



## Individual and Team Character in Sport Questionnaire (ITCSQ)

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The *Individual and Team Character in Sport Questionnaire (ITCSQ)* is a 48-item survey questionnaire designed to measure character-related outcomes within a sport setting. The *ITCSQ* has three scales (Community Climate is broken into two subscales):

- (1) **Values Rating Scale**, which has kids self-rate themselves on several important sport values, including sportsmanship (i.e., the extent to which kids are fair and respectful; subscale  $\alpha=.79$ ), personal responsibility (i.e., the extent to which kids do what the team asks of them; subscale  $\alpha=.76$ ), and perseverance (i.e., the extent to which kids continue to try hard in the face of adversity; subscale  $\alpha=.82$ ); **Alpha = .801-.825**.
- (2) **Community Climate Scale**, which measures the climate along two dimensions: the experience of caring and connectedness (i.e., the extent to which kids feel a sense of attachment to and acceptance from their teammates) and collective responsibility (i.e., the extent to which kids do the things for each other required to make their team better); **Caring & Connectedness Alpha = .731-.802; Collective Responsibility Alpha = .839-.872; Combined Alpha=.882-.913**.
- (3) **Character Development Experiences Scale**, which measures the type and frequency of particular learning experiences/coaching practices that influence the development of character (i.e., relationship with coaches, leadership opportunities, coaches' motivational techniques, etc.); **Alpha = .817-.850**.

Confirmatory factor analysis supports the hypothesized breakdown into 3 scales as shown below.

**Scale I: Values: Sportsmanship, Responsibility, Perseverance (16 Items)**

*Sportsmanship*

2. These people would cheat to win or get ahead (Reversed)
3. These people show respect to their teammates, even if they do not agree with them
7. These people are never rude to players on the other team
9. These people make negative comments about their coaches to each other (Reversed)
11. These people congratulate opponents who won or played well
12. These people believe it is okay to break the rules if they won't get caught (Reversed)
14. These people would hurt an opponent if it would help them win the game (Reversed)
16. These people can be counted on to do their part for the team

*Personal Responsibility*

1. These people work hard in practice on things they are not good at
4. These people often forget to bring their equipment to practices and games (Reversed)
5. These people try to get out of practicing things that are difficult or boring (Reversed)
8. These people take time outside of practice to work on improving their skills
13. These people admit when they make a mistake

*Perseverance*

6. These people keep trying after they have made a mistake
10. These people feel good when they have done their best, even if they haven't won the game
15. These people continue playing hard, even when their team is losing

**Alpha=.801-.825**

**Sub-scale IIA: Community: Caring and Connectedness (7 items)**

17. Players trust each other
19. Players get mad at their teammates for making mistakes during games (Reversed)
20. Players care about each other
21. Players on this team are kind to one another
26. Players who aren't very good athletes get picked on or are excluded on this team (Reversed)
27. Players are willing to forgive those who hurt them
32. Players gossip about one another (Reversed)

**Alpha=.731-.802**

**Sub-scale IIB: Community: Collective Responsibility (9 items)**

18. When players do something hurtful to another team member, they try to make up for it
22. Players on this team encourage one another, even when the team is losing
23. Players use fights, insults or threats to resolve conflicts among teammates (Reversed)
24. When players on this team see someone being picked on, they try to stop it
25. Players give positive encouragement to each other, even to those who aren't very good athletes
28. Players work together to develop new skills
29. Players don't care if their teammates cheat to win (Reversed)
30. Players try to get their teammates to follow the team rules
31. Players take extra time to help teammates who are struggling

**Alpha=.839-.872**

**Combined alpha=.882-.913**

**Scale III: Character Development Experiences (16 items)**

33. The coaches talked to me about moral values
34. The coaches were available to talk with players about problems that were bothering them
35. The coaches held me accountable for my actions
36. The coaches talked to me about the importance of my role on the team
37. The coaches praised me for giving my best effort
38. The coaches talked to me about their expectations and goals for practice
39. The coaches listened carefully to my explanation of why I disagreed with them
40. I thought about how the coaches would act before making an important decision
41. As a team, we talked about how well we met our personal and team goals
42. Players on this team were given rewards for good behavior
43. Before setting up rules, the coaches asked for my opinion
44. The coaches explained the reason for a team rule or punishment
45. The coaches helped me track progress toward my chosen goal
46. The coaches got mad when our team didn't win (Reversed)
47. The coaches went out of their way to help every player
48. The coaches were fair to everyone

**Alpha=.817-.850**

The *ITCSQ* was developed by Matthew L. Davidson, Vladimir T. Khmelkov, & Kelli E. Moran-Miller. **It may be used or duplicated without permission of the authors. For-fee data analysis and presentation services are available.** For more information, contact Matthew Davidson, [DavidsonM@Cortland.edu](mailto:DavidsonM@Cortland.edu), 607-753-5798. (Last revised 9/5/2006).