

GEOGRAPHICAL LANDMARKS FOR DELIMITATION OF SPORT-CULTURAL SPACE DEFINED BY AMATEUR FOOTBALL IN CRIȘANA AND MARAMUREȘ (2011-2016)

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Abstract: The definition of a cultural-sports space is based on a background determined by geographic elements as the basis for reporting peculiarities of quantitative and qualitative amateur football. Thus are analyzed on a series of five years, and which come synthesized on the map of amateur football of the analyzed administrative space. Study area overlaps historical provinces of Crișana and Maramureș, in the territory of Bihor, Satu Mare, Sălaj and Maramureș counties. The counties are notable through particularities in a level of internal organization of amateur football, physical-geographical specific conditions, number and type of localities, demographic potential, etc. Interacting factors mentioned are reflected in the extension or range reductions to practice the most popular sport and which in turn reflects the socio-economic status of the county, commune and village. Alongside the dynamic component determined by representation of the defining elements during the 5 years (number and type of locality, number of teams) in conjunction with the type of Administrative Territorial Units, the number of inhabitants, representative is full "*traditional*" football amateur level counties determined by the index representation of the town/village by this sport.

Key words: cultural-sports space, amateur football, Crișana-Maramureș, "*traditional*" map,

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INTRODUCTION

A study on the practice of amateur football largely reflects socio-economic level of development of the administrative territorial units (counties, towns and commune) (Bale, 2000; Ilieș at al., 2014a; Kozma, 2014). The four analyzed counties are Bihor, Sălaj, Satu Mare and Maramureș, which are also part of two historical provinces Crișana and Maramureș ([Main map](#)).

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Physical-geographical conditions of each county, are specific features (mountains, hills, plains, valleys corridors) and is reflected strongly alongside technical infrastructure (especially roads) in the organization of competitions (levels and series). The proposed research aims amateur football associations organized at county level, in two-three levels and structure depending on this factors. Equally, the number of inhabitants by commune and village is an important indicator, which together with their economic situation usually reflects the number of teams/players and competition level. Equally, the political factor (mayor and local council) has a major impact on the existence and stability of a club/association football profile. The string of data analyzed includes the last five editions of the championship (2012/2013 to 2016-2017) organized by the county associations in the field.

GEOGRAPHICAL AND ADMINISTRATIVE BACKGROUND

The physical-geographical component by type of relief (plains, hills, mountains) and its morphology (corridor valley, pronounced fragmentation etc) in conjunction with technical infrastructure plays an important role in the organization and structuring competitive. In those four counties, each of which has its own peculiarities in part it is.

Bihor county ([Main map](#)) is configured in increments of a relief whose altitude decreases from west to east, with mountain valleys that separate units and which orientation and morphology influences the degree of accessibility between towns. Movements between localities in the valleys of the mountains and hilly area involves additional effort on the costs and travel time. The longest distance between the extremes of "football" county is the axis Valea lui Mihai-Ștei, with a length of over 170 km. This led to the establishment of the 3 series in five league level grouped by river basins. In terms of demographic aspects, Bihor is the most populous county with a total of 575,398 inhabitants³ (figure 1), distributed at the level of 101 Local Administrative Units (LAU) (10 cities and 91 municipalities) with a total of 457 localities. Excluding the 10 cities and towns in rural areas resulting an average of 4.7 villages/communities (figure 2) with a population of 3,213 inhabitants rural/village and 681 inhabitants/village (figure 3).

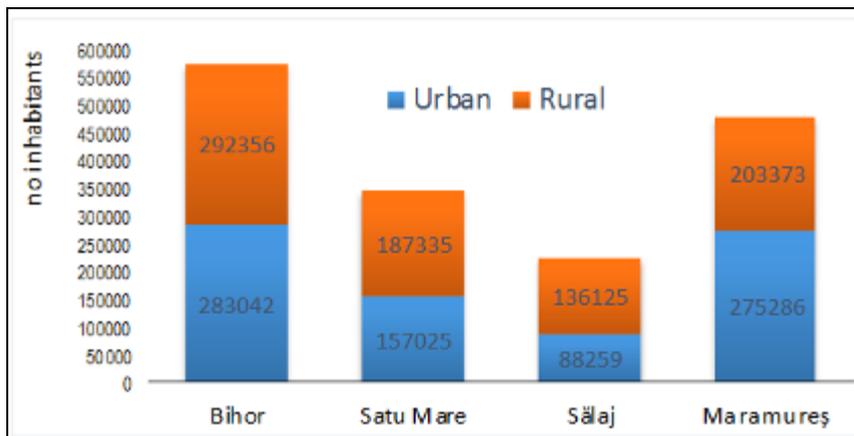


Figure 1. Number of urban and rural inhabitants by counties ¹

Satu-Mare County ([Main map](#)) with a dominant relief of plains and hills, is the most advantaged in terms of relief conditions. Moreover, a dense network of roads facilitates access shortest version between almost all county towns. With a population of just 344,360 inhabitants³ (figure 1) distributed in the 6 cities and 58 communes is far below potential of Bihor County. The county has a rural demographic potential reflected by an average of 3.0 villages by commune

