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*Validity and reliability of an Australian football small-sided game to assess kicking proficiency*

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Validity and reliability of an Australian Football small-sided game to assess kicking  
proficiency

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## AF SSG Assessment

Validity and reliability of an Australian Football small-sided game to assess kicking proficiency

**Abstract**

1  
2 In Australian Football (AF), small sided games have been used extensively as an  
3 alternative training method for technical and physical adaptations. Considering their  
4 application to AF, it is surprising a valid and reliable small-sided game kicking assessment  
5 remains absent. Therefore, the aim of this study was to develop a valid and reliable 5v6  
6 Australian football small-sided game kicking proficiency assessment. Youth male AF players  
7 ( $n = 145$ ) from different stages within the AF talent pathway were recruited. Validity (i.e.,  
8 logical and construct) and reliability (i.e., test re-test) were assessed. The largest kicking  
9 proficiency difference was between U13 and U16 players and between novice and sub-elite  
10 players. Between the ages of U16 and U18 kicking proficiency appears to stabilize. The  
11 Australian football small-sided kicking assessment was 97% successful in identifying players  
12 as either novice or sub-elite. Larger physical performance (i.e., odometer,  $m/min^{-1}$  and  
13 %HIR) outputs were noted between U14 and U18 players and novice and sub-elite players.  
14 Collectively, these findings suggest the Australian football small-sided kicking assessment is  
15 a valid and reliable AF kicking proficiency assessment tool and may provide worthwhile  
16 information to coaches regarding kicking performance along the AFL pathway, to profile  
17 player strengths whilst identifying specific areas of improvement.

18

## **Validity and reliability of an Australian Football small-sided game to assess kicking proficiency**

Talent identification (TI) programs aim to identify and select youth athletes with the potential to become an elite senior athlete (Williams & Reilly, 2000). In an attempt to more accurately identify and discriminate between players (i.e., novice and sub elite), researchers in Australian Football (AF) have investigated key performance characteristics including anthropometrics (e.g., height) (Keogh, 1999), physiological capacity (e.g., aerobic endurance) (Veale, Pearce, & Carlson, 2010), technical competency (e.g., kicking accuracy) (Woods, Raynor, Bruce, & McDonald, 2015) and perceptual-cognitive skill (e.g., decision making) (Woods, Raynor, Bruce, & McDonald, 2016). Whilst these assessments do provide specific feedback (e.g., dominant and non-dominant leg kicking accuracy, aerobic capacity), they are performed in isolation (e.g., no opposition) and therefore remain distant from what occurs during match play (Bonney, Berry, Ball, & Larkin, 2019a).

In an attempt to more accurately predict talented AF players, researchers have implemented multidimensional assessment designs, which incorporate a range of assessments including anthropometrics, motor competence, physical and skill abilities (Tribolet, Bennett, Watsford, & Fransen, 2018). Tribolet, et al. (2018) found significant age-related differences for anthropometry, fitness and coach skill ratings. Furthermore, they noted their multi-dimensional approach was 90.9% accurate at identifying selected U15 players and 90% accurate at identifying the deselected U15 players. Woods and colleagues (2016) also investigated whether a multi-dimensional assessment could discriminate between talent identified and non-talent identified U18 players. They assessed physical, technical and perceptual-cognitive performances and found their assessment could correctly classify 95% of the talent identified players and 86% of the non-talent identified players. Although these designs were more successful at identifying talented AF athletes than single assessment

1 approaches, they do not consider how these characteristics are interconnected or replicate the  
2 performance demands of the game (e.g., performing a kick under pressure).

3 One method that may be used to assess athlete performance in an environment that  
4 resembles the demands of the game is small sided games. Small sided games have been used  
5 extensively in sport training due to their ability to replicate modified versions of match play  
6 (Davids, Araujo, Correia, & Vilar, 2013). As a method of assessment, small-sided games can  
7 potentially create opportunities for athletes to gain possession of the ball and display their skill  
8 proficiency, as well as apply game strategy and tactical manoeuvres in an easily manipulated  
9 and convenient setting (Hill-Haas, Dawson, Impellizzeri, & Coutts, 2011).

10 In AF, small-sided games have predominantly been used to understand the implications  
11 of the small-sided game on physical performance. For example, published small-sided game  
12 research has been limited to comparing the effects of traditional and small-sided game training  
13 on athletes physical performance (Young & Rogers, 2014). More recently, Fleay, Joyce,  
14 Banyard, and Woods (2018) investigated how manipulating field dimensions during small-  
15 sided games impacts the technical and physical profiles of Australian footballers. The authors  
16 found a reduction in playing space led to a greater amount of turnovers, ineffective handballs  
17 and tackles whilst a 'large' small-sided game resulted in greater total, relative and high-speed  
18 running distances and maximum velocities.

