beach soccer influence on motor behaviour of players. It is this way that the exchanges can take place only by means of a material object, the ball. The game of Futsal and beach soccer rules impose on practitioners to exchange the ball throughout the game space. The beach soccer and Futsal games are games of communication. There is no limit to the number of exchanges. During this duel of teams, the drive communications network grows in a

common space for both teams. In this sense, the clashes are put at the service of the handling of the ball, passes acts reflect driving communication in cooperative appearance occurring between partners of the same team. The shooting, and the interception reflect on the contre-communications and update between players of the two teams. The ball that became the issue of the game's undeniably the game code allows you to hit him, pass it and send it in the target space. In Futsal, the spatial distribution of both teams in a common camp, gives opportunities for exchanges within a communication network. We are in the presence of two types of power communication network: a communication network reflecting the forms of communications of cooperations is refreshing in the exchanges between the partners, and a network of counter-communication is operating between the protagonists, highlighting an Exchange based on the opposition. These two forms are juxtaposed in the sociomoteur space of alternating manner.

In Futsal, drive communications appear to be independent of each other. Indeed, the driving task relies on trade imposed by the rule of the game, and the ball returned to its partners in the direction of the goal of his opponents. These terms require a technique of manipulation of the ball combining a motor coordination pushed at a speed of intervention. The code of the game requires not only particular forms of exchanges, but also a set of constraints related to know-how. We are thus faced with a rich communication network, marked by periods of counter-communication designed to "break the chain of trade" [4]. These contre-communications are illustrated by the throw-in. Forms of contre-communications are updated in the shooting techniques, interception, they stressed any action that aims to put his opponent in trouble. This opposition is related to the Act of realization of the objective and sets especially a brand counter-communication. In this context, team who managed his offensive action will take the advantage over his opponents. Therefor, the score underlines the match awarded to the team winning and translated the "statement of the brand contre-communications" [4]. The success of the driving task is dependent on the number of successful brand contre-communications and figure as being a constituent part of the performance. The universal of the scores translated the trademark holder. It enabled us to raise the complexity induced by resting on the underlying structure of the interaction, and highlight all of the relevant aspects of the situation, reflecting opportunities to score in Futsal. We have shown, the sociomotrice dynamics of the sports game defutsal institutionalized. These traits of internal logic of the activity are present at all levels of games that fall under the professional field. Beach soccer began at the Brazil in the 1930s [5]. Initially, it was designed as a different form of football played on a surface of sand, with the main goal to maintain the technical skills of the players. Gradually, this game has increased its popularity in the world; beach soccer has become a global sport, as evidenced by the participation of teams from 16 countries of the world, in the 2017 FIFA Beach Soccer (Bahamas) World Cup. A beach soccer match is played on a field of sand surface (35/37 x 26/28 m) and consists of three 12-minute periods with 5 players per team on the field (which is the goalkeeper) and an unlimited number of substitutions FIFA 2008 the periods vary in intensity and duration and are alternated by breaks of recovery. Thus, the movement patterns defy precise modeling and the discreet do not occur in a predictable sequence [6]. However, the profile of beach soccer is affected by the sand surface specific to the field, which does not allow players to cover the same short distances with the achievable speed in futsal and football [7]. In fact, the response of dynamic loading on the sand is different from those obtained on surfaces of different land used in other team sports (i.e., soil, grass, natural and artificial, hard wood), because the surface of the sand determines the differences in technical management and measurement of the loading rate of musculoskeletal [8]. In addition, it has been demonstrated that running on sand surfaces is affected by the density and distribution of the sand (i.e. deep or simple moving sand) and determines an increased work load higher due to work by the end lower [9, 10] and therefore affect decision-making and certainty of completion of individual driving action, that of cooperation with the partner or opposition as against communication with the opponent. In addition, management of motor skills is a values of the qualifications physical in favor of technical knowledge specific of activity affected by sand ground surface, a study on the beach volleyball perform 4 different vertical jumps has demonstrated the height values significantly lower different jump on sand than on Earth [11]. The movement of players in competitive matches in soccer elite considers that knowledge of the movement during the competition pattern is required to plan specific training [12]. A dynamic Group marks its presence for the two activity and sets it as the dynamic group expression that refers to the phenomena, mechanisms and psychological and sociological processes that emerge and thrive in small groups also called social 'small groups', composed of 4 to about 20 individuals, during their activity in common. In this context, the sociometrie can be defined as the study of interpersonal relations of a group at one time and for a given situation. The sociography will represent attractions and releases of individuals within a group, which can lead to actions of reorganizations of the work so that it is effective. Thus of the dynamics groups to the theory of organizations. Therefore, the purpose of our study is to show the effect of the specificity of the environment according to the rules of each sport Futsal and beach soccer on the certainty of decision-making when individually for inter and intra communications in situations competitive high level.

