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8	Collective efficacy or team outcome confidence? Development and validation of the
9	Observational Collective Efficacy Scale for Sports (OCESS)
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Abstract

27	Although collective efficacy has been demonstrated to be an important precursor of team
28	performance, there remains some ambiguity concerning its assessment. Therefore, the main
29	aim of the present study was to test the validity of previous collective efficacy measures. An
30	online survey was completed by 4,451 Flemish players and coaches from nine different team
31	sports. The results revealed two distinct and reliable scales; process-oriented collective
32	efficacy (i.e., the confidence in the team's skills to accomplish processes that could lead to
33	successes) and outcome-oriented team confidence (i.e., the confidence in the team's ability to
34	obtain a goal or win a game). Furthermore, we established the validity of a 5-item
35	Observational Collective Efficacy Scale for Sports (OCESS) as short measure of process-
36	oriented collective efficacy. Because the OCESS only includes observable behaviors, this
37	scale has the potential to be a starting point for the development of a continuous in-game
38	measure of collective efficacy.
39	Keywords: instrument development, team confidence, continuous measure, team

40 sports, dynamic measurements, in-game variation

41 Collective efficacy or team outcome confidence? Development and validation of the

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Observational Collective Efficacy Scale for Sports (OCESS)

43 The performance of athletes can vary strongly during a sports game. Players' confidence in the team's capabilities is often mentioned as one of the factors that characterize 44 45 these performance variations throughout the game. For example, a sudden collapse in team 46 performance is often attributed to a drop in the team's confidence. Conversely, team 47 confidence is assumed to be a prerequisite for fighting back when the team is lagging behind. 48 Arsenal coach Arsene Wenger adds that "confidence is the easiest thing to lose in football and 49 the most difficult to win back" (Mangan, 2013). Bandura (1997, p. 477) termed this confidence 'collective efficacy', defined as "the group's shared belief in its conjoint capability 50 51 to organize and execute the courses of action required to produce given levels of attainment."

52

Collective Efficacy as a Dynamic Construct

53 Bandura (1997) stated that collective efficacy has an effect on what a team chooses to do, how much effort is instilled into a task, and how persistent the team is. These claims have 54 55 been supported in research showing that teams with strong collective efficacy beliefs tend to 56 set more challenging goals (Silver & Bufanio, 1996), exert more effort, and persist longer in 57 the face of adversity (Greenlees, Graydon, & Maynard, 1999). As a result, a positive 58 relationship has been revealed between collective efficacy and sport performance; the more 59 the players believe in the team's capacities, the better they perform and vice versa 60 (Dithurbide, Sullivan, & Chow, 2009; Hodges & Carron, 1992; Keshtan, Ramzaninezhad, Kordshooli, & Panahi, 2010; Myers, Feltz, & Short, 2004; Myers, Payment, & Feltz, 2004). 61 62 It is important to emphasize that collective efficacy is not a fixed trait, but a dynamic construct (Myers & Feltz, 2007). In other words, the individual's beliefs in the capabilities of 63 64 his or her team may change in the course of weeks, days, or even during a game. Especially these changes in the course of a competition seem often responsible for winning or losing. To 65

investigate this close link between collective efficacy and performance, Bandura (1997, p. 67) 66 stated that "the relationship between efficacy beliefs and action is revealed most accurately 67 when they are measured in close temporal proximity." Myers and colleagues (2007) added 68 that only research designs allowing for simultaneous measures of both efficacy and 69 70 performance would provide maximal information about their dynamic relationship during a competition. However, in contrast with these guidelines and collective efficacy's dynamic 71 nature, the concept has traditionally been measured as a trait concept or at best before or after 72 73 a game, but not during a game. The only exception is a study by Edmonds, Tenenbaum, 74 Kamata, and Johnson (2009), who attempted to measure collective efficacy beliefs of 75 adventure racing teams at three time points during the race. Their results supported the 76 dynamic nature of collective efficacy; as the collective efficacy of the more successful teams 77 increased throughout the race, subsequent performance improved, and vice versa for the less 78 successful teams.