19 Recent AF performance analysis investigations have suggested greater ball possession  
20 and kicking skill proficiency relative to the opposition have been shown to have greater  
21 influences on match outcomes (Robertson, Back, & Bartlett, 2015). Considering the  
22 importance of kicking in AF, research has largely focused on biomechanical analysis (Blair,  
23 Duthie, Robertson, Hopkins, & Ball, 2018; Peacock, Ball, & Taylor, 2017) with limited  
24 research conducted on the assessment of match play kicking proficiency (Anderson, Breed,  
25 Spittle, & Larkin, 2018; Gastin, Tangalos, Torres, & Robertson, 2017; Robertson, et al., 2015).

1 Woods and colleagues (2015) assessed 50 U18 male athletes (25 state representatives and 25  
2 non state representatives) using the Australian Football Kicking Test. The test involves players  
3 running towards a feeder and receiving a ball, turning and executing a kick to one of six  
4 randomly assigned stationary targets (Cripps, Hopper, & Joyce, 2015). Kicking performance  
5 is subjectively assessed on a scale from 0-5 (5 being the highest) for each kick. It was found  
6 when kicking accuracy and ball speed were combined playing status was able to be predicted  
7 (Woods, et al., 2015). In another study, Cripps, et al. (2015) investigated 121 sub-elite U16  
8 male AF players and although they found the inter-rater reliability to be high, the test could  
9 only differentiate between dominant and non-dominant kicking leg accuracy. A limitation of  
10 the current AF kicking test, is the assessment is conducted in isolation and does not assess the  
11 range of kicks typically performed within the performance environment (e.g., performing a  
12 kick under physical pressure). As a result, kicking ability is not assessed under match  
13 referenced conditions and consequently players may perform alternative actions and  
14 performances (Araujo, Davids, & Hristovski, 2006).

15 Australian Football is played within an unpredictable environment where athletes adapt  
16 to situations in an attempt to best deliver the ball. This suggests a variety of interconnected  
17 factors are involved when attempting to successfully perform a domain-specific skill during  
18 match play. Although the design and implementation of small-sided games in AF training is  
19 varied, largely depending upon the goal of the training session (Hill-Haas, et al., 2011), they  
20 are a progression along the Performance Assessment Model suggested by Bonney, et al.  
21 (2019a). Accordingly, an AF small-sided game may be an appropriate method for assessing  
22 AF skill proficiency, in particular, kicking. Therefore, the aim of this study was to 1) develop  
23 an Australian football small-sided game kicking assessment in consultation with players and  
24 coaches; 2) assess the logical, content and construct validity of the assessment to see if it can  
25 differentiate between age groups (i.e., U13; U14; U16; U18) and skill groups (i.e., novice and

1 sub-elite); 3) assess the test re-test reliability of the assessment; and 4) assess the inter-rater  
2 reliability of the assessment.

### 3 **Method**

#### 4 **Participants**

5 Youth male Australian Football players ( $n = 145$ ) from different stages within the AF  
6 talent pathway were recruited. The players were recruited from a local club (novice; U13:  $n =$   
7 22; U14:  $n = 26$ ; U16:  $n = 22$ ; U18:  $n = 11$ ); state junior representatives (sub-elite; U16:  $n =$   
8 22; U18:  $n = 42$ ).

#### 9 **Test Development**

10 When developing new assessments, validity is an important consideration as it ensures  
11 the test measures what it claims to measure (Thomas, Nelson, & Silverman, 2011). The 50m  
12 arc area was selected as notational analysis from six U18 sub-elite level matches (Mantle, 2017)  
13 and 19 AFL matches (Back, 2015) identified this was a common area where attackers,  
14 defenders and midfield players participated within. Furthermore, during match play, critical  
15 actions occur within this zone such as kicking for goal, delivering the ball inside 50m and  
16 rebounding the ball outside the 50m zone.