MATERIAL AND METHOD

To analyze decision-making processes in focus groups, Bales [13] used the interaction analysis using a "communications grid" with 12 categories. One of the most important activities in a group is decision MAKING. This process leads to the choice of several possible lines of conduct, since the merits and the decisions that lead to them can have a considerable effect on the effectiveness of a group, Edgar Schein, academic and lecturer of Internationally acclaimed for the analysis and improvement of decision-making processes in the groups, observed that the latter were able to reach their decisions using one of the following six modes:

- The decision by no Reaction. The ideas follow each other without creating a real discussion. When the group finally accepted one, all the others were abandoned or rejected, not at the end of a critical analysis, but simply by lack of reaction.
- The decision according to the rule of Authority. The chairman of the committee, the senior executive or the leader of the group shall make the decision on behalf of all members, with or without Discussion. This decision-making mode has the merit of being expeditious; As to the merits of the decision, it will depend on the quality of the information available to the person who decides, and the extent to which the group accepts this Approach.
- The decision according to the rule of the Minority. One, two or three people manage to dominate the group and "bring it" to the decision they promote. Often the scenario looks like this: a suggestion is made and then the group is forced to agree with statements like: "no one has any objections... So we go to point following.
- The decision according to the rule of the Majority. Majority voting is one of the most common forms of decision-making processes, especially if there are signs of Disagreement. It is possible to vote in due form, or by polling members for the majority Opinion. The groups often resort to this mode of decision, inspired by the Democratic system, without being aware of the problems it can engender. Using a vote can give rise to clans of losers and Winners. The minority of the losers, who may feel forgotten, neglected or unjustly treated, may not put a great deal of enthusiasm in the application of the winners ' Decision. This frustration can persist and affect the effectiveness of the group.
- The decision by Consensus. Consensus is defined as a general agreement reached as a result of discussions; the chosen solution receives the support of most of the members, the others agreeing to Join. When such an agreement is made, even those who oppose the chosen position know that they have been listened to and that they have had an opportunity to influence the course of Events. Consensus does not require that unanimity be reached on an Issue. On the other hand, it requires any dissenting member to have reasonable certainty of being able to speak and to have been listened to.
- The unanimous Decision. Unanimity is probably the ideal conclusion of a decision-making process, since all members of the group then fully agree with the decision Taken. It is a perfectly logical and logically perfect collective decision-making method, but it is not always easy to use in a professional setting. The difficulty of managing the functioning of the group until it reaches consensus or unanimity explains that groups sometimes make decisions according to the rules of authority, majority vote or even the Minority.

Table-1: decision-making process in focus groups, Bales (1950) [13]

