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BACHILLERATO EN CIENCIAS

MONOGRAPH

ANALYSIS HOW INFLUENCE IS USING TECHNOLOGY IN SOCCER HIGH

PERFORMANCE IN THE PAST 20 YEARS

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GRATITUDE

First of all, I would like to thank God for giving me health, patience, enough knowledge to do this work well.

Then I would like to thanks to all my family especially to my parents for taking care of me, for giving me always what I need to be healthy, for giving me first things I need and then them. Everything they teach me to be a good person in the future. I appreciate them to put me since a little kid in this religious school and teach me to be grateful .They have been true understanding in this process in high school.

Finally, I want to thank all my teachers I have and I had in all this years in this school. Especially Monica Mora and Glenda Torres, they have been so much important to me doing this monograph correcting me and teaching me how to do it well.

SUMMARY

The author chose this topic because of the influence that soccer has made on his own life, since he was a little boy he has developed different good qualities and strong talents, feeling it and living it as a soccer player. His main purpose is that he wants to show and prove to the world and readers of this work that technology in soccer can be useful for the best to make this sport a honest one. With all the controversy that happened every year in a big soccer tournament, and sometimes the small clubs they feel affected, this tool will help to stop this. Of the author would like to use it in a right way. In a match, both teams if they want to use one of these tools the referee has to do it equitably for both.

In the monograph, the author used many different tools of search to get the content such as pages on the internet that in which they said clearly all, since the beginning of soccer, how the sport were evolving, with new rules, for example the gloves for the goalkeepers. Then explaining how the technology was influencing in soccer. His own experience in soccer as a soccer player although not professional explaining what it his feeling with all the changes and expressing what he thinks is for the good of his favorite sport. And a survey that the author made for get a deep study on what teenagers know about soccer and his history, and also what they feel about technology in soccer.

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INTRODUCTION

These monograph work is an investigation of how technology has an influence and is fusing in soccer. The author of this monograph pretends to inform and show the importance of technology in soccer. It is important for the author to carefully analyze and explain the use of technology so soccer fans can be familiarized with it.

The author pretends to let soccer fans know the fusion between technology and soccer it is for the best. It helps it to be a fair game, no more problems or arguments inside or outside the field. Not only soccer in benefiting from this evolution but other sports as well, like tennis. Technology brings trust, the referees feel more confidence and they can make a good job.

These monograph consists of three chapters. The first chapter explains when it started soccer. Many people think that it started in England but really it all begin with Dynasty Han the first evidence of soccer. Then were getting better with rules, were created some tournaments that would become important. And so technology got involved in soccer through in the years with machines, test in tournaments and now it is almost in every special tournament. Technology is now the present in soccer the author is sure in a couple of years every league or tournament will have some technology for his best.

The last chapter, number three. It is about a poll that the author makes to know, how much people know about soccer, either past or present, with some history. Most important to see how much people are in favor to use technology and the people who don't are. The author want to explain them when is going to be used, why is going to be used. Trying to explain them it is for the best in soccer.

CHAPTER I

1. Soccer changes through the years

1.1 THE SOCCER HISTORY

The history of soccer began many years ago, in England 1863. The modern history explains soccer exists thanks to other sports: rugby and football. These sports got separated and then the Football Association was formed in England. At the beginning it was so hard for the people to play soccer, everyone was used to playing rugby or football which is played with the hands. However, this new sport was played with the feet and this began people's admiration for the sport.

Although scientific evidence proved that it was a military manual for China called Dynasty Han on second and third centuries BC, the first evidence of soccer. It was called Tsu' Chu that means kick the ball. That ball was made of leather, it also measure like 30 or 40cm. This Dynasty consisted in kick the ball into a net. It was allowed to use feet, chest, back and shoulders. But it was not permitted to use the hand.

And there was a third theory about another type of soccer, from the Far East. It was called The Japanese Kemari. It was mention 500 or 600 years later than de Dynasty Han and it is still played today in the world. It is not a competitive game, is more a game to show your abilities or skills like a player. It was known like a ceremonial

game. There was not like the Chinese game. This game was played in a short field and the players had to pass each other the ball, trying not to let the ball touch the ground.

Another origin it is about the Greek and romans. These game was popular between 700 and 800 years ago. They had a little ball, it was not like the normal ones they used to play. The game consisted in two teams playing in a rectangular pitch. These pitch was marked by lines around it and in the center. The meaning of this game was to get the ball on the rival's boundary lines, and the players pass it between themselves, they had to be intelligent to do it. The Italians took this game to Britain. And there is how the sport came to England and they perfected the game, this game that the author loves to call "the beautiful game".

1.2 MOST IMPORTANT SOCCER TOURNAMENTS

The author would like to start this chapter talking about the big FIFA tournaments or the most famous soccer tournaments. There are so many tournaments but the author choose these 3 tournaments.

1.2.1 FIFA WORLD CUP

This tournament is not famous just for football fans, these tournaments catch the attention of all around the world. It's the tournament every soccer player dreams to play in. Passing the years, this cup has grown up the audience. It's the most watched sports event in the world, although The World Cup is played every 4 years. It all starts in Uruguay in 1930. There have been many changes in the cup but the passion and the hunger for glory by every country has never changed. This cup is played by the most important nations in the world, but it doesn't start like that. In 1930 the first cup was played by only 13 teams, 12 were guest countries and the host Uruguay. The World Cup was canceled when World War II happened but it continued after that and then never stopped the cup again. In 16 tournaments 7 different countries have won the cup.

