



## The Perceived Duration of the Iraqi Premier League Football Club Players and its Relationship to the Numbers of Colored Cards During the Match

**Dr Haider Karim Saeed**

Al-Qadisiyah University, Iraq

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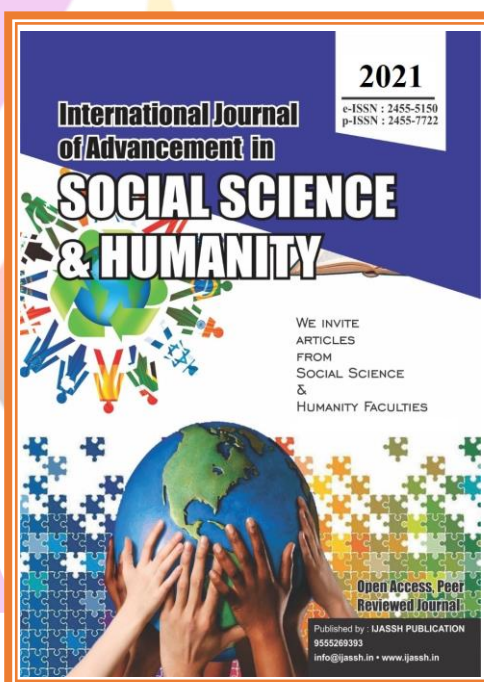
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**ABSTRACT**

*The current research aims to identify the number of colored cards (red and yellow) among the players of the Iraqi Premier League football clubs. As well as identifying the players' awareness level of the time period and identifying the differences in the number of players at each level of the perceived time period. As well as identifying the relationship between the levels of the perceived time period and the number of colored cards for the players. The research community has been identified and they are the players of the Iraqi Premier League football clubs, whose number is (188) players, representing (63%) of the original research community. The scale (Al-Ankoushi, 2011) was used to measure the perceived time period of the players after it was adapted from the general educational field to the sports field, specifically the Iraqi Premier League football players, and after applying the scale and analyzing and interpreting the results, the conclusions were reached, namely, knowing the numbers of colored cards (red and yellow) for the players are closer to moderation, as it was found that the majority of the sample are located on a continuous medium in the number of colored cards, meaning that they have a moderate (realistic) degree on the continuum of the colored cards feature, while the rest of the sample are distributed on its outskirts. When classifying Premier League soccer players into Players with colored cards (red and yellow), it was found that they are characterized by obtaining yellow cards in all matches. Players with colored cards are more prevalent among the players in the defense position than among the attacking players, compared to their peers from the different playing positions.*

*Keywords: perceived time period; colored cards; the Iraqi Premier League in football*

**INTRODUCING THE RESEARCH**

The study of psychological time is an important factor in the development of perceptual frameworks for understanding the sports personality of the players, and that compatibility with time and the perception of time lead to the formation of our temporal orientations in the match and depend on the variables of the emotional system in the personality of the player who must estimate the period between what he does in the match of events and what he wants He did it in the match to conjecture the moment that follows the painful event between the players and the coaches that feel the pain and distress and that we feel the movement of time in the light of what the players get from displaying the colored cards by the referee in the football game on the course of the emotional and subconscious events that

accompany the players and the technical staff in the match, and despite All players expect the events of obtaining colored cards that will occur in the future in the match, but they differ in how they perceive and plan for these events as a result of the difference in their personal characteristics and their previous experiences in the events that occur in the football match. Their responses or the way they deal with these events differ according to the style of their sports personality. That this response be effective in order to lead to a change or modification with the sporting events, whether it is an expected cognitive response in the match or a behavioral response resulting from the players or avoidance to reach the proper conditioning and then the player feels psychological and physical comfort and therefore the player whose personality

shakes weakens his motivation towards training from The coach accepts or his ability diminishes, and instead of his motives tending to develop, they remain within the framework of the text. When the player fails to manage important positions in the sports milieu, the completion of his requirements is considered to be the completion of the curricula of the training units. Therefore, the importance of studying obtaining the quantity and numbers of colored cards in the match is important in relation to the various aspects of the player's personality. The player whose personality is shaken, his motivation towards training weakens, or his ability in it decreases, and instead of his motives directed to development in training, they remain within the framework of deficiency. When the player fails to manage important positions in the sports community after completing his sports future, his motives go towards achieving his athletic self and contributing as much as possible by reducing access to packages. colored in matches and to avoid the resulting pressures through the application of fair play stipulated by the International Federation of Football Associations.