	Gardien de but	Joueur attaquant	Joueur défenseur	Pivot
The decision by no Reaction. The decision according to the rule of Authority	Antagonism relationship with the adversary	Relationship of cooperation with the partner antagonism relationship with the opponent	Relationship of cooperation with the partner antagonism relationship with the opponent	Relationship of cooperation with the partner antagonism relationship with the opponent
The decision according to the rule of the Minority. The decision according to the rule of the Majority	Cooperation relationship with the partner	Occupies the space reserved for the goalkeeper defined beyond 6met area become field player in half of the opposing field occupies one of the three positions in the front zone: position 2 (front right), position 3 (front-left), or position 4 (pivot). Occupies one of the three positions in the rear zone: position 1 (right rear), or ext. 6 (rear centre), or ext. 5 (rear left). Defensive player, occupies any post in the	Manipulation of the ball in one touch (strictly opposed) manipulation of the ball in one touch (cooperation and opposition) manipulation of the ball in one touch (cooperation and opposition). Manipulation of the ball in one touch (cooperation and Opposition)	Has 4 seconds to resume Play. Duration of his action during the match duration of his action during the match duration of his action during the match

		back Zone.		
The decision by Consensus	Antagonism relationship with the adversary	Relationship of cooperation with the partner antagonism relationship with the opponent	Relationship of cooperation with the partner antagonism relationship with the opponent	Relationship of cooperation with the partner antagonism relationship with the opponent
The unanimous Decision.	Cooperation relationship with the partner	Occupies the space reserved for the goalkeeper defined beyond 6met area become field player in half of the opposing field occupies one of the three positions in the front zone: position 2 (front right), position 3 (front-left), or position 4 (pivot). Occupies one of the three positions in the rear zone: position 1 (right rear), or ext. 6 (rear centre), or ext. 5 (rear left). Défensive Player, occupiez any post in the back Zone.	Manipulation of the ball in one touch (strictly opposed) manipulation of the ball in one touch (cooperation and opposition) manipulation of the ball in one touch (cooperation and opposition). Manipulation of the ball in one touch (cooperation and Opposition)	Has 4 seconds to resume Play. Duration of his action during the match duration of his action during the match duration of his action during the match

Participants

Our research is based on the observation of 6 games, 3 futsal matches to a study population with the teams qualified for the semi final and the final of the Futsal World Cup 2016 and 3 games of beach Soccer to a study population with qualified teams for the semifinal and finals of the beach soccer Bahamas World Cup 2017. In short, 6 teams subject to our analysis of the game for a total of about 90 Players.

Procedures

Games are cut from the Game. It is proposed to analyze the stroke of the game in terms of duration, number of passes, dribbles, intercepts, shooting, demark, value of the game shot as well as the percentage of the game shot Made. More specifically, watching a futsal or beach soccer game, He has an observation grid available. The first calculated parameter is the duration of the Game's stroke. During a replay, for example, it triggers the stopwatch and expected there is a goal stop for whistled foul, or the other game, either because the referee just stopped the Game. There we stop the stopwatch and count the number of seconds. A mark on the grid shot corresponding duration of play. Subsequently, we observed the other parameters, dribbles, passes, demarking, etc..... And it enters the data of each stroke of each stroke of the game, the number of moves will include all the shots it is framed or not. The percentage of successful shots is specified later in the preparation of the current style of the Game. The value of the Game's shot means how many average goals were scored by the game Shot. Computer-aided decision-making: ICT (information and communications technologies) enable the decision-making process to take place remotely and even provide software to support collective Decision-making of course, the Delphi and the nominal group techniques can be easier to manage by computers. Computer-aided decision-making offers several advantages, including anonymity, the large number of ideas submitted, the effectiveness of storage for future use, and the ability to support important groups and Scattered. The behaviors and attitudes of the players in competition were recorded in FIFA video the angle of capture allowed to analyze the perspective that the players had in competition, while respecting the constraints of the Competition. Thus, the camera was placed in the extension of the terrain, at ground level [14], in height in the bleachers [15], in the width of the terrain and in height [15, 16]. This placement allowed the entire terrain to be viewed [15, 14, 16] including participant behaviours, or the visual field available to the participant [17, 18].