79 How to Measure Collective Efficacy? Resolving the Ambiguity

80 According to the definition of Bandura (1997), efficacy beliefs are future-oriented 81 judgments about capabilities to organize and execute the courses of action. In other words, 82 efficacy measures have to address the skills, properties, or other descriptions of (inter-) 83 personal conditions that assist in successful performance. However, the existing collective 84 efficacy research is characterized by inconsistencies in the manner in which collective 85 efficacy is conceptualized, operationalized, and measured (Shearer, Holmes, & Mellalieu, 2009). For instance, current measures of collective efficacy vary with respect to the extent in 86 87 which they correspond to the original definition of efficacy by Bandura (1997). In line with previous research (Collins & Parker, 2010), we can distinguish two types of measures. 88 89 The first type evaluates the athletes' confidence in their team's skills to accomplish the processes that can lead to success (i.e., process-oriented, e.g., "I believe that the players in my 90

91 team will encourage each other during the game"). Because this type of measure addresses 92 the belief in the team's abilities to optimize the process (e.g., items measuring motivational 93 and communication skills that help a team to be successful), it conforms to Bandura's original 94 definition of collective efficacy. We will term this measure "collective efficacy" (in the 95 proper process-oriented sense). Collective efficacy thus focuses on athletes' confidence in the 96 process of their own team, rather than comparing their own abilities with those of the 97 opposing team.

98 In contrast, the second type of measure focuses on outperforming the opponent and 99 refers to athletes' confidence in the abilities of their team to obtain a certain outcome (i.e., 100 outcome-oriented, e.g., "I believe that my team will outplay the opposing team and win this 101 game"). This measure refers to the confidence in the outcome rather than the confidence in 102 the process and focuses on the comparison with the other team, rather than on the own team. 103 Therefore, this measure is not congruent with Bandura's original definition of collective 104 efficacy. We will therefore term this outcome-oriented measure "outcome-oriented team 105 confidence", shortened as "team outcome confidence". Despite the fact that this outcome-106 oriented team confidence does not measure collective efficacy as originally defined, a number 107 of studies used these measures to allegedly assess collective efficacy (e.g., Chen et al., 2002; 108 Fransen et al., 2012; Spink, 1990; Tasa, Taggar, & Seijts, 2007; Vargas-Tonsing & 109 Bartholomew, 2006). Although previous research (Myers & Feltz, 2007) already 110 recommended against single-item performance measures, typically, the one-item measures 111 used in these studies are outcome-oriented rather than process-oriented, and as such, they measure team outcome confidence rather than collective efficacy (e.g., "What placing do you 112 113 expect to attain?" or "To what extent do you believe that the team can finish in at least the top 114 10 teams?"). For example, Edmonds and colleagues (2009) attempted to measure the dynamic 115 evolution of collective efficacy in an adventure race by using the one-item measure "How

116 confident are you in the team's ability in executing the mountain biking portion of the race in 117 order to secure a top-place finish?" Because this item is more outcome-oriented than process-118 oriented, the authors actually assessed the dynamic variation in team outcome confidence 119 rather than the variation in collective efficacy.

120 Nevertheless, several studies did assess collective efficacy in accordance with the 121 original process-oriented definition of Bandura (1997). An example of a widely used measure of collective efficacy is Short, Sullivan, and Feltz's Collective Efficacy Questionnaire for 122 123 Sport (CEQS; 2005). The CEQS represents collective efficacy as a multidimensional 124 construct based on Bandura's (1997) argument that efficacy beliefs include beliefs in the physical tasks but also beliefs in the capability to manage thoughts, actions, emotions, and 125 126 motivation (Dithurbide & Feltz, 2012, p. 260). The CEQS (2005) comprises a five-factor 127 structure (i.e., five subscales) measured with four items each. These five subscales include: Ability (e.g., "to outplay the opposing team"), Effort (e.g., "to play to its capabilities"), 128 Persistence (e.g., "to persist when obstacles are present"), Preparation (e.g., "to devise a 129 130 successful strategy"), and Unity (e.g., "to be united").