These beautiful sports when everything can happen, had a lot of surprising moments and very historic moments like "the hand of god" by Diego Maradona when he scores a goal by a hand against England. The referee conceded the goal and Argentina reached quarter finals. And there were sad moments too, when the Colombian player Pablo Escobar scored his own goal and he was killed 10 days later because of that. The author likes to mention, that a lot of legendary players had played this cup but never had the chance to win it like Johan Cruyff, Paolo Maldini, Alfredo Di Stefano, Oliver Kahn, and many others. The last champion was Germany in Brazil and it was the first time a European country won in South America. There is still story to write in these big tournaments.

1.2.2 FIFA CLUB WORLD CUP

These tournament at first it was called Intercontinental Cup, then some things changed like the name that is Fifa Club World Cup. These tournament gathers the champion teams of the intercontinental competitions of the six continental confederations.

The first tournament under the Fifa name was played in Brazil in 2000. There were 8 teams and the first champion in, the tournament was the Brazilian club Corinthians. They won on penalties against Vasco da Gama. Since these new structure or new name of the tournament, the champions are almost always a European team. In the past years, Fc Barcelona and Real Madrid has dominated with 6 titles, 3 each other. Although 3 Brazilian teams won it: SC Corinthians, Sao Paulo FC and SC International. The last South America team was SC Corinthians with iconic victory against the London team, Chelsea FC. Chelsea was the best team in Europe from that time; they won Champions League, although Corinthians was a great team too, they were the best team in South America. It was 1-0 a goal by Paolo Guerrero who wrote history scoring the winning goal. The author feels bored about this tournament, he would prefer to be one match, a final. The winners of Europe and the winners in South America.

1.2.3 UEFA CHAMPIONS LEAGUE

The author would like to call this tournament, the most important for European clubs. This fantastic tournament began so long ago. In April, 1955 in a hotel in Paris when a journalist, named Gabriel Hanot and Santiago Bernabeu who was the president of Real Madrid. Talked about a tournament, a really big one. They wanted to build, create the most important tournament for European clubs. At first, it was called European Cup, many years later it changed to UEFA CHAMPIONS LEAGUE. A tournament that competes only European teams, usually played Tuesdays and Wednesday, on night, so the people can assist to the stadium. The newspapers on each country sold the idea to evaluate the club in Europe with more prestige, to know how good is the team in an international competition. The first match was in September 4th 1955, it was played in Lisbon, Portugal. Sporting vs Partizan, it ends 3-3. The first champion of this competition was Real Madrid in 1956 against Stade Reims it ends 4-3. And the Spanish team won it 5 years consecutive the tournament. Real Madrid actually is the club with most UEFA CHAMPIONS LEAGUE trophies, having 13. The last competition the won it against Liverpool, 3-1 on global. Also they have the historic top scorer of this competition, is Cristiano Ronaldo with 120 goals. This competition is really known also by the anthem that is heard when the players go inside the field. The author feel extremely passionate hearing the anthem. This sport makes the author happy, it is his favorite sport. For the author, nothing is compared with this tournament. The most important in clubs.

1.3 HOW TECHNOLOGY GOT INVOLVED IN SOCCER

It all start in 2012, in Fifa Club World Cup, when Corinthians won the tournament. It was the first test to use the technology on a soccer match. It was official. On July 5, the international Board, gave its approval to the entry of technology on the goal line. FIFA and suppliers Hawk-Eye Innovations got a deal to make it real. This project it usually used in tennis.

"The antennas and the trunk are prepared to receive strong shots from professional soccer players and in the two years that we have been testing the system we have had all kinds of weather companions, from rain to snow," said Ingmar Bertz
(El Universo, 2012, p.13)

The author is completely agree with the idea to use the technology for a good cause in soccer games. He manifested to use it for justice for both teams. So many history of soccer would change cause technology. It helps to be a better sport, a justice one.

CHAPTER II

2. Use of the technology in soccer

2.1 Why does soccer need to use technology?

Many soccer fans awaited the arrival of in soccer in order to make a clean sport out of it. However, before implementing this technology, coaches, referees and players need to be trained on the use of it and control that this technology is not used against any team or used in any negative way. This way, it is safe to say that technology is being properly used.

It is very important that technology reaches soccer but in a moderate way, there cannot be so many mistakes and some federations have to take actions for what they do not immediately catch as a sanction or assault action. Neither can they cut the action of a game 5 minutes later to say that the previous action was all invalidated. What happens with those 5 minutes of play? At first glance, they would have to recover during stoppages time, because if minutes were taken away from the match, it has to be recuperated later and this is when technology comes in useful.

The author would like to analyze this sentence. "Players make mistakes, coaches make mistakes and yes, sometimes referees make mistakes. But football is passion, football is emotion. Football has a human touch." former FIFA president Sepp Blatter said in 2002

(Edgar Alvarez, 08.01.2017, p. 1). In that time Blatter was the FIFA president, and he manifested that he doesn't want to know about technology in soccer. There was no technology at all in soccer matches. When he governed in FIFA there were many doubts about how things were organized inside the company. Using technology or not in soccer was always a debate and still it is in present. Passing the years it was almost obligatory to use technology in soccer for many mistakes, one of the biggest in The World Cup 2010, Sudafrica. England played against Germany, there was a legitimate goal scored by England but the referee doesn't see the ball crossing the line. The author refers this moment will be a main point of using technology.