¹ www.insee.ro

(figure 2), with a potential demographic the average of 3,175 inhabitants/commune and 932 inhabitants/village (figure 3). With a larger population in the hearth of the villages, Satu Mare County is the most important in the amateur football level through the number of teams and competitions organized (figure 4). There are numerous communes with more than one team, sporting event between villages is extremely obvious.

Sălaj County (Main map) with a hilly and fragmented apparently falls into the category of accessible. In reality, the county is "cut" into two geographical entities by Meseş Mountains whose morphology is reflected in spatial structuring five leagues. A seemingly easy road system (low quality) plan is reflected in the territory by the long road detours between municipalities apparently close. Under a demographic aspect it is the smallest county with a total population of 224,384 inhabitants³ (figure 1) only distribute at 4 towns and 17 localities of them in urban areas and 286 villages belonging to 57 communes in the rural area. With an average of 5.01 village/commune (figure 2), county lowest demographic consists of an average of 2,388 inhabitants/commune and 476 inhab./village (figure 3).



Figure 2. Number of villages by commune (average) in 2016²

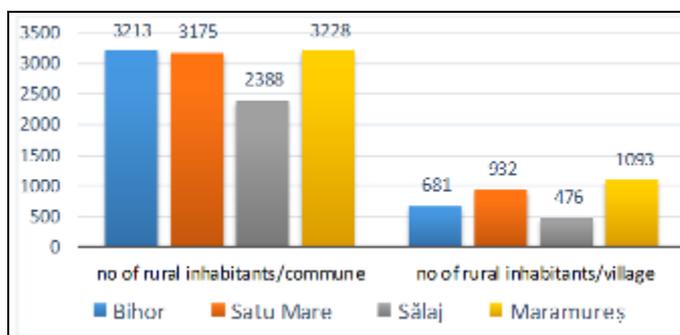


Figure 3. Number of inhabitants (from rural populations of county) by commune and village in 2016³

Maramureş County (Main map) the second largest with 511,828 inhabitants³ (figure 1), is the most complex of physical-geographical aspect. With a mountain unit Ignis-Gutai-Țibleş (over 1000 meters' altitude) separating the county into two morphological entities, Maramures County operates basically two areas. One northern, bunked by Maramures Land drained by Iza, Vişeu and Tisa valleys where access between localities here on two parallel valleys is sometimes difficult. The situation is as complex in the south, where three ethnographic areas Codru, Chioar and Lăpuş are well delimited and have poor accessibility. The distances between extreme settlements in both cases are over a hundred km (north Remeţi-Borşa, Seini-Suciu de Sus south). Hampered accessibility determined the structure of amateur football in series with the phrase south and north. For example, Borşa-Ulmeni distance is 200 km, which for amateur football means a "barrier"

² www.insee.ro

³ www.insee.ro

working hard to overcome. In demographic terms the county's population is distributed in 13 cities and towns and 63 communes, each with an average of 2.95 villages/commune (figure 2), particular mountain counties. A rural population with average of 3,353 inhabitants/commune and 1,136 inhabitants/village (figure 3), Maramures County through a gathered structure of villages and many common bi-cellular and mono, has the most important potential demographic village. The most important barrier remains the physical-geographical. The geographical area of the 4 counties (*Main map*) is divided administratively at the level of 33 cities and towns and 270 communes. In total, there are 1,223 villages out of which 33 cities and towns, 88 "urban" villages (belonging administrative cities) and 1,102 villages (270 villages joint centers and 832 villages). Thus, urban areas include 121 settlements (9.9% of the total) and rural areas with 1,102 villages (90.1%).