131 Given the ambiguity in the current literature concerning the assessment of collective 132 efficacy, the main aim of the present study is to investigate the validity of the measures used 133 to assess collective efficacy. As mentioned above, the one-item measures used to assess 134 collective efficacy often focus on the outcome (i.e., performing better than the opponent), and 135 as such assess outcome-oriented team confidence rather than process-oriented collective 136 efficacy. Consequently, these outcome-oriented one-item measures cannot be used as 137 reference measurement of collective efficacy in team sports. In line with this argument, the 138 validation study by Short and colleagues (2005) revealed a lower correlation between the Ability subscale and the other subscales (.59 - .78) than the correlation among the other 139 140 subscales (.76 - .94). Looking more closely at the factors and items of the CEOS (Short, et al.,

141 2005), it can be inferred that the items of the Ability subscale are outcome-oriented, rather 142 than process-oriented (e.g., "Rate your team's confidence, in terms of the upcoming game or 143 competition, that your team has the ability to outplay the opposing team"). Despite the 144 evidence found for the internal consistency of each subscale of the CEOS, the conceptual 145 unity of these different subscales can be questioned. Once clarity is obtained about the 146 reliability of the different collective efficacy measures, the second aim of our study can be 147 realized; the validation of a new and short five-item scale of collective efficacy 148 (Observational Collective Efficacy Scale for Sports; OCESS) that can be used as a starting 149 point for more dynamic measures of collective efficacy.

150 Dynamic Measurements Through Observations: The OCESS

151 While striving toward a more dynamic measurement of collective efficacy, researchers 152 have experienced a practical barrier; in team sports it is not possible to interrupt a player 153 repeatedly during a game to measure his or her collective efficacy beliefs (Myers, Paiement, 154 & Feltz, 2007). Therefore, Edmonds and colleagues (2009) only considered a few time points 155 during a contest. However, in order to advance the knowledge of the dynamic character of 156 collective efficacy, one should strive for more frequent measurements throughout the game. 157 Because working with questionnaires appears to be a major barrier for realizing a continuous 158 measurement of collective efficacy during a contest, observations could provide a viable 159 alternative.

A first step toward an observational measure of collective efficacy was taken by Fransen and colleagues (2012). These authors surveyed 33 top-level volleyball coaches on what they believed to be the most important sources of team outcome confidence (i.e., "I believe that my team will win the game") in their sport. Subsequently, 2365 volleyball coaches and athletes evaluated the extent to which these sources had the power to predict team outcome confidence. The data revealed five sources that were perceived as very

important by both coaches and athletes: a) reacting enthusiastically when making a point; b)
having leader figures in the team who believe that their team will win this game and express
this on the court; c) having both players in the game and on the bench who cheer
enthusiastically; d) encouraging each other during the game; and e) communicating tactically
during the game. All these behaviors are clearly process-oriented. Having confidence that the
own team has the qualities to succeed in these five behaviors could therefore represent
process-oriented collective efficacy.

173 In the present study we develop a new scale based on these five sources, named the 174 Observational Collective Efficacy Scale for Sports (OCESS). The aim of the present study is 175 to assess whether this short scale constitutes a valid measure of process-oriented collective 176 efficacy in different team sports. If it does, the 5-item OCESS would offer a valid alternative 177 to the 20-item CEQS for assessing collective efficacy in sport whenever time available for 178 administering long questionnaires is limited. Furthermore, because all five items represent 179 observable behaviors, the OCESS would allow future assessment of the evolution of players' 180 collective efficacy beliefs throughout a contest by observations rather than questionnaires. 181 Such a measure could highlight the dynamic nature of collective efficacy during a game and 182 provide more insight into how to attain and maintain high collective efficacy.

183 Hypotheses

Given the ambiguity in the existing literature concerning the assessment of collective efficacy, the main purpose of the present study is to investigate the validity of the measures currently used to assess collective efficacy in sports teams. In line with our conceptual reasoning above, we hypothesize that the Ability subscale assesses outcome-oriented team confidence (analogous to the outcome-oriented one-item measures), rather than processoriented collective efficacy. By contrast, we expect the other four subscales of the CEQS to 190 form a valid and reliable reference measurement of process-oriented collective efficacy as191 defined by Bandura (1997).

192 Once a reliable reference measurement of collective efficacy is obtained, a second aim 193 of our study can be realized: the validation of our newly developed five-item scale of 194 collective efficacy (Observational Collective Efficacy Scale for Sports; OCESS) within 195 different team sports. Two hypotheses can be formulated with regard to this aim. First, we 196 hypothesize that the OCESS and the CEQS (subscales 2-5) are strongly correlated (i.e., r >197 .70), attesting that the OCESS measures process-oriented collective efficacy instead of 198 outcome-oriented team confidence. Second, the convergent and divergent validity of the 199 OCESS is examined by comparing the influence of demographic characteristics respectively 200 with the first subscale and the last four subscales of the CEQS. If supported, this OCESS, 201 which includes only observable behaviors, offers a starting point for the design of a 202 continuous measure of players' collective efficacy beliefs during the game through 203 observation instead of through the use of traditional questionnaires.