"I started to think and, of course, with technology that goal would not have counted, they would not have validated it. And I tell you more: in the 1990 World Cup I also used the hand against the Soviet Union to clear a ball on our line. At that time the referee did not see her either, we were lucky! But at that time there was no possibility of using technology, today is another story "said Diego Maradona. (Fifa.com, July 25, 2017, p.7). The world famous soccer player Diego Maradona clearly said that his goal against England for the quarter finals of the World Cup 1986, it wouldn't have counted without the Video Assistant Referee, most known as VAR. At that time it was impossible to use technology in soccer, you could barely watch a soccer match. Technology was more important in other things rather a sport. Through the years technology has gotten better, and now has been implemented in the most important soccer tournaments.

2.2. Technology changes in soccer.

2.2.1. Hawkeye System.

This tool that helps to bring justice for soccer, is called Hawk-eye. It is the name of a line-calling system which traces a ball's trajectory and sends it to a virtual-reality machine. This system started in tennis. It was invented by a young British computer expert Paul Hawkins, and was launched in 2001. It was first used in television coverage of sporting events such as Test cricket, and has now reached the stage of being used by officials in tennis to assist in adjudicating close line calls. The Hawkeye system is also very popular in tennis matches. Hawkeye-Eye's Goal Line Technology has become a very important part of soccer and it covers some of the top leagues in Europe, it helps to make the game fairer, safer, smarter, and more engaging.

Technology has been available for years but it has been painfully difficult to persuade Fifa or Uefa of its benefits. The [Premier League](#) and Hawk-Eye first began testing in 2006 but stopped working it in 2008 when the International FA Board rejected the proposal. The blatant mistake over Frank Lampard's goal in the 2010 World Cup changed attitudes and testing restarted in 2011. There are now four systems, including Hawk-Eye, that have been licensed by Fifa. So now The Premier League in England became the first soccer league in the world to use goal-line technology. British-based company Hawkeye has fitted its system to all 20 stadiums in the division. Using seven cameras per goal to detect the ball, it claims to be millimeter accurate. In that time it cost about £250,000 per team. After these league more European leagues are using it at present time.

2.2.2 GoalRef System

GoalRef System started the evolution of technology in soccer. It is almost in every important European leagues. Fifa started to use it in Fifa Club World Cup competition in Japan. This technology was implemented to avoid those times which the ball crosses the goal line, but sometimes the referees don't see it or is very hard to analyze and a decision has to be made immediately. In too many occasions by mistakes or miscalls of this kind, some players were eliminated from the match or even worse, the team lost the match. The author feels secure with this system, he is in favor with the GoalRef System.

It is a radio-based sensing system that uses low-frequency magnetic fields to detect if a goal has been scored. One field is created in the goal area, the other is created in and around the ball whenever it approaches the goal. It is achieved through magnetic induction, which in turn is made possible by a passive electronic circuit embedded in the ball. The interaction between the main field around the goal and the field induced around the ball is picked up by coils attached to the goal. To determine whether the ball has completely crossed the line. The data is processed using software developed by 'Fraunhofer IIS', yielding a clear, accurate result that removes any doubt about whether a goal has been scored. As Fifa says "a goal is scored when the whole ball passes over the goal line, between the goalposts and under the crossbar." This is a tool for all the referees for his own good and to bring the justice in the field. For a human being that is not perfect it is hard to see some plays if the ball crosses or not the line, also some big

matches on a big competition, everyone sees you and if the referee make a mistake maybe can lost an opportunity to be the referee in other big match.

The referee receives a vibrating alert on his wristwatch where the results of goals are transmitted. Throughout the match, most of the time the wristwatch is off, however, the minute the ball crosses the line, it is instantly transmitted the goal made. Players already know this and have no reason to try and convince the referee is it was or wasn't a goal.

2.2.3 VAR- Video Assistant Referee

The Video Assistant Referee system, known as VAR, is football's first use of video technology to reach more correct decisions. There must be some referees trained to a official match and they must be in a room somewhere. They don't have to be in, or even near, the stadium. The Serie A and Bundesliga were the first league to use it the last season. Helps a lot the referees but still there were controversies. In the last World Cup were use for the first time this tool. Although some people don't like how is used the VAR. Helps a lot in this World Cup for justice to big countries and small countries for equality.

In a Bundesliga match. Mainz against Friburgo. There was a polemic game, At the end of the first half there was a polemic, inside the area. A Friburgo defender touch the ball with the hand, so it was a penalty in favor to Mainz. The referee didn't see it and ended the first half but, the VAR called to the referee and say it to him that it was clearly penalty. The two teams were almost left the pitch to the locker room and the referee stop them and whistle penalty for Mainz. It ended in goal, and the match ends 2-0 winning the match Mainz. Thanks to that play, the match changed it. But it was polemic of how it was used for.

FIFA determined only these 4 incidents can change a game. Only by these incidents the VAR can be used.

- **Penalties decisions:** The VAR in this case needs to ensure that no clearly wrong decisions are made with the award or non-award of a penalty kick. If someone is simulating and the referee goes wrong the VAR check out the play and can be disallowed.