Measuring Instruments

It will calculate the number of game power strokes per Game. Normally, by multiplying the number of strokes of the game by their average duration, gets the approximate duration of the Match. He therefore, for our observation of the games of observation grid**.**

Table-2: Study Population

Study Population characteristics number of match	Professional Futsal World Cup 2016	3 games
	Professional Beach Soccer World Cup 2017	3 games
Study Population characteristics number of match	Professional Futsal World Cup 2016	3 games

MATERIALS

Reading matches was done through CDS. The observation of the matches was carried out on a television. The analysis, and the calculation of the processing operations are carried out by a portable micro-computer. The conduct of a game is not reduced to a catalog of motor actions. It is also and above all a continuous sequence of the behaviour of the players, a

possibility of passage from one to the other; It's a secondary role System. So we can establish the network of sociomoteur secondary role Movement. This universal illustrates these combinatorial secondary roles; It represents the dynamics, several praxic paths of organization offered to the players, since it imposes the specific logic of the Game. Any futsal or beach soccer player will necessarily be circulating within that network and borrowing its own line in the common System. It is a fundamental invariant "revealing a limited number of secondary roles and any sports game lends itself to their networking in the form of the universal" 1998. The matrix of intelligibility of the laws of the game is the matrix of secondary roles of Sociomoteur. The kick is a complex element of the technique in the implementation requiring a lot of resources as mental as physical and physiological. When shooting at the goal, the more the ball goes goalkeeper less fast, he has time to react. Which is why filming must therefore give a high speed ball as well as to more easily deceive the goalkeeper and affect the certainty of his decision making. Finishes: the finish is materialized by a game shot or a goal. This is the expression of the terminal game and logical outcome of actions. The goal for all players is to score a goal that the whole team works collectively and tries to place the "shooter" in the best conditions. It is a matter of comparing the information contained in each unit of meaning and grouping them according to their common Traits. Each category is named and its properties are Set. For example, in our Futsal and beach soccer decision-making study, the categories referred to the types of information taken into account in making a decision and in the sense given to the Situation. The categories are then compared according to their properties. Then a comparison of the results that aims to evaluate the frequency of the updated categories and compare these Frequencies.

Statistical Analysis

The data were processed from the methodology linked to the ingrained theory [19]. This method consists of an inductive analysis of the data and a constant comparison of this data carried out by several researchers. It has several phases, the number of which depends on the objectives of each study. In our studies, we used three main phases. The first is to cut out the videos in the game (units of meaning in relation to the objective pursued in the study). This cutting was done from the actual moments of play at every moment [17], decisions taken [15, 14, 18, 16, 20]. The sense given by players to the situation, and the time and space management strategies used [21], and constraints related to time management [22, 23]. The second phase allows to construct categories of different orders according to the goals pursued in each Study. Statistical analysis of statistical analyses performed using SPSS for Windows. The variables were presented as mean values and standard deviations; Statistical significance was set at an alpha level of P = 0.05.

RESULTS

The findings showed that in some situations, experts, after constructing a mental model (framing), identify an anomaly, a mismatch, between the mental model and the evolution of the situation [15, 22, 23, 16, 21]. The identification of this anomaly contributes to a questioning of the understanding of the situation; It leads the expert to reinterpret the situation by reconsidering the original model and to enrich.

In studies with [17, 18], The expert uses mental simulation to choose between two possible routes. The simulation allows him to compare the advantages and disadvantages of the possible routes in relation to his level of fatigue, to select, on the one hand, the shortest and most "rolling" route, and on the other hand, the one on which it is easier to To find Out. The simulation is based on both its experience and the taking into account of indices

The Expert volleyball decision-making study [15] indicates that players seldom report information related to mental simulation (a consequence of a course of action); This suggests that they rarely simulate the possible evolution of the Situation. The other studies did not mention any indication of the frequency of use of the mental Simulation.

The set of systems (or action Plans) used by a team is its game System. The latter characterizes the game of a Team. It is adapted to the opposing team and updated for each match; It defines the tactics to be implemented during the match [16].