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Method

205 **Procedure**

206 The database of the Flemish Trainer School (i.e., organization responsible for sport-207 specific schooling of coaches in Flanders) was used to invite 5,535 qualified coaches out of 208 nine different team sports to participate in our study. These coaches were asked to complete a 209 web-based questionnaire and to motivate their players to complete the player-specific version 210 of the questionnaire. In order to assure variability within our sample, we also contacted non-211 qualified coaches and their teams through the different Flemish sport federations. The coaches 212 and players who did not respond were sent a reminder two weeks later. Informed consent was 213 obtained from all participants. No rewards were given for participation in our study and all 214 participants were guaranteed full confidentiality.

215 **Participants**

216 In total, 4,451 participants (3,193 players and 1,258 coaches) completed our 217 questionnaire. This corresponds to an approximate response rate of 27%. These participants played or coached in 2,366 different teams. More detailed information on the participants can 218 219 be found in Table 1. The sample included participants from nine team sports in Flanders; 220 basketball, handball, hockey, ice hockey, netball, rugby, soccer, volleyball, and water polo. 221 Table 2 contains the descriptive characteristics for the respondents of each of the nine team 222 sports. Data from this sample have been used in another research study (Fransen, 223 Vanbeselaere, De Cuyper, Vande Broek, & Boen, 2014), but examined different variables and 224 research questions.

225 Measures

Collective efficacy. Two measures of collective efficacy were included in our
questionnaire. First, the Collective Efficacy Questionnaire for Sports (CEQS; Short, et al.,
2005), including five subscales, each consisting of four items. In line with the suggestions of
Myers and Feltz (2007), each of the items begins with the stem: "Rate your confidence, in
terms of the upcoming game or competition, that your team has the ability to..." Participants
assessed the items on a 7-point scale anchored by 1 (*not at all confident*) and 7 (*extremely confident*).

The second collective efficacy measure included in our study was our newly developed five-item Observational Collective Efficacy Scale for Sports (OCESS), including the most important sources of team outcome confidence (Fransen, et al., 2012). It is important to note that, although the items of the OCESS are intended to be used as an observational measurement instrument in the future, in the current study, the scale is still in a self-evaluative questionnaire form. The items included in the OCESS are "react enthusiastically when making a point," "have leader figures in the team who believe that we will win this game and express this on the court," "have both players in the game and on the bench who cheer
enthusiastically," "encourage each other during the game," and "communicate a lot tactically
during the game." In analogy with the CEQS, each of the items was assessed on a 7-point
scale ranging from 1 (*not at all confident*) to 7 (*extremely confident*) and each item began with
the stem: "Rate your confidence, in terms of the upcoming game or competition, that your
team has the ability to…"

Team outcome confidence. Outcome-oriented team confidence was measured using five one-item measures that assess the confidence that the team will win the game, lose the game, or realize its goals. These items are a general representation of the measures mainly used in previous research studies (Myers & Feltz, 2007, for a review). To determine the difference between an individual stem (i.e., "*I* believe that our team...") and the team-focused stem (i.e., "*Our team* believes that we..."), we included items with both stems for the confidence in winning or losing the upcoming game.

Other measures. Besides several background characteristics (e.g., sex, age, years of experience), we assessed some performance related measures as well, such as position of the team in the ranking of the ongoing season and the score and quality of the play during the last game.

257

Results

In order to validate our new OCESS scale as a measure of collective efficacy in sports teams, we first investigated the validity of the measures currently used to assess collective efficacy for the Flemish context.