#### **Research Problem:**

The study of the personality of the players in its various aspects is of great importance in the field of sports psychology. The compatibility of the joints of sports training

and thinking about them in the sports future and planning for it is an important and main aspect, as well as the special problems that are affected by the level of the different players, as they affect the psychological balance of the players in the match and thus the occurrence of psychological crises that would To reach what he possesses of energies to play its role towards the pressure of matches, and since the experience of time constitutes a wide sector of the personality of the player, it is affected and affects his perceptions and his behavior in the match and the consequences of obtaining colored cards as it enhances the characteristics of the personality and the study of time as a psychological variable that involves behavioral responses During his interaction with the human self in the match, and this may affect the technical level of the players within the course of the match, because any action is an integral part of the behavior of the soccer players. Perhaps the number of colored cards that the players get in the match is a reflection of their level of performance, the behavior of the players, their psychological state, and how they perceive the time period for the occurrence of sporting events, including the variable of obtaining colored cards during the match.

#### **The Research Aims**

1- Identifying the number of colored cards (red and yellow) among the players of the Iraqi Premier League football clubs.

2- To identify the level of perception of the players of the Iraqi Premier League clubs in football for the period of time.

3- Identifying the differences in the number of players in the Iraqi Premier League football clubs at each level of the perceived time period.

4- To identify the relationship between the levels of perceived time duration and the number of colored cards for the players of the Iraqi Premier League football clubs.

#### **The Search Limits :**

Human Frontiers: Players of Iraqi Premier League Football Clubs.

Spatial boundaries: arenas, halls and stadiums of the Iraqi Premier League football clubs.

Temporal boundaries: The football season of the Iraqi Premier League 2020-2021

#### **THE MAIN RESEARCH PROCEDURES:**

This chapter includes a presentation of the research procedures in terms of defining and selecting the community and the sample, the two research tools and the procedures for their construction and application, and the statistical methods used to process the studied research data.

#### **First: The Research Community and its Sample:**

The current research community is determined by the players of the Iraqi Premier League football clubs for the season

2020-2021, whose number is (300) players. The sample was chosen in a stratified random way, as (188) players were chosen proportionally, and this size is considered appropriate in constructing psychological measures (Al-Zobaie et al., 1981:73) with a percentage of (63%) of the research community. This size is also considered appropriate in light of the opinion of (Nunnaly, 1978), which indicates that the number of sample members for the purpose of conducting statistical analysis is appropriate to the size of the community. (Nunnaly, 1978:179)

**Second: Search tools:** In order to measure the two variables of the current research: (the perceived time period of the players of the Iraqi Premier League football clubs), the scale was prepared and the following presentation shows the steps for preparing and building this scale:

The measure of the perceived time period of the players of the Iraqi Premier League football clubs:

In order to build a measure of the perceived time period for the players of the Iraqi Premier League football clubs, the researcher took the following steps:

Determine the perceived time variable:

For scientific integrity, the perceived time scale was adopted after adapting the study (Al-Ankoushi, 2011) from the educational field to the sports field, specifically the Premier League football players.

**Gather scale paragraphs:**

In order to collect and prepare the paragraphs of the perceived time period scale, the researcher sought to obtain a measurement tool, and after reviewing a number of literature that dealt with this concept theoretically through research and study, the researcher was unable to obtain a ready tool to measure the concept of the perceived time period of the players of the Iraqi Premier League football clubs, except for the scale. General Education (Al-Ankoushi, 2011), which was designed to measure the perceived time span of university students.