The Basketteuses decision-making study [16] showed that when a system is initiated by the players, they compare the information collected in the situation with those contained in the scheme and concerning the evolution Expected of the situation in order to check whether the situation is evolving as envisaged by the System. Anticipating a probable evolution of the situation is to simulate the possible behaviour of partners and opponents and their consequences on the evolution of the situation, in order to assess the probable effectiveness of the planned decision, and then To decide whether to continue the implementation of the decision or to change it. this is the same for both games analyze FUTSL and beach Soccer Although the context and the middle of competitions differs from one sport compared to the other, table N ° 1 and Figure 1 illustration The comparative analysis of motor translations in competitive confrontation Situations. Beach soccer matches depending on the variation of the decision-making determinant

Table-3: Comparative analysis of motor translations in competitive confrontation Situations. Beach soccer matches depending on the variation of the capture determinant of the

		The decision by no Reaction.	The decision according to the rule of Authority	The decision according to the rule of the Minority.	The decision according to the rule of the Majority	The decision by Consensus.	The unanimous Decisio.	**total**
Période 1	**Number**	1,70E+01	1,00E+01	9,00E+00	6,00E+00	2,00E+00	**6,00E+00**	1,90E+02
	%	2,40E-01	5,10E-01	9,70E-02	3,10E-02	6,10E-02	**3,00E-02**	9,70E-01
Période 2	**Number**	1,60E+01	1,10E+01	1,20E+01	5,00E+00	9,00E+00	**4,00E+00**	1,86E+02
	%	2,42E-01	5,79E-01	6,30E-02	2,60E-02	4,70E-02	**2,00E-02**	9,80E-01
Période 3	**Number**	1,60E+01	8,00E+00	6,00E+00	2,00E+00	2,00E+00	**2,00E+00**	1,28E+02
	%	2,77E-01	6,15E-01	4,60E-02	1,50E-02	1,50E-02	**2,00E-02**	9,80E-01

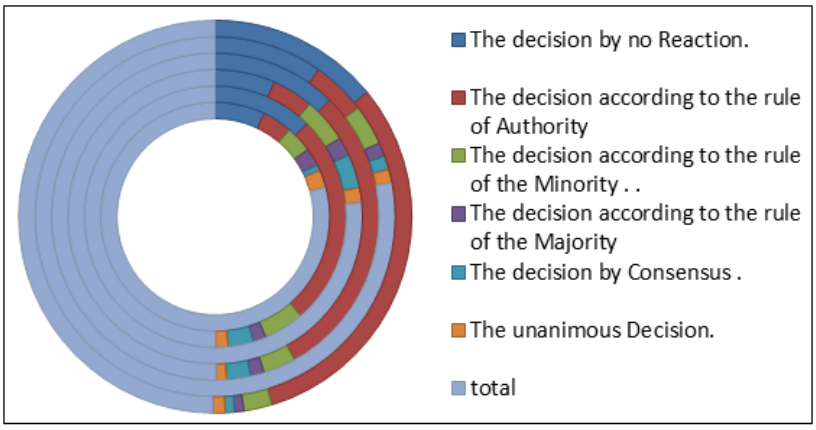

Fig-1: Comparative analysis of motor translations in competitive confrontation Situations. Beach soccer matches depending on the variation of the decision-making determinant

The analysis between periods showed a significant effect for BEACH SOCCER activity, with the analysis confirming a difference between 1 and 3periods (p = 0.005). The analysis of the time spent by field players for moving periods shows that half the playing time (51.6%) was expended at very low intensity (walking and low intensity running), a coherent time standing (25%), shortly at Average intensity (18%) and only very short time at maximum high intensity (5, '%). This asymmetric low-intensity profile has been particularly marked when analyzing the profiles of goalkeepers, which has risen from 80.2% of standing time the different T of student conducted on our data show that the scores of "team dynamics" Internal targets are always higher than those of the external targets.