17 To assess the content validity of the test, a pilot study was conducted to obtain feedback  
18 (i.e., verbal and notational analysis) from an expert panel on the design, functionality and  
19 assessment process of the 5v6 small-sided game. Two of these experts are co-authors of this  
20 study with initials reported in parenthesis. This panel included a current elite U18  
21 representative squad coach ( $n = 1$ ); recently retired elite AFL players ( $n = 2$ ); current sub-elite  
22 U15 AF players ( $n = 11$ ); current sub-elite U18 AF players ( $n = 26$ ); skill acquisition experts  
23 ( $n = 2$ , PL); a biomechanist ( $n = 1$ , KB); and a senior sport scientist working within an AFL  
24 club ( $n = 1$ ). Feedback was obtained from the panel and slight modifications to the procedure



1 of the test were applied. For example, it was suggested to include a 5m zone outside the 50m  
2 area to further challenge kicking proficiency.

3 The Australian football small-sided kicking assessment involved 4 x 3min quarters with  
4 60 seconds recovery between the 1<sup>st</sup> and 2<sup>nd</sup> and 3<sup>rd</sup> and 4<sup>th</sup> quarters and 90 seconds between  
5 the 2<sup>nd</sup> and 3<sup>rd</sup> quarters in an attempt to replicate match play break durations (i.e., in AFL match  
6 play there is a longer break at half time in comparison to quarter time and three quarter time).

### 7 **Data Analysis**

8 Video footage from the three cameras were stacked (i.e., having the three camera angles  
9 showing on the one screen side-by-side) and coded using SportsCode 10.3.25. Each kick was  
10 scored according to how accurate the kick was executed. The same scoring criteria was used  
11 as previously published by Bonney, Berry, Ball, and Larkin (2019b). Kicking proficiency  
12 percentage was calculated as total scored achieved / maximum possible score for kicks taken  
13 \* 100.

14 Logical validity gathered from the Likert scale questionnaire is presented in the form of  
15 descriptive statistics and was assessed by a cross-section of sub-elite U18 players ( $n = 30$ ),  
16 elite U18 representative squad coaches ( $n = 3$ ), and skill acquisition experts ( $n = 2$ ). One skill  
17 acquisition expert (PL) was also involved in the development of the test. The mean and standard  
18 deviation for each topic section were calculated from the 5-point Likert scale (i.e., 1, strongly  
19 disagree; 2, disagree; 3, neutral; 4, agree; 5, strongly agree) (Boone & Boone, 2012). Mean  
20 results were classified using previously published descriptors by Bonney, et al. (2019b)  
21 strongly disagree (1-1.9), disagree (2-2.9), agree (3-3.9), strongly agree (4-4.9). Likert scale  
22 questions were provided to two senior sport scientists and one elite U18 representative coach  
23 for feedback prior to use. The questionnaire had 11 questions pertaining to player assessment,  
24 game simulation and test suitability in comparison to match play (e.g., the time the player had  
25 to dispose of the ball was similar to that performed during match play at your level). To ensure

1 reliability of the questionnaire, sub-elite U18 players ( $n = 10$ ) and an elite U18 representative  
2 coach ( $n = 1$ ) were given the same questionnaire on two separate occasions, one week apart.  
3 Their results were assessed using Cronbach's alpha with a score of 0.96, indicating excellent  
4 reliability (Altman, 1991).

5 To determine construct validity, a One-Way ANOVA was used to compare between  
6 groups (e.g., U13; U14; U16; U18) (independent variable) and kicking proficiency score  
7 (dependent variable), and within group comparisons assessing skill (e.g., U18 novice and U18  
8 sub-elite) (independent variable) and the kicking proficiency score (dependent variable).  
9 Significance for data sets were set at  $p < 0.05$ . A multinomial logistic regression was used to  
10 determine if kicking proficiency percentage could accurately classify age (i.e., U13; U14; U16;  
11 U18) and skill groups (i.e., novice; sub-elite) of players.

12 The Catapult Sprint 5.1.7 software was used to download the GPS data. Individual player  
13 odometer, meters travelled per minute ( $\text{m}/\text{min}^{-1}$ ) and percentage of high intensity running  
14 (%HIR) were recorded as measures of central tendency. Effect sizes (ES) for ANOVAs were  
15 reported as partial eta squared ( $\eta_p^2$ ) (Olejnik & Algina, 2003) and post hoc effect sizes were  
16 calculated using Cohen's  $d$  with 95% confidence intervals (CI) (Cohen, 1988). All other  
17 calculations were made using the statistical package SPSS Statistics (SPSS Version 25.0).