As 59 paragraphs were prepared with the following alternatives to the answer: (It applies to me completely, it applies to me often, it applies to me sometimes, it rarely applies to me, it does not apply to me at all) which gives the following weights in the case of positive paragraphs (5, 4, 3, 2, 1 ) on the sequence and the weights (1, 2, 3, 5,4) on the sequence in the case of the opposite paragraphs, emphasizing that there is no

right or wrong answer as far as it expresses his opinion, reminding that there is no need to mention the name and that the answer will not be seen by anyone except the researcher This is to reassure the players of the confidentiality of his answer accurately.

The opinions of the arbitrators on the paragraphs of the perceived time period for football players and its instructions:

The scale was presented in its initial form to (20) arbitrators specialized in the field of sports psychology and sports training, including the aim of the research, and the theoretical definition adopted for the purpose of expressing their opinions regarding the validity of the paragraphs of the scale and depending on the opinions and observations of experts, as the acceptance rate ranged between (85% - 100). %) or more, for the purpose of accepting or rejecting the paragraph, (24) paragraphs were retained, and their approval was obtained on the scale instructions and the answer alternatives, as in Table (1).

**Table (1) (shows the opinions of the arbitrators on the validity of the paragraphs of the time period scale perceived by football players)**

paragraph sequence	The number of arbitrators			percentage	chi-square value		Statistical FUNCTION at the level (0.05)
	total	approve rs	Non-approve rs		calculated	Tab ular	
1,2,3,4,4,5,6,,8,9,10,11,12,13,14,15,1, 17,18,23,24,25,27,28,31,32,3 ,34,35,36,37,38,39,40,41,42,4,44,45,46,47,48,49 ,52,53,54,55,56,57,58,59	10	10	0	% 100	10	3,84	<b>Significant</b>



19,20,21,22,29,30,50,51,	10	9	1	90%	6.4	3.84	Significant
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### Analysis of the paragraphs of the perceived time period scale for soccer players:

Statistically analyzing paragraphs is one of the basic requirements for constructing psychological measures because the logical analysis of them may not reveal their validity or validity in an accurate manner (Ebel, 1972:408). Suitable in statistical analysis (Imam, 1990: 114), and with the aim of analyzing the items of the scale of perceived time for players according to this method, the scale of (59) items was applied to the research sample of (110) players, then the scores of the answers of the scale items were collected to extract the total score For each player from the sample and arranged in descending order, starting from the highest

score and ending with the lowest score, then (27%) of the questionnaires with the highest scores were chosen, and (30) questionnaires were named the upper group, and (27%) of the questionnaires with the lowest scores were chosen. (30) a questionnaire as well, with the aim of identifying two groups that are characterized by the largest size and maximum possible variation. ((Anastasi, 1976: 208), and by using the t-test for two independent samples to test the significance of the differences between the means of the upper and lower groups for each paragraph, it appeared that the t-value calculated for all items of this scale when compared to the tabular value was distinct at the level of significance (0.05).

**Table (2) shows the discriminating power of the items of the scale**

Sequence	senior group		lower group		Calculated T-value(*)	Function
	Arithmetic mean	standard deviation	Arithmetic mean	standard deviation		
F1	2.227	0.920	0.732	0.880	9.581	Moral
F2	2.338	0.920	0.704	0.866	10.902	Moral
F3	2.125	1.037	0.833	0.939	7.148	Moral
F4	2.162	0.976	0.833	0.899	7.938	Moral
F5	1.783	1.114	1.315	1.084	0.811	Moral
F6	1.968	0.934	1.389	1.119	1.798	Moral
F7	2.292	0.772	0.713	0.853	11.690	Moral
P8	1.950	0.991	0.676	0.818	7.838	Moral