261 Investigation of the Validity of the Flemish Version of the Collective Efficacy

262 **Questionnaire for Sports (CEQS)**

Factor analyses. A Confirmatory Factor Analysis (CFA) conducted on the 20-item
 CEQS questionnaire, including the five subscales, for all 4,451 players and coaches, revealed

an inadequate fit with the data ($\chi^2 = 5620$; df = 165; p < .001; GFI = .87; AGFI = .84; RMSEA 265 = .09). We therefore conducted an Exploratory Factor Analysis on the whole sample (4,451) 266 267 players and coaches within all sports) to identify the structure underneath the 20 items of the CEOS scale. It has been established that the scree plot is a reliable criterion for component 268 269 selection with samples of more than two hundred participants (Stevens, 2002). The scree plot 270 suggested that two independent factors should be extracted which explained 61% of variance. 271 An item was retained to construct a factor when it had a minimum loading of .40, without 272 having a cross loading higher than .40 on another factor. This resulted in the deletion of three items from different subscales; the items "Be ready" and "Devise a successful strategy" were 273 274 deleted from the subscale Preparation, the item "Perform under pressure" was deleted from 275 the subscale "Persistence". The first component, accounting for 52% of the variance in 276 participants' responses, consisted of 13 items from the subscales of Effort, Persistence, 277 Preparation, and Unity. The second component included the four items of the CEQS subscale of Ability. 278

279 Intercorrelations between the subscales of the CEQS. In order to provide a better 280 insight into the underlying structure of the five subscales of the original CEQS, Table 3 281 presents the correlation matrix of all subscales of the CEQS scale. Cronbach's α coefficients 282 are provided in parentheses on the diagonal as estimates of internal consistency.

The internal consistency of all five subscales was high (all Cronbach's α 's > .83). As can be seen in Table 3, subscales 2, 3, 4, and 5 are strongly correlated (all r > .69). However, the Ability subscale is only moderately correlated (i.e., r < .60) with the other subscales. This confirms the previous EFA that this subscale measures something different than the other subscales.

288 The relation between CEQS and outcome-oriented team confidence. To
289 investigate the internal validity of the different subscales of the CEQS we explore the

relationship with five one-item measures of outcome-oriented team confidence. Table 4
presents all correlations between these five one-item measures and the five subscales of the
CEQS (Short, et al., 2005).

293 The outcome-oriented beliefs (i.e., winning/losing the game) correlate strongly with 294 the Ability subscale. Also, the item assessing the belief in obtaining a goal correlates more 295 strongly with the Ability subscale than with the other four subscales. The subscales Effort, 296 Persistence, Preparation, and Unity correlate only moderately with outcome-oriented team 297 confidence (all r < .49). The internal consistency of this newly constructed scale (subscales 2-298 5 of the CEQS) is very high (Cronbach's $\alpha = .95$). Additional analyses revealed high 299 correlation between the items: "I believe that our team will win the game" and "Our team 300 believes that we will win the game" (r = .80; p < 0.01).

301 The Observational Collective Efficacy Scale for Sports (OCESS)

302 The findings above make clear that the subscales Effort, Persistence, Preparation, and 303 Unity of the CEQS form a reliable measure of process-oriented collective efficacy. This 304 brings us to the second purpose of our study, namely to determine whether our newly 305 developed five-item OCESS can be considered as an adequate measure for process-oriented 306 collective efficacy. The Cronbach's α of the 5-item OCESS is .85, indicating a high internal 307 consistency.

Correlation with CEQS. Table 5 shows the correlations between the OCESS and the CEQS, including correlations with the full scale as well as correlations with the different subscales. In addition, the correlation with the process-oriented part of the CEQS (subscales 2-5) is reported. The results reveal high correlations between the OCESS and CEQS subscales 2, 3, 4, and 5, which together represent the process-oriented part of the CEQS (r = .79). In contrast, only a moderate correlation with the CEQS Ability subscale emerged. 314 Relation with demographic variables. In order to further test the validity of the 315 OCESS as measure of collective efficacy, we explored both convergent and discriminant 316 validity by comparing the influence of demographic variables on different scales. With regard to the convergent validity, we tested whether the OCESS and the process-oriented part of the 317 318 CEQS (subscales 2-5) are similarly related with the demographic variables. To examine the 319 discriminant validity, we tested whether the OCESS and the first subscale of the CEQS (as 320 measure of the outcome-oriented team confidence) are related with the predictors in a 321 different way.