18 The stability of the test performances were determined by test re-test reliability using the  
19 two-way mixed-effects intra-class correlation coefficient (ICC) model (with absolute  
20 agreement) with 95% confidence limits (Koo & Li, 2016), the coefficient of variation (CV)  
21 and the standard error of measurement (SEM) (Hopkins, Marshall, Batterham, & Hanin, 2009).  
22 The ICC classifications used were  $>0.90$  excellent, 0.75 and 0.90 good, 0.50 and 0.75 moderate  
23 and  $<0.50$  poor (Koo & Li, 2016). Inter-rater reliability was examined with two trained  
24 independent assessors analysing 80% (116 players, 1138 kicks) of the kicks using the scoring  
25 procedure outlined by Bonney, et al. (2019b). The kappa ( $k$ ) correlation was interpreted as

1 follow: poor ( $<0.20$ ), fair ( $\leq 0.20-0.40$ ), moderate ( $\leq 0.40-0.60$ ), good ( $\leq 0.60-0.80$ ) and very  
2 good ( $\leq 0.80-1.00$ ) (Altman, 1991).

3 On both test occasions, standardised procedures and instructions were followed. The  
4 stability of individual responses was determined by one sub-section of sub-elite U18  
5 participants ( $n=15$ ) completing the protocol on two occasions, seven days apart, as long retest  
6 intervals can result in large variations due to factors such as participant behaviour or circadian  
7 variations (Robertson, Burnett, & Cochrane, 2014).

## 8 **Procedures**

9 Each small-sided game was completed on an outdoor regulation AF oval as outlined in  
10 Figure 1. Cones were placed on the field 5m from the 50m line to mark the “5m zone”. Six  
11 spare AF regulation footballs were placed behind the goal posts in an attempt to maximise  
12 game time after a score. The Australian football small-sided kicking assessment  
13 consisted of a 5v6 variation (with one player designated as a floater who is always on the  
14 attacking team). The first kick of each quarter was performed from the attacking team inside  
15 the goal square (this was rotated each quarter). The attacking team then needed to complete a  
16 minimum of two kicks before attempting to kicking the ball into the 5m zone. When kicking  
17 the ball outside the 50m arc within 5m (5m zone) only attacking players, leading for the ball,  
18 are allowed. If the lead is not successful players must return to within the 50m zone. If the pass  
19 is unsuccessful within this zone (i.e., the ball is dropped) the opposition obtain possession. If  
20 successful, the attacking team must complete another two kicks before a goal is attempted. If  
21 there is an intercept, the new attacking team must follow the same process of taking the ball  
22 out of the area before returning into the 50m zone to have an attempt at goal.

23 If the ball goes over the boundary line the opposition was awarded a free kick and to  
24 ensure the focus was on kicking, after every handball a kick needed to be executed. Goal posts  
25 were used however after a score (point or goal) the opposition had to play the ball immediately.

1 Regulation AF rules were imposed for each small-sided game (including tackling), with an  
2 umpire.

3 To increase the stabilization of performance data, the protocol for testing included a  
4 requirement for familiarization. Players participated in a practice session of approximately five  
5 minutes before the testing session began to allow players time to familiarize themselves with  
6 the test, as recommended by (Currell & Jeukendrup, 2008). A five-minute break then occurred  
7 before the test commenced. All testing sessions were conducted at the player's training ground  
8 in conditions deemed acceptable by the lead researcher.

9 All players were allocated numbered bibs for the Australian football small-sided kicking  
10 assessment and a GPS unit (Catapult, Minimax S5) to wear. During the assessment, three  
11 cameras were positioned on the field to capture the test performance. One camera was  
12 positioned five meters behind the goal posts (i.e., to capture shots at goal) and the other two  
13 cameras were positioned on opposite sides of the playing area approximately 2 metres outside  
14 the boundary line (i.e., to capture test footage in that specific side of the field).

15 **\*\*\*Figure 1 near here\*\*\***

## 16 **Results**

### 17 Logical Validity

18 Logical validity was supported through both players and coaches strongly agreeing the  
19 test can assess kicking efficiency and assesses player decision making abilities similar to match  
20 play (mean  $\pm$  SD; players  $4.2 \pm 0.69$ ; coaches  $4.47 \pm 0.62$ ). Further, players and coaches agreed  
21 the test simulated kicking patterns and playing intensity similar to match play (mean  $\pm$  SD;  
22 players  $3.78 \pm 0.74$ ; coaches  $3.41 \pm 1.13$ ). The players strongly agreed, and coaches agreed,  
23 the test was suitable for the age and ability level of the group whilst also having potential to be  
24 used as a selection tool (mean  $\pm$  SD; players  $4.02 \pm 0.77$ ; coaches  $3.80 \pm 0.98$ ).