A historic moment happened in the last World Cup, Brazil played against Costa Rica, it was a hard match for the brazilians and it was 0-0. Neymar Jr simulate inside the area and the referee whistle penalty. Right away the persons in VAR decided it that it was no penalty. And for the first time in soccer, a penalty was disallowed. The referee take out the yellow card for Neymar because simulate.

- **Goals:** The role of the VAR is to help the referee to determine if any play was something doesn't right means that the goal has to be disallowed. Play is interrupted to determine a decision by the referee.
- **Direct red card incidents:** VAR has to ensure that no clearly wrong decisions are made in conjunction with red card or not sred car for a player.
- **Mistaken identity:** Helps the referee to be cautious by giving a red card to the wrong player, or is unsure which player should be sanctioned. The VAR will inform the referee so that the correct player can be disciplined.

In a Premier League match happened in 2012, Chelsea played against Arsenal in a london derby match. The Arsenal player Oxlade Chamberlain made a fault inside the area and it was penalty and red card for him. But the referee confused

the player and sent off the other Arsenal player Kieran Gibbs, they looked similar in that time and it was Oxlade Chamberlain who made the fault.

And there are some steps according to FIFA to how use the VAR in a right way:

- 1. Review and advice by the VAR:** The video is reviewed by the VAR, who says to the referee via headset what the video shows.
- 2. An Incident happened:** The referee informs the VAR if is not sure, or the VAR recommends to the referee that a decision or incident should be reviewed.
- 3. Decision or action is taken:** The referee decides to review the video on the side of the field of play before taking the appropriate action or decision, or the referee accepts the information from the VAR and takes the appropriate action or decision.

2.2.4. Foam Technology

One of the latest technologies used in soccer is the vanishing foam which came to prominence at the 2014 Brazil World Cup. It was used for the first time during 2013 Club World Cup. Now a days, most matches give good use to this spray foam so referees and players could be able to distinguish the minimum distance between the ball and point of kick off from opposing team, as well as the spot from which the kick is taken. The spray foam was developed by Pablo C. Silva from Argentina and named his product 9.15 Fair Play which is mostly used by referees.

The vanishing spray has 80% water and 20% butane gas. When this spray is used, it helps to save so much time, it eventually evaporates in the air and it only traces are left on the field is water, it only takes five minutes to disappear.

2.3. Technology on soccer trainings.

In the past years, technology has not only been used in soccer matches but in all sort of sports. European teams, big clubs have evolved. Machines, shoes, balls, fields, are new tools to help the players train well. These new technologies can help the coach of a team to analyze how good a player train in a day. For example computers in training to know how far a player can run. Technology will keep revolutionizing to bring benefit for each soccer teams. There is a special training that some big clubs and players have tried. It's called Footbonaut.

This method, called Footbonaut helps the players to be better soccer players. They can get better by practicing their passes, shoots, skills they do in a match, controlling the ball inside the field. The players practiced with Footbonaut in a square and it has many exercises they can practice. "It is the perfect tool to improve ball-handling skills" said Borussia Dortmund coach in that time Jürgen Klopp. "It demands precise skills used at speed in a physically tough environment."

Let's talk about this part here, fill up a Footbonaut. A very low portion of clubs can access or have the access of the Footbonaut. It cost \$2.4 to \$3.5 million, obviously only clubs with good monetary could afford and enjoy these resources. European teams can easily have access to these new implements.

Another interesting implement used to determine how hard a player has trained is called MiCoach. The athletes or professional soccer players use and wear smart shirts, called MiCoach Elite. It brings ease for the coaches and players to have precise data of how the players trained. With an iPad app coaches can analyze in exactly that time, save the registry to analyze after.

Everyday technology surprises us with something new, the author would like to state that it depends on us the use we give it. If we get the chance to try something that serves us we have to take it. To make us better in what we do.

CHAPTER III

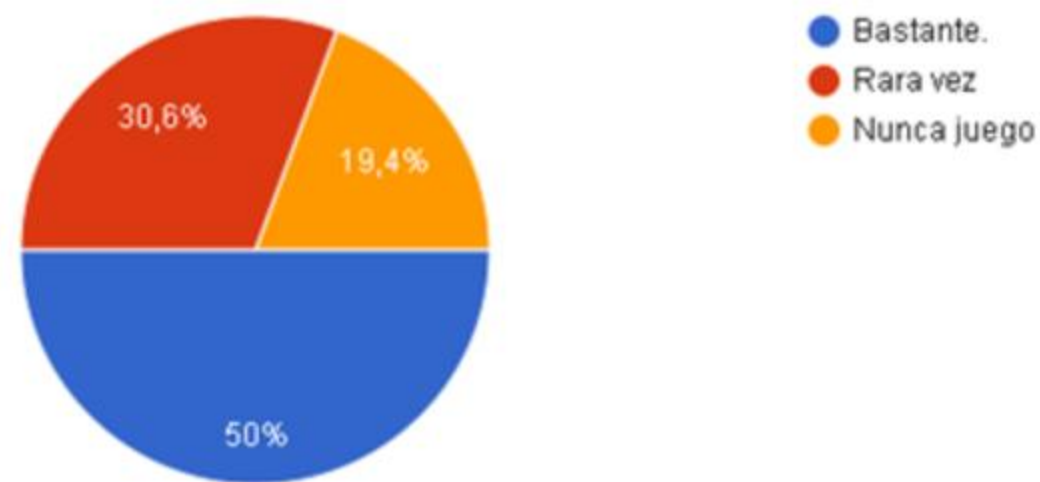
3. HISTORY AND TECHNOLOGY IN SOCCER.