322 We conducted three regression analyses with the different demographic variables as 323 predictors (see Table 6). The Ability subscale of the CEQS (presumably a measure of team 324 outcome confidence), the process-oriented part of the CEQS (subscales 2-5), and the newly 325 developed OCESS served as criterion variables. Because the large sample size (N = 4450) 326 goes along with an extremely high statistical power, we will consider only the significant relationships with a β -value above .20 (explaining at least 4% of the variance). The regression 327 328 analyses in Table 6 reveal that the different demographic characteristics have a very similar 329 relation with the two criteria that we consider as measures of collective efficacy (i.e., 330 subscales 2-5 of the CEQS and the OCESS). Both the place in ranking of the own team and 331 the playing level of the own team in the game of last weekend are significantly, and in the 332 same direction, related with the two collective efficacy scales, which supports the convergent 333 validity of our OCESS scale. By contrast, two different demographic variables, namely the 334 place in the ranking of the next game's opponent and the score of the first game against that 335 opponent, were significantly related to outcome-oriented team confidence. This differential 336 impact of demographic variables supports the discriminant validity of the OCESS scale.

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Discussion

The results of the present study question the internal validity of the measures currently used to assess collective efficacy. Two types of measures could be distinguished: processoriented collective efficacy (i.e., the confidence in the team's skills to accomplish the processes that could lead to successes) and outcome-oriented team confidence (i.e., the confidence in the team's ability to obtain a goal or win a game). Furthermore, our findings provide support for our contention that the developed five-item OCESS can be used as a valid measure of process-oriented collective efficacy.

347 First, the results of this study demonstrated that the internal consistency of each of the five subscales of the Collective Efficacy Questionnaire for Sports (Short, et al., 2005), as well 348 349 as the internal consistency of the full scale, was high. On the other hand, the originally 350 proposed five-factor structure showed only a moderate fit to the data. The Ability subscale 351 emerged as a separate factor with relatively lower correlations with the other subscales, and 352 with different relations with the demographic variables. This Ability subscale was found to 353 assess outcome-oriented team confidence, rather than process-related collective efficacy, 354 given its high correlations with the outcome-oriented one-item measures. The combined 355 subscales Effort, Persistence, Preparation, and Unity seem to constitute a measure for process-356 related collective efficacy. Both findings are in line with our hypothesis.

Second, the present findings suggest that the OCESS is a valid measure of processoriented collective efficacy in different team sports. First, the OCESS scale has a high internal consistency. Second, high correlations have been established with the four subscales of the CEQS that assess process-oriented collective efficacy (r > .68). In contrast, only a moderate correlation emerged with the Ability subscale. This indicates that the OCESS is a measure of process-oriented collective efficacy rather than a measure of outcome-oriented team confidence. The convergent validity of the OCESS was further supported by the similar

relations between demographic characteristics and both the OCESS scale and the process-364 365 oriented part of the CEQS. In contrast, these demographic characteristics had different 366 relations with the Ability subscale, supporting the discriminant validity, and providing further evidence that the Ability subscale of the CEOS does not measure process-oriented collective 367 368 efficacy beliefs that are congruent with Bandura's (1997) definition of the construct. 369 In addition, in this original definition, Bandura (1997) referred to collective efficacy as 370 "a group's shared belief". Nevertheless, previous research argued that the best way to capture 371 efficacy beliefs in questionnaires is by assessing the individual's perception of the team's 372 capabilities (Bandura, 1997; Myers & Feltz, 2007; Shearer, Holmes, & Mellalieu, 2009). It 373 should be noted that the OCESS contains items that express interaction or interpersonal 374 behavior (e.g., communicating tactically, encouraging each other). These behaviors can be 375 interpreted as "shared" behavior, and therefore align more closely with the original definition

376 of Bandura (1997).

Because all the items in the OCESS refer to behaviors that can be observed, this scale offers a starting point for the development of a continuous observational instrument of collective efficacy during a competitive game. Because this new measure of collective efficacy can be completed by observers, it has the potential to overcome the limitations of traditional questionnaires that have to be completed by the players themselves. Moreover, such observations allow assessing the dynamical changes of collective efficacy (e.g., in critical periods during a game).

Our study includes strengths and limitations, so the results should be interpreted accordingly. A particular strength of the study is the large sample size of both coaches and athletes, as well as the diversity of sport and competition level. Having such a large and diverse sample increases the applicability of the results to various sport settings. In addition,

the five-item OCESS offers a valid alternative to one-item measures for assessing collectiveefficacy in sport whenever time available for administering long questionnaires is limited.

