

ATTITUDES TOWARDS LEISURE TIME MOTIVATION AT PLAYERS IN 'SOKAZ' TABLE TENNIS RECREATIONAL LEAGUES

Abstract

Recreational sport describes a continuum between top-level sport and sport recreation. It is not the opposite of the top sport. There is an assumption that table tennis players competing in the higher levels of competition or those with better position on the league rank list have similar motivation to those of top athletes, namely a pronounced motive for achievement. Furthermore, it is possible that amateur table tennis players possess specific motivations for playing table tennis as well, depending on their age, or playing experience. This research is concerned with the following problems: to identify the correlations between all main motives for participation in recreational table tennis leagues and demographic variables, and to find structure of motivation factors for leisure sports involvement (part of the survey). A sample of 185 table tennis players, competing in various table tennis leagues in SOKAZ, was tested using the questionnaire Attitudes toward competition in SOKAZ, during the December of 2009. The results show that metric characteristics of the questionnaire Attitudes toward competition in SOKAZ satisfy with reliability and construct validity principles. There are some statistically significant intercorrelations between the results in all sport recreation motives of table tennis players competing in table tennis leagues in SOKAZ. Mainly among those who share similar type of motivating factors (competition, friendship). There are only a few and fairly low significant correlations between the recreation motives and demographic variables. The variable "position on the ranking list" can be successfully predicted by all leisure motives of table tennis players, but with unexpected variables. Differences between each of leisure motives for particular categories of demographic variables are minor. Suggestions for the future research have been given.

Key words: *competition level, locus of control, motivation for achievement, table tennis*