3.1. Summary

The author starts this chapter doing a study to a random people, because he wanted to know how much people know about history in soccer and if are people in favour or not favour with the technology in soccer. It was to a 62 people who did the poll and the author can see the answers of this random people.

3.2 Survey

1. How often do you play or practice soccer?



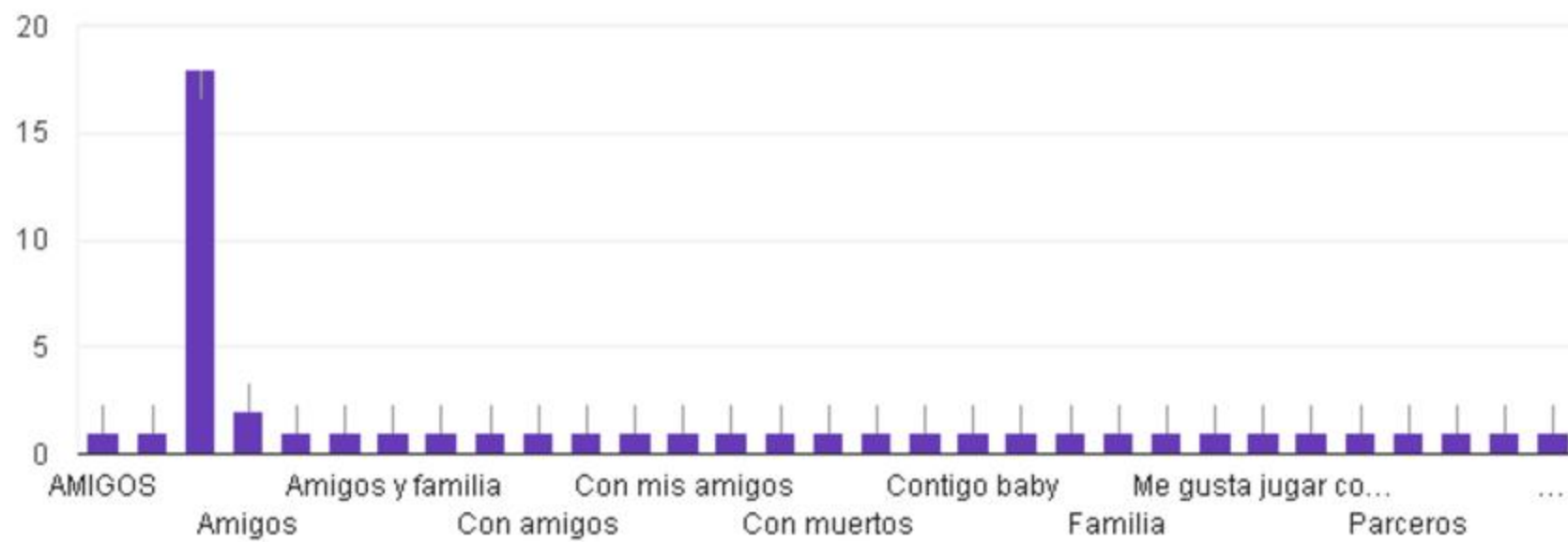
1st Graph: how often do you play or practice soccer.

Fount: survey

Author: Juan Jose Orus Serrano

These graphic shows that 50% of the random people who do this survey play or practice soccer frequently, 30% rarely do it and 19.4% does never play soccer.

2. Who you like to play it with?



2nd Graph: who you like to play it with

Fount: survey

Author: Juan Jose Orus Serrano

The answers of this question shows that 36,7% of the people like to play soccer with friends. The others like it too but also with family.

3. Why don't you play it?



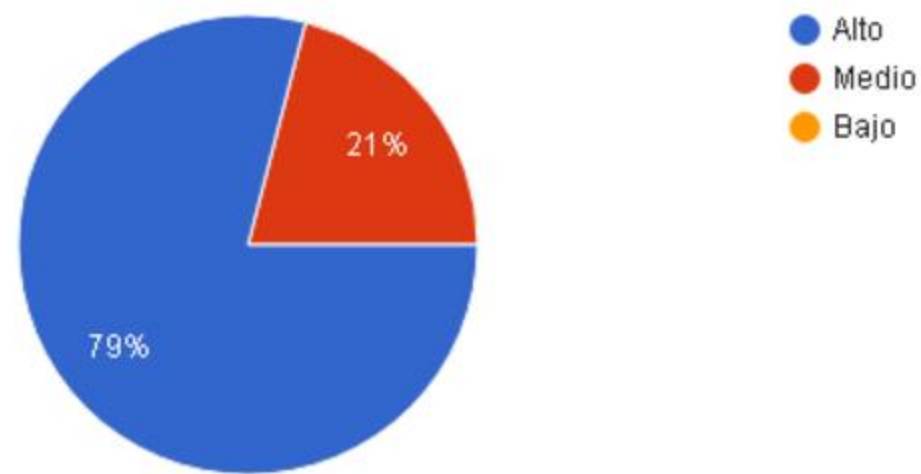
3rd Graph: why don't you play it

Fount: survey

Author: Juan Jose Orus Serrano

The porcentages are 7,8% of the people doesn't play soccer because they don't like it, 5,9% because they think they are bad. And the rest of the people think same with the other two options or other thing.