The examination of the data in this comparative approach shows that most of the traits considered did not concealed significant differences in the practice of Futsal or beach Soccer. indeed, the pursuit of the objective that we felt to have the decision-making in order to establish the structure or model of the current operation of Futsal matches and beach soccer of high competition in group sports, the decisions planned are part of the organization of the collective; They contribute to the coordination of the players and to the efficiency of the Team. These decisions correspond to individual actions in reference to the situation, the role of each player and his skills. They must be done at a particular time and place in order to be Effective. They fit into a set of actions required for each player on the Team. This set of concurrent actions and decisions is called a "play" system in Basketball. The system is chosen by the game leader, depending on the evolution of the game; It is announced to all players by a hand sign, at the beginning of the game Sequence. Each player is expected to carry out the action required for him by the system, in order to be predictable from his partners (everyone knows what the other will accomplish) and contribute to the efficiency of the team (each system is trained to allow each of Succeed in the required action, in times and places, and synchronize the actions of All. however, Each player can change his or her action, and consequently the system, if it considers that the action required by the system may fail or be Ineffective. If necessary, its partners are obliged to change their coordination within the Collective. Although these adaptations are less driven than the previous ones, they are however asked for training, in order to promote the flexibility of the Team. The set of systems (or action Plans) used by a team is its game System. The latter characterizes the game of a Team. It is adapted to the opposing team and updated for each match; It defines the tactics to be implemented during the match [16]. The mental simulation allows to assess the level of risk regarding the effectiveness of the implementation of this decision, in order to decide whether to continue the planned decision or to modify it this synthesis is to check in the analysis of the motor translations In competitive situations of Confrontation. Futsal matches depending on the variation of the decision-making determinant from Table-4 and Figure-4.

Table-4: Comparative analysis of motor translations in competitive confrontation Situations. Futsal matches depending on the variation of the decision-making determinant

Comparative analysis of motor translations in competitive confrontation Situations. Futsal matchs depending on the variation of the decision-making determinant							
		The decision by no Reaction.	The decision according to the rule of Authority	The decision according to the rule of the Minority.	The decision according to the rule of the Majority	The decision by Consensus.	The unanimous Decision.
C World 201 Half-finale1	**Number**	2,40E+01	5,00E+00	1,00E+01	2,00E+00	2,00E+00	**2,69E+02**
	%	8,92E-01	5,60E-02	3,70E-02	7,00E-03	7,00E-03	**1,00E+00**
Half Finale2	**Number**	2,10E+01	5,00E+00	1,30E+01	1,40E+01	4,00E+00	**2,37E+02**
	%	8,48E-01	6,30E-02	5,50E-02	1,70E-02	1,70E-02	**1,00E+00**
C Finale2	**Number**	2,90E+01	7,00E+00	3,00E+00	1,80E+01	8,00E+00	**3,90E+02**
	%	7,44E-01	6,90E-02	9,50E-02	4,60E-02	4,60E-02	**1,00E+00**

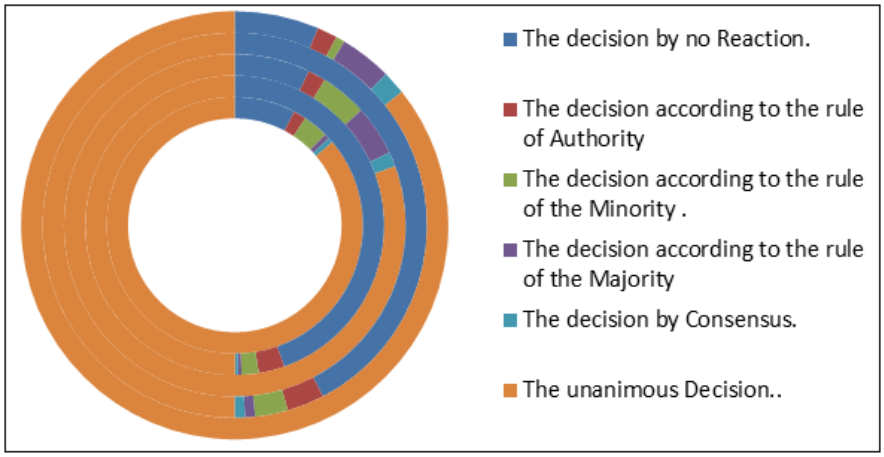

Fig-2: Comparative analysis of motor translations in competitive confrontation Situations. Futsal matches depending on the variation of the decision-making determinant