METHODOLOGY

Based on specific (Bale, 2003; Witherick & Warn, 2003; Voiculescu & Crețan, 2005; Augustin, 2007; Cocean & David, 2014; Ilieș et al, 2014a) and interdisciplinary literature (Buhaș, 2015; Dragoș, 2015; Ilieș et al. 2016) in this study the triptych, where, why and how? is based on statistical analysis and spatial analysis methods applied between the most obvious being the graphs and maps (Bailey, 2009; Ilieș et al., 2015a). Specific literature (Bale & Gowing, 1976; Bale, 1998; Conner, 2014; Ilieș et al., 2015b; Kozma et al., 2015) shows that a spatial analysis of the sport phenomenon (Giulianoti, 1999; Gaffney, 2014; Kozma et al. 2016; Szabo-Alexi et al., 2016) can be achieved following: identification of physical and economic-geographical factors (Maguire, 2014; Ziolkowska, 2015;) that influence the organization and conduct of sports activities on the one hand; shaping the socio-economic effects of sports activities on local communities on the other hand. Each type of approach (Shobe, 2008; Kozma, 2014; Ilieș et al., 2014b) can be taken in detail on the structural components or synthetically, by aggregating all the factors involved in territorial system (Ianoș, 2000) defined structure and design of sports phenomenon (Bale & Vertinsky, 2004).

THE ANALYTICAL COMPONENT

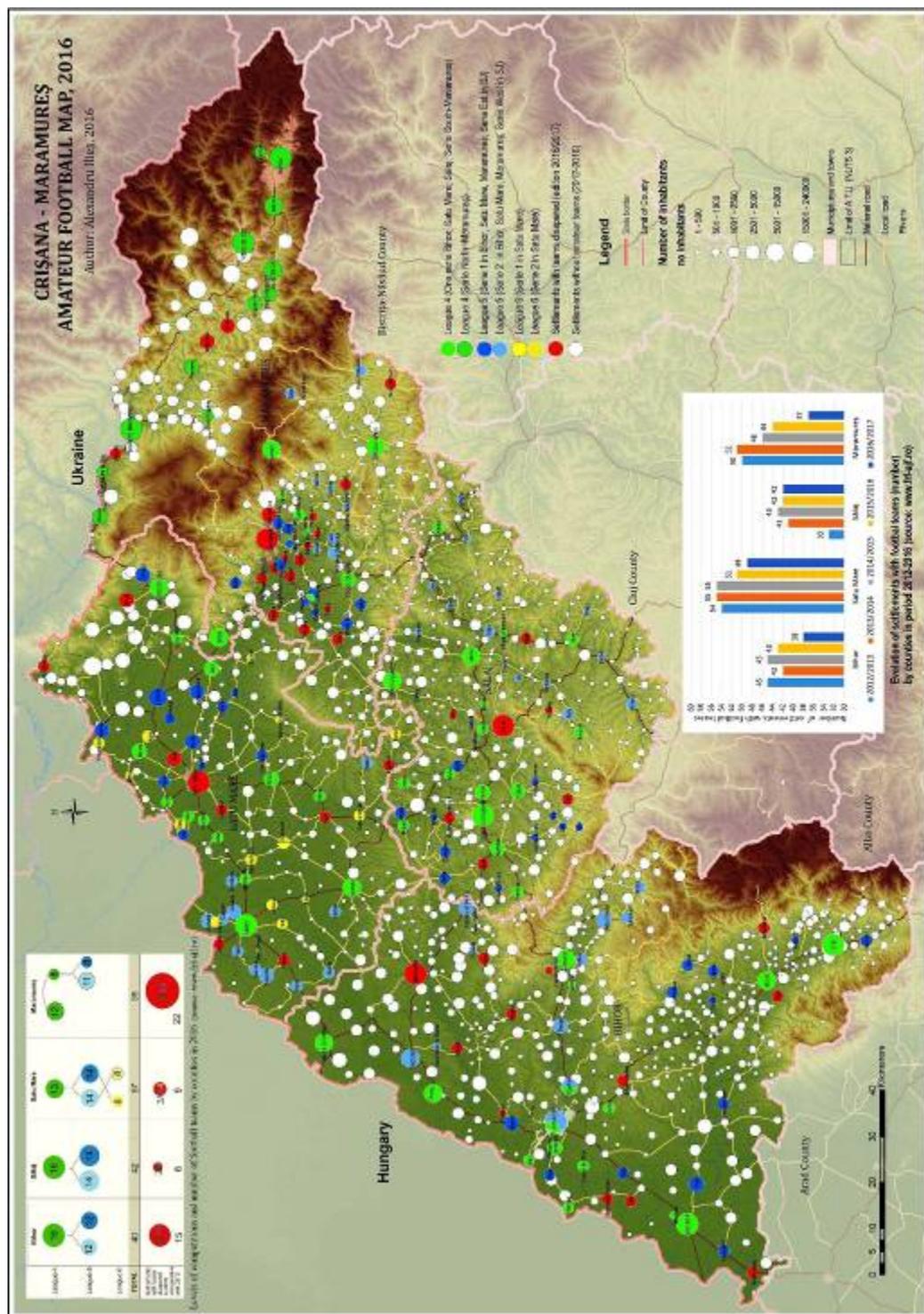
Competitive organizational structure

Under the influence of physical-geographical framework, organizational structure of competitions of amateur football is different in each of the four counties (figure 4), under the following aspects: number of levels, and structuring the series level. In each county, the organizational forum is the County Football Association which is affiliated to Romanian Federation of Football. As forms of organization in the 2016/2017 competition, Bihor County (40 teams) and Sălaj (42 teams) have two relatively similar levels of organization (a series of League 4, two series of League 5) and number of teams (figure 4).