### 25 Construct Validity

1           A one-way between subject ANOVA was conducted to compare the effect of age on  
2 kicking efficiency at the U13, U14, U16 and U18 age groups. There was a significant effect of  
3 age on kicking proficiency at the  $p < .05$  level [ $F(3, 162) = 17.582, p < 0.001, \eta_p^2 = .308$ ]. Post  
4 hoc comparisons using the Turkey HSD and the Cohen's  $d$  test indicated the mean score for  
5 the U14 group was significantly different with a very large ES to the U16 group ( $d = 1.4, p <$   
6  $0.001$ ) and a significant large ES to the U18 group ( $d = 1.5, p < 0.001$ ). There was not a  
7 significant difference between the U13 and U14 age groups ( $d = 0.4, p = .540$ ) and the U16  
8 and U18 age groups ( $d = -0.06, p = .960$ ). While this study was not longitudinal in nature,  
9 analysis of the kicking performance across age groups shows an increasing trend from U13 to  
10 U16. On average, there was a 4.99% kicking proficiency difference between the U13's and  
11 U14's, 13.54% from U14's to U16's and -0.65% from U16's to U18's. A multinomial  
12 regression analysis was conducted, using kicking proficiency percentage as a predictor of age  
13 group. This analysis identified the Australian football small-sided kicking assessment could  
14 correctly identify 87.1% of players as either U13, U14, U16 or U18.

15           A one-way between subject ANOVA was conducted to compare the effect of skill on  
16 kicking efficiency between U18 novice and U18 sub-elite players. There was a significant  
17 effect of skill on kicking proficiency at the  $p < .05$  level [ $F(2, 30) = 11.457, p < 0.001, \eta_p^2 =$   
18  $.495$ ]. Post hoc comparisons using the Turkey HSD and the Cohen's  $d$  test indicated the mean  
19 score for the novice group was significantly different with a very large ES to the sub-elite group  
20 ( $d = 1.9, p < 0.001$ ). A multinomial regression analysis was conducted, using kicking  
21 proficiency percentage as a predictor of skill group. This analysis identified the Australian  
22 football small-sided kicking assessment could correctly identify 97.0% of players as either  
23 novice or sub-elite.

24           A one-way between subject ANOVA was conducted to compare the effect of age on  
25 odometer,  $m/min^{-1}$  and %HIR between U13, U14, U16 and U18 players. There was a

1 significant effect of age on distance covered [ $F(3, 130) = 47.229, p < 0.001, \eta_p^2 = .522$ ],  $m/min^{-1}$   
2 <sup>1</sup> [ $F(3, 130) = 48.155, p < 0.001, \eta_p^2 = .526$ ] and %HIR [ $F(3, 130) = 45.482, p < 0.001, \eta_p^2 =$   
3  $.512$ ] at the  $p < 0.05$  level. Post hoc comparisons using the Turkey HSD indicated as age  
4 increased so too did the distance covered by the players, the amount of ground covered per  
5 minute and the intensity at which the players participated.

6 A one-way between subject ANOVA was conducted to compare the effect of skill on  
7 odometer,  $m/min^{-1}$  and %HIR between novice and sub-elite players. There was a significant  
8 effect of age on distance covered [ $F(1, 37) = 9.364, p = .004, \eta_p^2 = .202$ ],  $m/min^{-1}$  [ $F(3, 37) =$   
9  $14.883, p < 0.001, \eta_p^2 = .287$ ] and %HIR [ $F(1, 37) = 16.607, p < 0.001, \eta_p^2 = .310$ ] at the  $p <$   
10  $0.05$  level. Post hoc comparisons using the Turkey HSD indicated as skill level increased so  
11 too did the distance covered by the players, the amount of ground covered per minute and the  
12 intensity at which the players participated (Table 1).

### 13 Reliability

14 For the reliability of the test, the ICC  $\pm 95\%$  CL, CV  $\pm 95\%$  CL and the SEM indicated  
15 good reliability between the test re-test assessment (ICC =  $0.82 \pm 0.45 - 0.94$ , CV = 14.80,  
16 SEM = 3.43). The kappa (k) correlation was classified as very good (k = 0.88).

17 **\*\*\*Table 1 near here\*\*\***

### 18 Discussion

19 The aim of the study was to develop a valid and reliable Australian football small-sided  
20 game kicking proficiency assessment which can differentiate between age (i.e., U13; U14;  
21 U16; U18) and skill groups (i.e., novice and sub-elite). Validity (logical and construct) and  
22 reliability (test re-test) suggested the Australian football small-sided kicking assessment can  
23 successfully distinguish between age groups and skill groups. Kicking proficiency increased  
24 from U13 to U16 and as skill level increased from novice to sub-elite. The physical attributes  
25 (i.e., odometer,  $m/min^{-1}$  and percentage of %HIR) all increased from U14 to U18 and as skill

1 progressed from novice to sub-elite. The reliability of the Australian football small-sided  
2 kicking assessment, as assessed by test-re-test, was classified as good. Overall, this study is the  
3 first AF investigation attempting to validate the use of a 5v6 small-sided game to assess the  
4 kicking proficiency of players.