4. At what level do you consider that soccer is the predominant sport in your country?



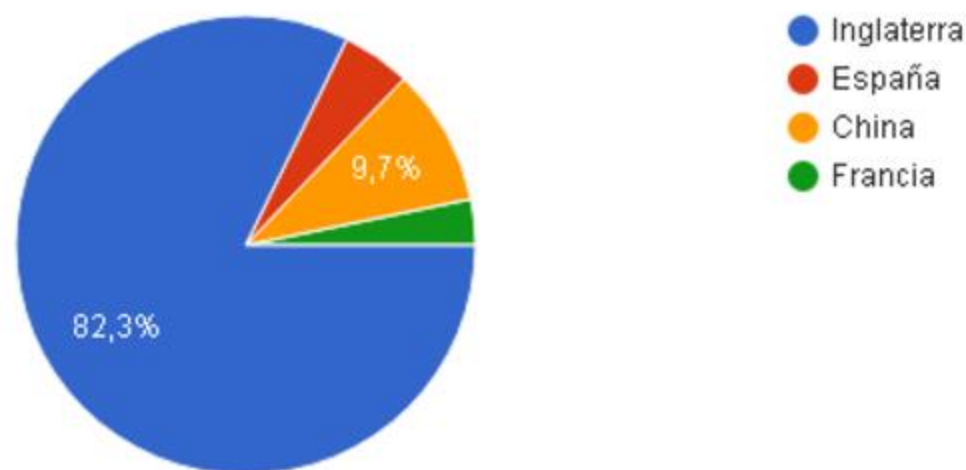
4th Graph: at what level do you consider that soccer is the predominant sport in your country.

Fount: survey

Author: Juan Jose Orus Serrano

79% of the voters thinks that is high the level of soccer in their country and the 21% thing is medium the level of soccer in their country.

5. Which country soccer was created?



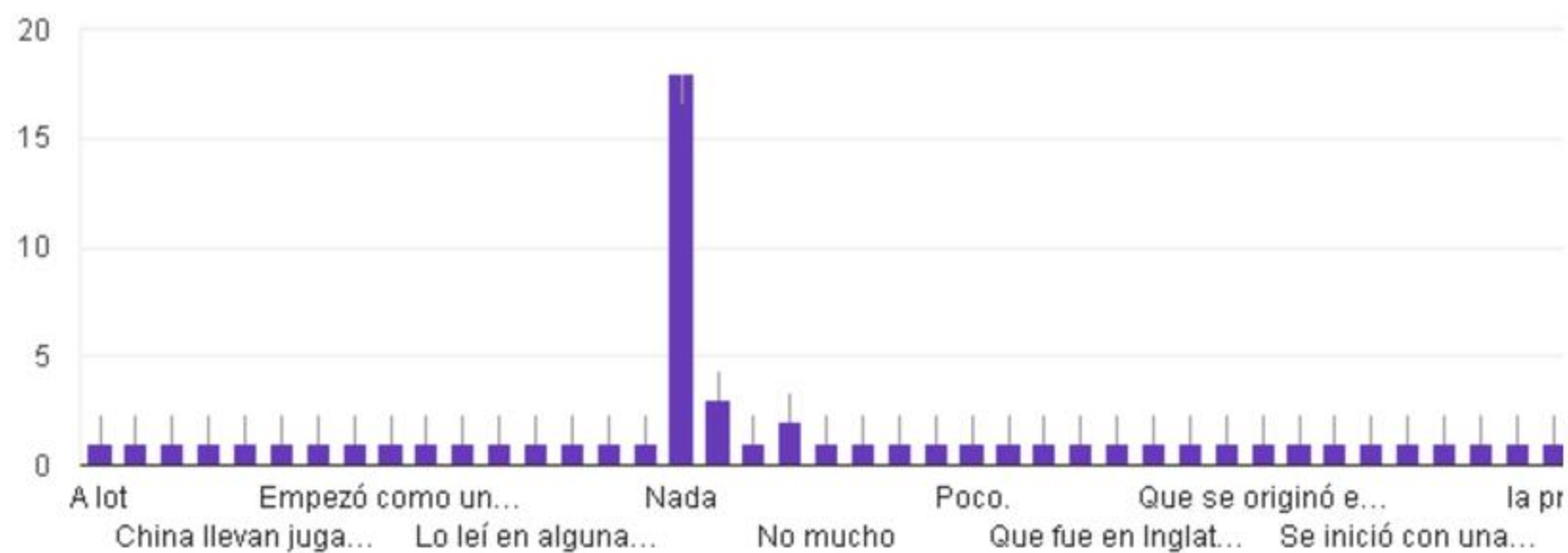
5th Graph: which country soccer was created.

Fount: survey.

Author: Juan Jose Orus Serrano

The bars above show that the 82,3% of the people think the beginning in soccer was in England. The 9,7% though it was in China. 4,8% believed it was in Spain and the others 3,2% think the beginning in soccer was in France.