P9	2.292	0.772	0.713	0.853	11.690	Moral
P10	1.950	0.991	0.676	0.818	7.838	Moral
F11	2.098	0.864	0.824	0.951	7.832	Moral
P12	2.070	0.962	0.648	0.866	8.919	Moral
P13	2.274	0.878	0.694	0.825	11.068	Moral
P14	2.292	0.912	0.778	0.866	9.985	Moral
P15	2.255	0.954	0.611	0.840	10.900	Moral
P16	2.070	0.962	0.648	0.866	8.919	Moral
P17	2.274	0.878	0.694	0.825	11.068	Moral
P18	2.292	0.912	0.778	0.866	9.985	Moral
P19	2.255	0.954	0.611	0.840	10.900	Moral
P20	2.061	1.092	0.639	0.846	8.220	Moral
P21	2.061	1.092	0.639	0.846	8.220	Moral
P22	2.227	0.937	0.732	0.880	9.581	Moral
P23	2.338	0.920	0.704	0.866	10.902	Moral
P24	2.125	1.037	0.833	0.939	7.148	Moral
P25	2.162	0.976	0.833	0.899	7.938	Moral
P26	1.783	1.114	1.315	1.084	2.931	Moral
P27	1.950	0.953	1.389	1.119	3.755	Moral
P28	2.042	1.076	0.796	0.881	6.863	Moral
P29	1.903	1.038	0.741	0.908	6.329	Moral
P30	1.912	1.034	0.694	0.909	6.753	Moral
P31	1.801	1.157	0.843	0.945	4.282	Moral
P32	1.857	1.107	0.704	0.833	6.222	Moral
P33	1.848	1.126	0.769	0.890	5.402	Moral
P34	2.292	0.912	0.778	0.866	9.985	Moral
P35	2.255	0.954	0.611	0.840	10.900	Moral
P36	2.061	1.092	0.639	0.846	8.220	Moral
P37	2.061	1.092	0.639	0.846	8.220	Moral

P38	2.227	0.937	0.732	0.880	9.581	Moral
P39	2.338	0.920	0.704	0.866	10.902	Moral
P40	2.125	1.037	0.833	0.939	7.148	Moral
P41	2.162	0.976	0.833	0.899	7.938	Moral
P42	1.950	0.953	1.389	1.119	3.635	Moral
P43	2.042	1.076	0.796	0.881	6.863	Moral
P44	1.903	1.038	0.741	0.908	6.329	Moral
P45	2.174	0.478	0.894	0.825	9.068	Moral
P46	2.343	0.912	0.778	0.866	7.985	Moral
P47	2.325	0.954	0.811	0.840	5.900	Moral
P48	2.231	1.012	0.539	0.816	7.220	Moral
P49	2.064	1.092	0.619	0.846	7.220	Moral
P50	2.127	0.937	0.732	0.810	6.581	Moral
P51	2.648	0.920	0.404	0.874	9.902	Moral
P52	2.164	1.017	0.833	0.539	5.148	Moral
P53	2.162	0.976	0.833	0.899	7.938	Moral
P54	1.733	1.114	1.115	1.084	9.931	Moral
P55	1.950	0.953	1.181	1.119	2.775	Moral
P56	2.532	1.076	0.191	0.881	4.823	Moral
P57	1.933	1.038	0.711	0.908	5.339	Moral
P58	1.933	1.038	0.711	0.908	5.339	Moral
P59	1.922	1.034	0.694	0.909	2.753	Moral

**The internal consistency of the perceived time scale for soccer players:**

This method provides a reliable standard for finding the relationship between the scores of the players for each paragraph and the total score of the scale, and the correlation coefficient here refers to the level of measurement of the paragraph of the

concept that is measured by the total score of the scale, that is, each paragraph goes in the same path as the whole scale. (Esawy, 51:1985) and using the Pearson correlation coefficient to extract the correlation coefficient between the degree of each paragraph and the total score of the scale, where the questionnaires subject to analysis



in this way were (110) forms showing that all correlation coefficients were statistically significant at the level of (0.05) and with a degree of freedom (108). Where the critical tabular value of the significance of the

correlation coefficient was (0.19), and Table (3) shows the correlation coefficients between each paragraph and the total score of the scale.