5 Logical validity was supported by players and coaches agreeing the Australian football  
6 small-sided kicking assessment can assess player performance and simulates playing actions  
7 and demands similar to match play. The players and coaches moderately supported the  
8 Australian football small-sided kicking assessment as a tool for selecting future teams. For the  
9 establishment of construct validity, the test should differentiate between known performance  
10 levels (Thomas, et al., 2011). To date, no AF small-sided game or kicking test has reported the  
11 construct validity of the assessment prior to its implementation. Therefore, without assessment  
12 of construct validity prior to the implementation of a new kicking test, it may be unclear  
13 whether performance differences are a result of skill differences or an unreliable test (Larkin,  
14 Mesagno, Berry, & Spittle, 2014). The results of this study demonstrate the Australian football  
15 small-sided kicking assessment was successful in distinguishing between players across age  
16 groups (i.e., U13; U14; U16 and U18) and across skill levels within the same age group (i.e.,  
17 U18 novice and U18 sub-elite) along the AFL talent pathway.

18 The Australian football small-sided kicking assessment was successful in distinguishing  
19 a significant kicking proficiency difference between the age groups of U14 and U16 and U14  
20 and U18 and whilst there was an increase from the U13 to U14 age group, it was not significant.  
21 There is limited empirical evidence to compare the results the Australian football small-sided  
22 kicking assessment to other similar AF small-sided games or match play performance within  
23 these age groups. When comparing the U13 and U14 kicking proficiency to those previously  
24 reported by Gastin, et al. (2017) the current study found similar results with disposal efficiency

1 increasing as age increased. It is important to note however, the Gustin, et al. (2017) study  
2 reported both kicking and handballing in their disposal efficiency percentage.

3 An interesting finding from the current study was the stabilisation in kicking proficiency  
4 between the U16 and U18 age group. This may suggest once selected into a team all players at  
5 that particular age and skill level may have the same technical capacity however, when  
6 comparing between higher and lower skill groups a difference in proficiency may be seen. The  
7 results of the current study found small-sided games were able to differentiate between novice  
8 and sub-elite athletes which is similar to those previously reported. Bennett et al. (2017) found  
9 higher skilled players had significantly greater number of attempted and completed passes,  
10 touches and total skill involvements compared to lower skilled players in youth soccer small-  
11 sided games. Furthermore, they found total skill proficiency was greater in higher skilled  
12 players than lesser skilled players which is a similar finding to this study.

13 The largest difference in kicking proficiency occurred between the U14 and U16 age  
14 group, which is consistent with previous findings on AF kicking proficiency (Bonney, et al.,  
15 2019b) however, further research is recommended to explore whether there is a key  
16 developmental period where kicking skill is more susceptible to development or simply due to  
17 maturation (i.e., early maturation). For example, Malina, Ribeiro, Aroso, and Cumming (2007)  
18 found when the stage of puberty, aerobic resistance and height are combined they can explain  
19 29% of the variance for soccer skill, highlighting the inter-relationship of growth, maturity and  
20 functional characteristics of youth soccer players. In comparison, researchers have investigated  
21 the effect of physical parameters and maturity on skill performance of 12-13 year-old  
22 basketball players (Silva et al., 2010) and adolescent handball players (Matthys, Vaeyens,  
23 Coelho, Lenoir, & Philippaerts, 2012) and found maturity had no effect on sport-specific skills.

24 During the Australian football small-sided kicking assessment a higher physical  
25 performance (odometer,  $\text{m}/\text{min}^{-1}$  and percentage of %HIR) output was noted as age (i.e., U14



1 to U18) and skill (i.e., novice to sub-elite) increased. The  $\text{m}/\text{min}^{-1}$  was greater in this study  
2 when compared to those previously reported in youth (U10-U15) match play (Gastin, et al.,  
3 2017). A possible reason for this may be the amount of area the players had to participate  
4 within. For example, Gastin, et al. (2017) assessed player skill execution and physical  
5 performance through match play where players had larger areas to perform within and may  
6 have to wait for the ball to return from another area before moving again. In comparison, the  
7 Australian football small-sided kicking assessment restricted players to the 50m zone,  
8 affording players with more opportunities to be involved with the ball and subsequently  
9 covering more distance per minute.