We have seen before that internal discourse does not affect players who have good skills in terms of performance prognosis (player performance). On the other hand, we can see that with regard to a more "social" dimension, the internal targets, whatever the configuration, benefit from more positive prognosis. That said, future studies will have to be inspired by elements from the work on Cohesion. Indeed, some authors [24, 25], for a group ambiance questionnaire distinguish several dimensions of cohesion (social and operative). It is very difficult here to know what size the coaches are activating. It would therefore be advisable in the future to ask the evaluators to identify, on the one hand, the player's contribution to the dynamic of the team from a social point of view (the friendly teammate, "who puts the Atmosphere") and, on the other hand, to predict the contribution of the Player at a more operative level (an effective teammate, who promotes team performance).

DISCUSSION

The results unequivocally show that, the contributions to the dynamics of the team is a specificity for the competent players, the internal discourse is largely involved in the final decision making, the prognosis of short-term performance is the same For both Futsal and beach soccer Sports the speech is internal or external, which is not the case for the prognosis of the player's contribution to the dynamics of the Team. Starting a game is therefore a proof given by the coach of the importance of the player in the device of the Team. Moreover, being (often) tenure allows to acquire a "competitive experience". A player not activating an internal speech will not be able to "easily" claim to be "spotted" then, it may well be hypothesized that, from the standpoint of coaches, integrating a player mobilizing an internal speech in the team, would be a pledge of " Dissemination of a attitudinal model to other players on the team (using the player as a model). However, Some of the limitations of our study need to be raised. Indeed, the internal discourse operationalized in our protocols used the explanations related to behavioral effort only while the external discourse varied on the different modalities of the externality (difficulty of the task, chance, Power and help of others). Beyond the internal-external dichotomy, can our results not be explained by the consistency of the Player's speech? One may be led

to think that this consistency of internal discourse constitutes an additive effect to the more general valuation of internal explanations (resulting in a greater predictability of the Player's behaviour). In the same way, Pansu and George [26] have shown that, in the external registers, explanations relating to the situation are not necessarily subject to social devaluation. It would be advisable in the long term to propose to the evaluators targets varying both in the registers of internality-externality but also on the categorical consistency of the Speech. Finally, the standard of internality influences the decisions and prognosis of sports evaluators, then it will be necessary to carry out studies which will allow to take into account the effects of interactions of the level of competence and the Discourse. The future research programmes will therefore not be able to save the analysis of the functioning and articulation of different normativities and variables which may influence the construction of judgment and/or decision-making.

CONCLUSION

This study is the first to describe the decision-making given to beach soccer and Futsal. All of our studies focused on the use of the visual System. Some stressed the importance of hearing and Touch [20, 17, 16]. As Sparkes [27] points out, the vision is widely mobilized by experts, in the light of other Senses. However, It would be interesting in future research to encourage experts to report the use they make of their five senses in the analysis of the Situation. Our studies did not compare the experts either according to their age or their level of expertise. Exploring the effects of the age of the experts and their level of practice (high level vs. very high level) would deepen our knowledge on the decision making of experts thus the pros and cons of making collective decisions. The most successful groups do not stick to a single mode of decision-making at all times and in all circumstances; They change their decision-making mode depending on the context and the nature of the Problem. In fact, it is important that the leader of the group have the ability to help him choose the most appropriate decision-making method: the one that will lead to a well-founded and timely decision, to which the members truly Adhere. The choice of decision-making must take into account the pros and cons of collective decision-making. These are the main advantages: the amount of information the group has a greater amount of knowledge and expertise to solve the Problem. Diversity of Options the group explores a greater number of lanes, which avoids narrowing of views. Understanding and consent the members of the group understand and accept the final decision Better. Commitment the members of the group feel more committed to the decision and are therefore more motivated to contribute to its implementation so beach soccer requires large amounts of energy. The data can better explain the decision making process in a dynamic Situation. They reflect slow and very fast decisions. They offer new perspectives to psychologists, coaches and chaperones to understand decision-making in competition, training and during the sports Season. They also provide opportunities to interrogate the game and more broadly how to understand and act sports actors and involve them in a reflexive practice [28].

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