**Table (3) shows the consistency coefficients of the items of the perceived time period scale**

Sequence	senior group		lower group		Function
	Arithmetic mean	Function	Arithmetic mean	Function	
F1	0.495	Moral	P31	0.510	Moral
F2	0.481	Moral	P32	0.685	Moral
F3	0.554	Moral	P33	0.320	Moral
F4	0.514	Moral	P34	0.482	Moral
F5	0.600	Moral	P35	0.508	Moral
F6	0.735	Moral	P36	0.309	Moral
F7	0.468	Moral	P37	0.546	Moral
P8	0.433	Moral	P38	0.434	Moral
P9	0.368	Moral	P39	0.490	Moral
P10	0.433	Moral	P40	0.467	Moral
F11	0.567	Moral	P41	0.440	Moral
P12	0.481	Moral	P42	0.423	Moral
P13	0.440	Moral	P43	0.447	Moral
P14	0.482	Moral	P44	0.480	Moral
P15	0.455	Moral	P45	0.366	Moral
P16	0.481	Moral	P46	0.539	Moral
P17	0.440	Moral	P47	0.500	Moral
P18	0.482	Moral	P48	0.685	Moral
P19	0.455	Moral	P49	0.420	Moral
P20	0.422	Moral	P50	0.482	Moral
P21	0.462	Moral	P51	0.508	Moral

P22	0.415	Moral	P52	0.337	Moral
P23	0.381	Moral	P53	0.440	Moral
P24	0.433	Moral	P54	0.432	Moral
P25	0.367	Moral	P55	0.432	Moral
P26	0.331	Moral	P56	0.464	Moral
P27	0.323	Moral	P57	0.411	Moral
P28	0.463	Moral	P58	0.409	Moral
P29	0.423	Moral	P59	0.454	Moral
P30	0.423	Moral			

### Scale stability:

**First: Re-test:** The results of the second survey application were relied upon by re-testing a sample consisting of 50 players, two weeks after conducting the first application, and after emptying the results and using the correlation coefficient (Pearson) for the objective items, the stability ratio reached 0.890.

### Second: Alfackeronbach:

The results of the second exploratory experiment were relied upon to extract the stability of the test if the reliability coefficient in this way reached 0.90

### Variable numbers of colored cards (red - yellow) for soccer players:

With the aim of counting the number of colored cards (red and yellow) among Premier League soccer players, the researcher examined the percentages in the

reports of the Premier League soccer matches for the season 2020-2021.

Colorful matches during the Iraqi Premier League football match.

### Analysis and interpretation of research results:

To answer the objectives of the current research, the results of the statistical analysis were relied upon to extract and answer the objectives of the research, which are as follows:

**The first objective:** which provides for "recognizing the number of colored cards (red and yellow) for the players of the Iraqi Premier League football clubs.

**Table (4) shows the number of colored cards**

Level	Number of target	clubs Red cards	yellow cards
Level 1	10	2	17
Level 2	10	1	4
Level 3	10	1	15
Level 4	10	2	12
Level 5	10	3	8
Level 6	10	5	11
Level 7	10	2	4
Level 8	10	3	17
Level 9	10	2	8
Level 10	10	1	1
Level 11	10	1	13
Level 12	10	5	18
Level 13	10	1	12
Level 14	10	1	18
Total	10	30	158