10 When interpreting the findings of this study, some limitations should be considered.  
11 Firstly, this study is a cross-section design and to further clarify if the Australian football small-  
12 sided kicking assessment is a suitable assessment tool for all age groups more players, from  
13 more age groups, should be assessed through longitudinal research designs. Such designs could  
14 track athlete performance over the key developmental age periods in an attempt to identify the  
15 impact of age on athlete skill development. This may also assist with the development of more  
16 standardized scores to help coaches become more specific with their planning for development  
17 of players (i.e., kicking proficiency). Finally, the ICC 95% confidence interval results indicate  
18 the reliability to be between 0.45 (poor) and 0.94 (excellent). Accordingly, results from this  
19 study should be viewed with caution until more data has been has been collected and can  
20 confirm the findings of this study.

21 The demand for an ecological valid assessment of skill in AF, that closely represents  
22 game demands, has been requested in the literature (Tribolet, et al., 2018). Overall, these results  
23 suggest the Australian football small-sided kicking assessment could be included as part of a  
24 multidimensional assessment battery. This may provide worthwhile information to coaches  
25 regarding kicking performance along the AFL pathway, to profile player strengths whilst

1 identifying specific areas of improvement. This test does not require a large amount of  
2 equipment or time to complete and can assess 11 players at the one time, thereby making it  
3 appropriate for large scale testing days. Furthermore, the development of the Australian  
4 football small-sided kicking assessment supports Level-4 on the Performance Assessment  
5 Model suggested by Bonney, et al. (2019a) to help coaches provide more objective feedback  
6 to players regarding their kicking skill performance.

## 7 **CONCLUSION**

8 These data contribute significantly to the Australian football talent identification research  
9 as they provide an indicator of player kicking performance during an AF small-sided game.  
10 This study was the first to examine the applicability of an AF 5v6 small-sided game as a valid  
11 and reliable assessment tool. The results suggest as age and skill level (novice to sub-elite)  
12 increase so too does the kicking proficiency, odometer,  $m/min^{-1}$  and percentage of time spent  
13 running at high speeds. However, between the ages of U16 and U18 kicking proficiency  
14 appears to stabilize. Finally, the Australian football small-sided kicking assessment was 97%  
15 successful in identifying players as either novice or sub-elite. Collectively these findings  
16 support the use of the Australian football small-sided kicking assessment as a skill assessment  
17 tool for talent identification purposes.