390 A potential limitation associated with our study is the use of an online survey to gather the data, which resulted in participation of individual players and coaches rather than 391 392 complete teams. Because the 4,451 participants were active in 2,366 different teams, it was 393 not possible to establish whether these collective efficacy beliefs are shared within the team. 394 Collective efficacy is a group-level construct that is typically measured at the individual level and then, when appropriate, aggregated to the group or team level for subsequent analysis. 395 396 This study only measured collective efficacy beliefs at the individual level of analysis. Further 397 research is required to explore whether a similar pattern will be obtained at the group-level of 398 analysis.

A second limitation regards to the design of our study. Given our cross-sectional study design, we are not able to give evidence for the amount of stability or instability of the OCESS over time. Because the OCESS (in an observational form) should be able to capture changes in collective efficacy (e.g., during a game or between subsequent games), the measurement has to be sensitive for variations. On the other hand, given the stability of external and internal circumstances, we expect high test-retest-reliability. More clarity should be obtained with further studies.

Another suggestion for future research refers to the validation of the OCESS as observational measure of collective efficacy. The present manuscript provides the first necessary step in this validation process by demonstrating that the *self-reported* efficacy behaviors (i.e., the OCESS) are highly correlated with collective efficacy, as measured by the process-oriented part of the CEQS. Future work is required to complete the final step in this validation process, namely to establish a high correlation between the *self-reported* efficacy behaviors and the *observer-reported* efficacy behaviors in a real game setting (both assessed

by the OCESS). To obtain a high inter-observer reliability, it will be essential to define and
standardize the observation of the five behaviors for each specific sport, as well as to train the
observers in this behavioral assessment.

The findings of the present study contribute both to theoretical knowledge and to 416 417 coaching practice. First, the results provide clear insight into the conceptual distinction 418 between process-oriented collective efficacy and outcome-oriented team outcome confidence. 419 Hopefully, these findings result in more conceptual clarity in future collective efficacy 420 research. Furthermore, these findings have the potential to provide the basis for the 421 development of a dynamic collective efficacy measurement based on observations guided by 422 the OCESS. Such a measure could provide a better insight in the dynamic nature of collective 423 efficacy during a game and its relation with performance.

Second, this continuous measure would constitute an added value for the coaching practice by providing coaches with more insights into how to attain and maintain high collective efficacy standards within their teams. In addition to technical and tactical scouting, this mental scouting of players can become an essential tool to make important decisions in the course of a game.

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497 Sample characteristics

	Participants	<i>M</i> _{Age} (years)	<i>M_{Experience}</i> (years)	Team gender	Level
Coaches	1,258 (28%)	41.94	13.97	905 👌 (72%)	90 E (7%)
				353 ♀ (28%)	268 N (21%)
					613 P (49%)
					102 RG (8%)
					22 RC (2%)
					163 Y (13%)
Players	3,193 (72%)	23.92	14.21	1,915 🖧 (60%)	177 E (6%)
				1,278 ♀ (40%)	836 N (26%)
					1,733 P (54%)
					209 RG (7%)
					122 RC (4%)
					116 Y (4%)
Total sampl	e 4,451	29.01	14.14	2,820 👌 (63%)	267 E (6%)
				1,631 ♀ (37%)	1,104 N (25%)
					2,346 P (53%)
					311 RG (7%)
					144 RC (3%)
					279 Y (6%)

498 *Note.* \bigcirc = male; \bigcirc = female; E = elite level; N = national level; P = provincial level; RG =

499 regional level; RC = recreational level; Y = youth teams.

501 Sport specific sample characteristics

	Participants	Mage	<i>M</i> _{Experience}	Male team $(\stackrel{?}{\bigcirc}) /$	Function
		(years)	(years)	Female team (\bigcirc^{\bigcirc})	Players (P) /
					Coaches (C)
Basketball	1,959 (44%)	27.40	14.67	1,332 👌 (68%)	1,551 P (79%)
				627 ♀ (32%)	408 C (21%)
Volleyball	1,287 (29%)	29.77	14.35	521 🖧 (41%)	919 P (71%)
				766 ♀ (59%)	368 C (29%)
Soccer	589 (13%)	33.88	13.05	541 👌 (92%)	249 P (42%)
				48 ♀ (8%)	340 C (58%)
Hockey	127 (3%)	27.39	13.65	68 ♂ (53%)	110 P (87%)
				59 ♀ (47%)	17 C (13%)
Netball	118 (3%)	27.53	15.27	64 👌 (54%)	85 P (72%)
				54 ♀ (46%)	33 C (28%)
Handball	116 (3%)	29.64	13.67	80 👌 (69%)	76 P (65%)
				36 ♀ (31%)	40 C (35%)
Water polo	99 (2%)	26.93	13.40	84 🖧 (85%)	84 P (85%)
				15 ♀ (15%)	15 C (15%)
Rugby	84 (2%)	28.10	7.59	67 🖧 (80%)	60 P (71%)
				17♀(20%)	24 C (29%)
Ice hockey	72 (2%)	27.76	13.37	63 👌 (87%)	59 P (82%)
				9 ♀ (13%)	13 C (18%)
Total sample	e 4,451	29.01	14.14	2,820 🖒 (63%)	3,193 P (72%)
				1,631 ♀ (37%)	1,258 C (28%)