From the above table, it is clear that the performance of the players in the match is a result of the repetition of the state of objections that the players receive, and therefore their estimate of the period of time perceived by them is frequently given red or yellow cards. This pressure may affect the decisions of the referees during the match. Administrative and technical may be reflected in the arrangement of the league teams and have a negative impact on the system of competitions and league matches and that there are problems in the level of

players that may have a negative impact on the matches and that the technical staff may be preoccupied with more problems than developing the players in their abundance to obtain the number of cards, whether they are red Or Al-Safra, and the reason may be due to the fact that the clubs demanded that the players be punished because of their many mistakes in the matches and the lack of accountability from the technical staff, and that this punishment be announced in the media so that the player works to raise his level and not make such mistakes in the

upcoming matches because they have a great impact on the matches. This is why the reason for receiving colored cards in which football players fall in matches and these errors exposed the players to many disciplinary penalties and thus the loss of the team by points in a proper and satisfactory manner for both parties, and this phenomenon began to spread among all league teams and players and club teams began to lose results due to this pressure. Therefore, we find that there are different things for the cognitive side of the players that contribute to the process of identifying the mistakes that the player makes in the match by focusing on the process of making the right decision, and this is what depends on the information that the players must digest in the field of modern football law, including deliberation in the process of obtaining Colored cards and not rushing in the process of repeated objections to the decisions of the match referees, including that two penalties are technical and administrative (warning), but when using excessive (excessive) force, the technical and administrative penalties reach the state of (knock). And (Moayad, Thamer: 11, 1987) points out, "Since what implements the articles of the game law correctly and fairly between the two competing teams are the referees, as they contribute to bringing out the match in a clean and beautiful way in its general form in applying the law and

enjoying giving the players equality in applying the law to the two teams."

**The second objective:** to identify the level of awareness of the players for the perceived period of time:

The researcher believes that the interest in realizing the duration of the match due to the occurrence of frequent events of obtaining colored cards that football players are exposed to affected their psychological state and had a negative impact during their technical performance of the matches because it puts the player under difficult circumstances that are difficult for him to avoid and get rid of in the match, and it appears through analysis. By knowing the number of colored cards that are confined within the time period that falls on the players in the match, as these objections by the players to the referees and their decisions are increasing from one round to another, and we see them in all matches and in an unfavorable way in the match, and through them many problems occur in the matches due to the large number of Unacceptable objections that give a negative character to the Premier League in general and the players in particular, as every sporting activity or sporting event is rich in information and that discusses everything related to the technical performance of that activity in terms of skill, tactics and the law of the game, which are the most important basic ingredients in training and mastering

that event Which goes hand in hand for each of the physical and psychological numbers

in achieving access to satisfactory results for the team.

**Table (5) shows the players' level of awareness of the perceived time period**

Variable	Number of players	Arithmetic mean	Standard deviation	Hypothetical	mean Tabular T value(*)	Level of function
Perceived time scale	188	154.64	11.365	118	12.836	0.004

(\*) A function at a significance level of 0.05 and a degree of freedom of 186 when compared with the tabular value of 1.96.

It also turned out that the players are aware of the time period separating them from the events of receiving the number of colored cards with a higher average in the match. It seems to the players with red cards, as the soccer players' sense of time rises when they have it in the matches, so their attention is directed selectively to the perceived period of time, and time seems to pass more slowly than it is in the weakness of the opponent. The players may be somewhat limited or specialized in comparison to what has been prepared for the players, and that the sporting future of many players may not be completely open to their future ambitions in achieving results that depend on the results of other horizons, and therefore attention is focused on the immediate moment of perceived time, so the football player realizes the duration The time period is considered to be longer than the reality shown in the match, as it was found that the players in the Premier League with strong competition do not differ in their awareness of the time period from their peers in the remaining clubs with

comprehensive play, and the researcher believes that this result is due to the fact that the players with technical and training performance are characterized by thinking Positive and technical by the nature of the match in the expected results of the clubs in the league and for this reason the formation of future plans and behavioral strategies for the players in the match helps them achieve their goals that include expectations related to the final roles in the league that the player acquires in the match, and the types of future aspirations of the players that he seeks to achieve in the motivation of their sporting achievement As they are trying to achieve their future goals and aspirations in the various remaining matches in the league, Adler explained that it is possible to understand the human personality, if the individual's future goals are known, and this means that the individual's goals are what direct his present behavior, that is, the person is according to Adler's perspective. His future aspirations and goals move him more than his past experiences, and that these goals and aspirations are necessary for

the progress and development of individuals. (Saleh, 1986: 97)

The third objective: to identify the differences in the number of players at each level of the perceived time period .