6. What do you know about the origin of soccer?



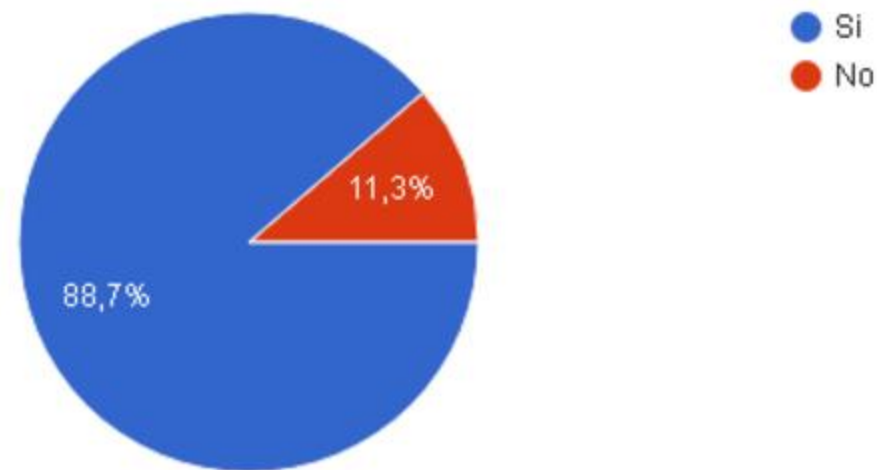
6th Graph: what do you know about the origin of soccer.

Fount: survey.

Author: Juan Jose Orus Serrano

In this graphic almost every random people didn't know how it is the origin of soccer.

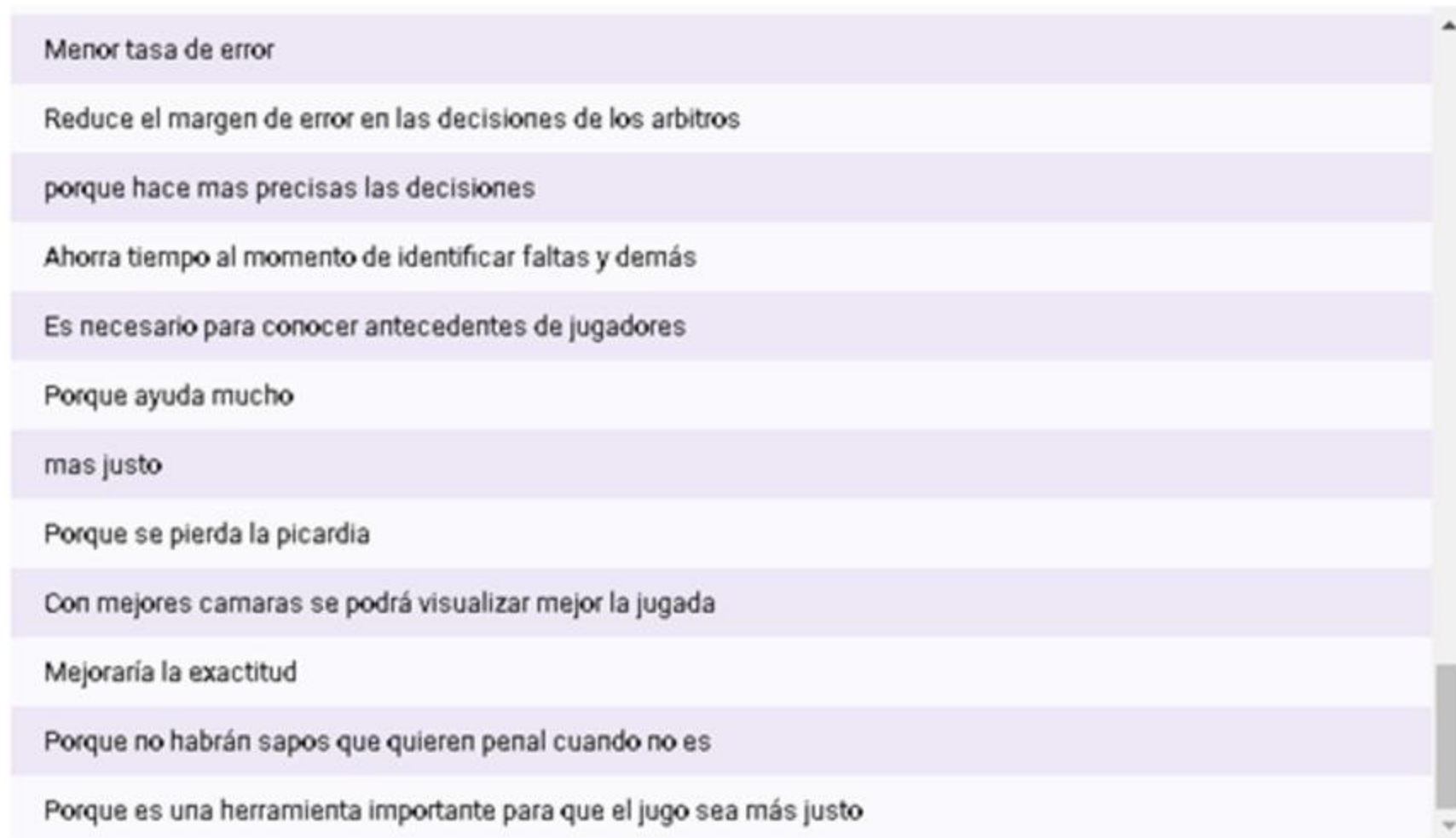
7. Are you in favour to use technology in soccer?



7th Graph: are you in favour to use technology in soccer.
 Fount: survey.
 Author: Juan Jose Orus Serrano

88,7% of the voters are in favour with technology in soccer and 11,3% are not in favour.