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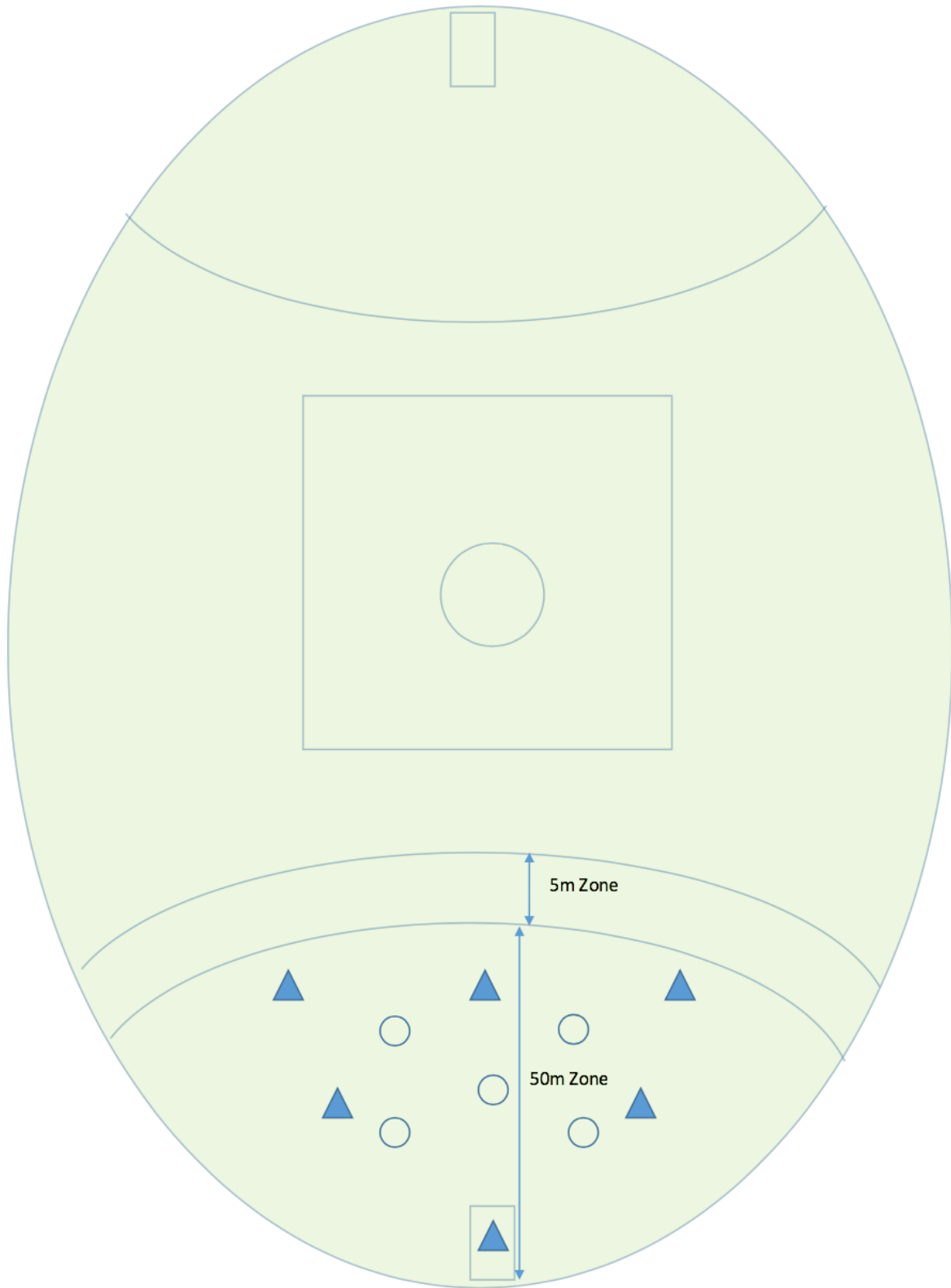
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1 *Figure 1. Schematic of the 5v6 Australian football small-sided kicking assessment set up*

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Table 1. Age and skill level mean (95% CI), SD and SEM for kicking proficiency percentage, odometer, meters travelled per minute and percentage of high intensity running

Age	U13			U14			U16			U18		
	Mean (95% CI)	SD	SEM	Mean (95% CI)	SD	SEM	Mean (95% CI)	SD	SEM	Mean (95% CI)	SD	SEM
<b>Technical</b>												
Kicking Proficiency	44.23 (36.2-52.3)	18.1	5.3	49.22 (46.36-52.08)	9.1	3.9	62.76 (57.64-67.89) <sup>a</sup>	11.6	4.9	62.11 (57.49-66.72) <sup>a</sup>	6.9	2.9
<b>Physical</b>												
Odometer	395.4 (374-417) <sup>a</sup>	43.9	18.1	312.6 (299-326) <sup>b</sup>	40.4	16.9	383.5 (368-399)	35.6	14.8	420 (408-433) <sup>ab</sup>	47.5	20.5
Meters travelled per minute	131.8 (124-139) <sup>a</sup>	14.6	6.0	105.4 (101-110) <sup>b</sup>	13	5.5	127.8 (123-133)	11.9	4.9	140.9 (137-145) <sup>ab</sup>	15.3	6.8
Percentage of high intensity running	71.2 (67-75) <sup>a</sup>	8.0	3.3	56.1 (53-59) <sup>b</sup>	9	3.8	69.2 (66.8-71.7)	5.5	7.7	73.8 (72-76) <sup>a</sup>	6.5	3.0
<b>Skill</b>												
	Novice			Sub-elite								
	Mean (95% CI)	SD	SEM	Mean (95% CI)	SD	SEM						
<b>Technical</b>												
Kicking Proficiency	46.64 (42.1-51.2)*	6.8	2.9	66.75 (57.72-75.78)*	13.5	5.7						
<b>Physical</b>												
Odometer	381.1 (347-415)*	48.2	20.5	432.0 (414-449)*	44.4	18.9						
Meters travelled per minute	127.0 (115-138)*	16.1	6.8	147.1 (141.8-152.4)*	13.4	5.7						
Percentage of high intensity running	68.0 (63-73)*	7.1	3.0	76.7 (74.6-78.8)*	5.3	2.2						

CI = Confidence Interval; SD = Standard Deviation; SEM = Standard Error of Measurement

Letter indices denote a significant difference  $p < .05$  level; a vs. U14; b vs U16.

\* Denote a significant difference between novice and sub-elite