**Table (6) shows the differences in the levels of the perceived time scale**

the scale	scale levels	Number of players	Arithmetic mean	Standard deviation	F value	Level of function
Perceived time scale	Approximately	47	150.34	4.986	5.373	0.023
	Medium	68	163.76	6.098		
	long	73	150.26	5.915		

It turned out that the sample members are distributed on the scale of the perceived time period of events, which is represented by the numbers of colored cards (red and yellow) for the players. This indicates that the sample members differ among themselves in their awareness of the length of time, and it is clear from the presentation of the results of the third objective that the most numerous group among the respondents are those who are aware of the time period that separates them from the occurrence of sporting events due to the frequency of the players obtaining the numbers of colored cards moderately, and this is the result of The realistic view of the members of this sample in the match, which the results showed that most of them are concentrated in the middle group between the red and yellow cards, and the least number of groups were those who perceived them as long, while the short period occupied the middle category among them, and the researcher did

not need to know all the members of the sample, and it was found The players see the time that separates them from the occurrence of events in the match that may occur in the future as short, and this indicates an unrealistic view in addition to that they tend to approximate events and expect them to occur in line with their view of obtaining yellow cards, in contrast to the players who get the cards Al-Hamra, they estimate the same period as long and it is repeated in the match, and this result can be explained about the future of football players and its role in technical performance, as well as future plans and what they contain of goals, objectives and aspirations that the players seek to achieve in the match while we see that the importance of the extent of planning For the sports future, the player lives in the continuous expectation of the pressing events in the match, and our lives are controlled by what we predict about the



sports future, and by what we believe where our choices will lead us towards what is contained in the course of the modern football game, and for this we see that the player makes his life based on the future expectations of the results of their teams, As he builds predictive hypotheses that he tests at the level of the sporting reality of the match, because the nature of the player's expectation of the pressing sporting events,

including the players obtaining the variable colored cards in the match that determines their behavior and motivation to achieve positive results for the team, as the players differ among themselves in expecting the same events for the matches.

The fourth objective: to identify the relationship between the levels of the time period perceived by the number of colored cards

**Table (7) shows the relationship between the perceived time period and the number of colored (red) cards.**

scale levels	Number of players	Colored cards Red	correlation coefficient		Level of function	Function
			R	R Square		
close	3	47	0.07	0.005	0.097	non-moral
Medium	17	68	0.35	0.123	0.054	non-moral
long	10	73	0.23	0.053	0.078	non-moral
the total	30	188	0.39	0.152	0.043	moral

It is clear from the results of the fourth goal, that the players who receive red cards are aware of the duration of time for the occurrence of sporting events in the match longer than their peers who receive yellow cards, that the players are aware longer than their peers from different playing positions, and this result is consistent with the previous results. In the current research, since the players with red packages perceive the period as long, and the players more often get red cards than yellow ones, since the psychological time estimate for the player is affected by the mood of the players and his sporting personal characteristics, so the frequency of obtaining colored cards in

the match has an impact on The nature of the player's awareness of the period that separates him from the occurrence of future sporting events in the match, so they do not find that time moves quickly, and (Furat, H. Val: 2011, 61) indicates that "knowledge numbers in sports in general and football in particular are an important part of training Talking, and plays an effective role in clarifying the player's thinking and creating capabilities for them, such as inference and analysis, which are mental processes that require the athlete to constantly think in solving the requirements of competition situations, as every athlete must have knowledge of the mathematical information

and knowledge that pertains to the game he plays, as the cognitive aspect is one of The

main ingredients in developing the physical, skill and tactical level of the athlete.