- 504 Intercorrelations between different subscales of the CEQS (Short et al., 2005). The
- 505 Cronbach's α coefficient of each subscale can be found on the diagonal in parentheses.

	Subscale 1	Subscale 2	Subscale 3	Subscale 4	Subscale 5
	Ability	Effort	Persistence	Preparation	Unity
Subscale 1 Ability	(.93)				
Subscale 2 Effort	.51**	(.83)			
Subscale 3 Persistence	.56**	.79**	(.83)		
Subscale 4 Preparation	.59**	.75**	.69**	(.84)	
Subscale 5 Unity	.52**	$.80^{**}$.79**	.73**	(.84)

- 508 Correlations between the subscales of the CEQS and five one-item measures of outcome-
- *oriented team confidence*

	Subscale 1	Subscale 2	Subscale 3	Subscale 4	Subscale 5
	Ability	Effort	Persistence	Preparation	Unity
I believe that our team will	.77**	.37**	.40**	.44**	.38**
win the upcoming game					
I believe that our team will	73**	34**	37**	41**	-,35**
lose the upcoming game					
I believe that our team will	.59**	.47**	.48**	.49**	.49**
obtain its goal in the					
upcoming game					
Our team believes that we	.75**	$.40^{**}$.44**	$.48^{**}$.41**
will win the upcoming game					
Our team believes that we	69**	35**	39**	43**	36**
will lose the upcoming game					
** <i>p</i> < .01					

512 The correlations between the five-item OCESS (both full scale and individual items) and the

513 *CEQS* (Short et al., 2005)

	Full	S 1	S2	S 3	S4	S5	S2-5
	CEQS	Ability	Effort	Persistence	Preparation	Unity	
Full OCESS	.78**	.51**	.75***	.68**	.68**	.75**	.79**
1. React enthusiastically when making a point	.51**	.27**	.55**	.45**	.46***	.50**	.54**
2. Have leader figures in the team who believe that we will win this game and express this on the court	.62**	.51**	.56**	.52**	.52**	.55**	.59**
3. Have both players in the game and on the bench who cheer enthusiastically	.61**	.37**	.62**	.56**	.51**	.60**	.63**
4. Encourage each other during the game	.64**	.36**	.64**	.57**	.53***	.65**	.66**
5. Communicate a lot tactically during the game	.66***	.45**	.57**	.57**	.64**	.63**	.67**

514 ^{**}*p* < .01

- 516 Regression analyses with background characteristics as predictors and CEQS and OCESS as
- *dependent variables. The significant beta values are marked in bold.*

	CEQS	CEQS	OCESS
	Subscale 1	Subscale 2-5	
Predictors	Team outcome	Collective efficacy	Collective efficacy
Tredictors	confidence		
	$R^2 = .391$	$R^2 = .180$	$R^2 = .130$
-	β	β	β
Player/Coach	.06*	.13***	.04
Sex	.03	06	10 ^{**}
Male/Female team	.01	.04	.05
Age	04	.02	.03
Years of experience	.01	.01	02
Team level	04**	10***	05**
Team tenure	.02	.05**	.06**
Place in ranking of own team	18 ^{***}	25***	25***
Place in ranking of opponent	33****	07**	02
Score of first game against	.20***	00	.00
same opponent			
Score of game last weekend	.03	01	00
Ranking opponent of game last	.04 *	02	.00
weekend			
Playing level own team game	.10***	.23***	.20***
last weekend	, LV		
$*_{m} < 05$ $*_{m} < 01$ $*_{m} < 001$			

 $p < .05^{**}p < .01^{***}p < .001$