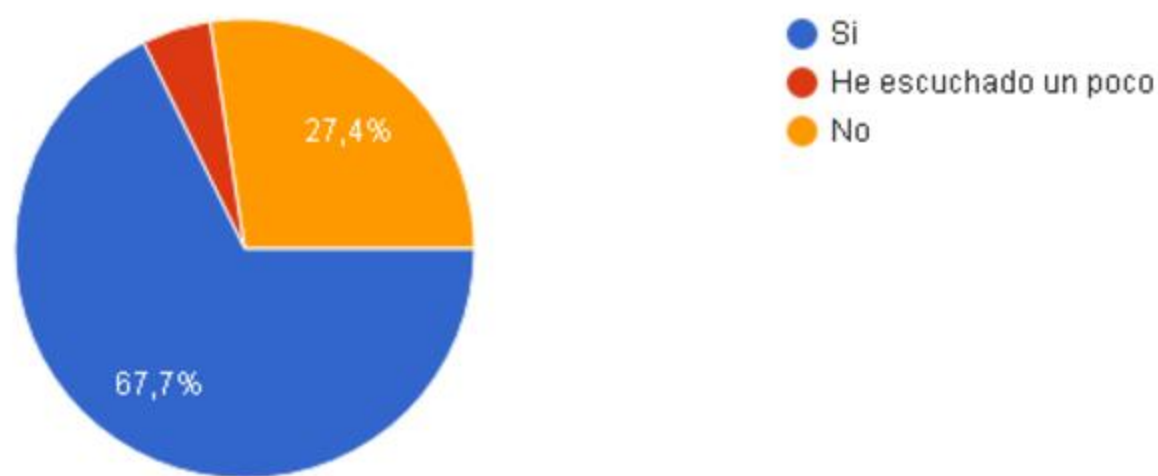
8. Explain why yes or why no.



8th Graph: explain why yer or why no
 Fount: survey
 Author: Juan Jose Orus Serrano

There is no percentages in these question, but the majority people think that they are in favour with technology in soccer and of course there are some that think that are not in favour.

9. Do you know what consist VAR?



9th Graph: do you know what consist VAR
Fount: survey
Author: Juan Jose Orus Serrano

The answers of the question shows that, 67,7% of the people know about the VAR, 4,8% of the people have heard about the VAR and 27,4% of the people doesn't know what is the VAR.

10. Describe what is VAR.

No se (3)
Nose (2)
Ni idea (2)
Nose (2)
Podemos
Consiste en repetir las jugadas polémicas para que el árbitro las analice y pueda tomar la decisión correcta
Cuando hay una jugada muy polémica (penal o oportunidad de gol) y el árbitro pita falta pero todos reclaman o los árbitros empiezan a hablar entre ellos se ve un video de repetición de la jugada
Ver la repetición de una jugada, solicitada por el árbitro para así ver qué medida toma ante el jugador posiblemente amonestado
Virtual assistant referee
Una ayuda al arbitro para evitar faltas ya sean no pitadas o mal cobradas
consiste en que un árbitro está en una cabina viendo el partido y así poder ver si algo es falta o no y avisarle al primer árbitro para que lo pite o el mismo revise la acción

10th Graph: Describe what is VAR.

Font: survey.

Author: Juan Jose Orus Serrano

In these question there is no percentages also but the majority of the people have an idea of what is the VAR. Also there were a little bit of people who doesn't have an idea what is the VAR.

3.3 Survey analysis

The author realized thanks to the survey for 62 random people that that is not 100 percent sure the people about the history in soccer. Many of them though it was in England but it started in China. Also the majority of the people are in favour with the technology in soccer by same reasons the author thinks. These 62 people almost everyone like soccer and knows about these sport have helped to the author to know their feelings about this beautiful game called soccer.

CONCLUSIONS

At the end of this monographic work it is concluded that:

- There are many theories about the history of soccer but there is only one, the military manual from China, the Dynasty Han on second and third centuries, it was the people do while they trained. It is verified by FIFA page that it was them.
- Every tournament is different depending on the country or continent. There are so many soccer tournaments but the most important ones usually are in play in Europe like "Uefa Champions League" usually known as the most important for the clubs but the most important one is "The World Cup" played by 32 different countries, every 4 years the world stop to see this tournament.
- The technology was slowly being part in this famous sport. by the unintentional mistakes the referees were doing, since the goal disallowed by Frank Lampard for England against Germany make a big change in soccer.
- Many different tools were entering to the world of soccer. Although it is not in every league or tournament like for example in America it is not included in all the leagues, but in future definitely it will have. In these days "CONMEBOL" are proving if works right in the most important tournament in South America.
- There are still people that are not agree with the use of technology in soccer, especially in VAR, many complaints because people think they are not using it in a right way. But there are people in favour and happy with the use of technology. And that is why the author made the survey to know the feelings of the people about technology.

RECOMMENDATIONS

At the end of this work it is recommended that:

- All the young people who love play soccer, and like it to play with family, friends, shouldn't stop never. It's one of the greatest pleasures of life having a good time and also doing sport helps you the health. But also you have to know details of your favorite sport, have to be cults and know what are you playing, who was the first people who kicked a ball, it-s general knowledge.
- For all the fans of soccer, who really love the sport and feeling with the passion like a soccer player, do not have to let go by other people says to say. If there is a tool that help the soccer be more honest, then the fans should support the idea. Nothing stars perfect pero passing the time it is probably that technology will leave no doubt to nobody and will close the mouth of many people who are not in favor now.

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