**Table (8) shows the relationship between the perceived time period and the number of colored (yellow) cards**

scale levels	Number of players	Colored cards Red	correlation coefficient		Level of function	Function
			R	R Square		
close	47	44	47	0.10	0.147	non-moral
Medium	68	51	68	0.21	0.022	non-moral
long	73	63	73	0.28	0.018	non-moral
the total	188	158	188	0.40	0.003	moral

It is clear from the results of the fourth goal that the players who received the red and yellow cards do not differ in how they estimate the time that separates them from the occurrence of sporting events in the match. The player looks at the sporting events in the match as close, as the Premier League players who are characterized by positive thinking were their main orientation towards the future sports time of the match. The training background in the training units, while this may be due to the fact that the estimates of the players in the match vary in their accuracy and in their direction towards the competing teams, and that is whether the estimate tends to overestimate the time or underestimate it in the match, and this discrepancy comes according to several factors related to some Including the football player and the nature of his psychological formation in the match, and the other section relates to the nature of the event or situation that involves an estimate for specific periods of time that take place in the matches, and it is natural that there is a

difference in the psychological formation between the players with red and yellow cards and the nature of their awareness of the length of time in the match And they varied in their appreciation of the importance of the future sporting event in the football match, and (Adler) pointed out that the struggle for supremacy results from the individual's feeling of inferiority that pushes him to try to overcome his deficiency through the process of compensation and to seek a better situation in which the individual compensates for the feelings of inferiority by The path of rushing to achieve excellence and perfection and by setting future goals, objectives and aspirations that he strives to reach and achieve in order to be free from the feeling of inferiority and to reach the position he aspires to and satisfy his desire to continue in transcendence and perfection. (Ramsey, 1981: 74)

## CONCLUSIONS

1. Knowing the numbers of colored cards (red and yellow) among soccer players is

closer to moderation, as it was found that the majority of the sample members fall on a continuous middle in the numbers of colored cards, meaning that they have a moderate (realistic) degree on the continuous characteristic of colored cards, while the rest of the sample are distributed on its limbs.

2. When classifying Premier League soccer players into players with colored cards (red and yellow), it was found that they are characterized by obtaining yellow cards in all matches.

3. Players with colored cards are more prevalent among players in the defense position than among attacking players, compared to their peers from different playing positions.

4. Players who have received yellow cards rate the perceived length of time separating them from future events in the match as short and those with red cards as long.

5. The players who have yellow cards from all the different playing centers do not differ in how they estimate the time period that separates them from the occurrence of sporting events in the match, while the yellow card holders from the different playing centers perceive it as longer, just as each of the different playing centers varies from The owners of the red and yellow colored cards in their awareness of the time period that falls on them during the match.

6. The players with yellow cards are aware of the time period separating them from the

occurrence of events longer than the players with red cards, as it turned out that the players in the defensive position realize this period on average higher than the attacking players, while the players from the different playing centers with defense and midfield are no different. And the attack in their awareness of the time period from pairing them in competing clubs with different playing positions in the match.

#### **Recommendations:**

1. The interest of sports clubs in general and their presidents in particular in the administrative and technical problems that concern the football player, especially those related to the player's personality traits in order to create appropriate solutions to satisfy their psychological and social needs and thus achieve psychological and social compatibility in the match.

2. Emphasis on the role of the specialist (sports training and psychological sports) in each team to clarify the correct sports training and educational methods and methods of dealing with the players psychologically because of its impact on the proper planning for the sports future in line with the sports reality and what is contained in the circumstances in the football game.

3. Emphasis on sports club administrations paying attention and providing training programs and recreational sports activities that enhance the spirit of harmony and

optimism among players during the football season in general.

4. Holding periodic meetings and holding seminars by specialists in the sciences of physical education and sports psychology, discussing the importance of the perceived time period about the events and decisions that the soccer player obtains in the match, and planning for the sports future when carrying out the training process because of its great importance in performance technical match.

5. Benefit from the results of the current research and previous research in the process of psychological and sports counseling and educational guidance for players and those in charge of it in guiding players to participate in local and continental tournaments and various sports activities and events.

6. Urging scholars and researchers to study the problems that the Iraqi Premier League football players suffer from, and to develop ways to solve or reduce them.

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