	Bihor	Sălaj	Satu Mare	Maramureș
League 4	16	16	13	12 / 8
League 5	12 / 12	14 / 14	14 / 14	11 / 8
League 6			8 / 8	
TOTAL	40	42	57	39
Settlements with teams disappeared in 2016 comparative with 2015	4/11 15	2/4 6	3/24 9	8/14 22

Figure 4. Levels of competitions and number of football teams by counties in 2016⁴

⁴ www.fr-f-ajf.ro



(Main map). Crișana-Maramureș, amateur football map in 2016^{5 6}

⁵ www.insee.ro

In Maramureș County, League 4, due to physical-geographical conditions has two series, and two series in League 5, only in the south of the county. In Satu-Mare county, amid the greatest number of teams (51) and without significant physical-geographical barrier, there are 3 levels: Elite, League 4 with two series, both with junior teams and League 5 with two series.

Specific infrastructure determined by relations between LAU and number of teams

Regardless of the physical-geographical conditions, which of course plays an important role in the quality of the playing, an important aspect to note is derived from the existence of a similarity between the number of teams and the number of playgrounds. Looking at the space, there are two situations:

a.) The number of field/settlement exceeds the number of teams by eliminating a large number of these from one edition to another. Comparing the last two editions we note regression in all 4 counties, highly stressed in Bihor and Maramureș.

b.) A second situation resulting from the use of the same sport base by one or more teams that might be in the same settlement or not. Examples are: Sighet, Oradea, Oșorhei, Budureasa, Tășnad, Ardud, Borla, Satulung etc.

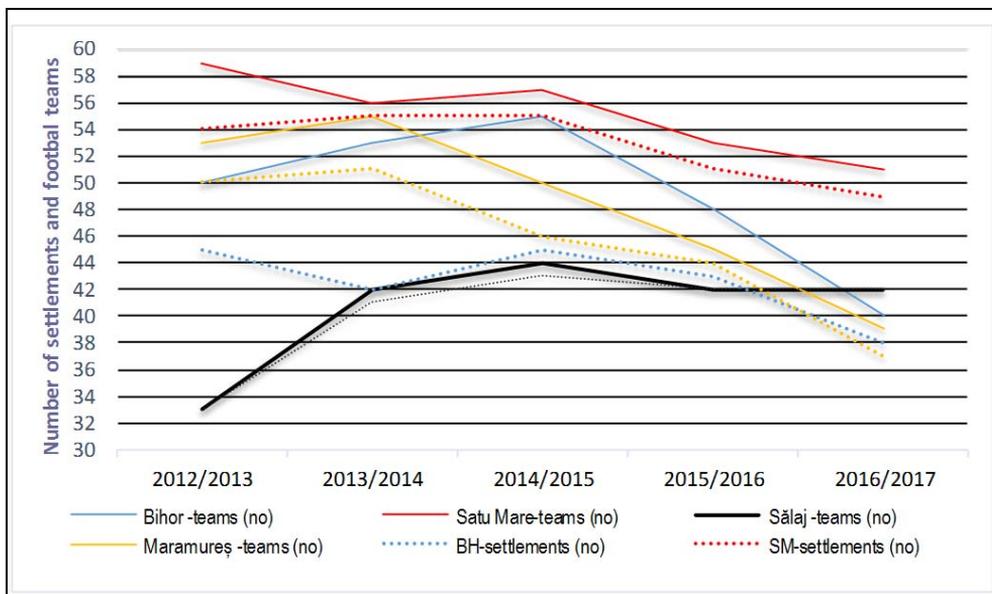


Figure 5. Evolution of football teams (number) and settlements with teams (number) by counties in period 2012-2016⁷

Unfortunately, the latest edition of the championship, with the lowest number of teams in the entire study area (172 teams), reveals that there are a large number of sports field abandoned or preserved by the disappearance of 34 teams and 23 localities from the map of amateur football in the range 2012-2016. In the analyzed period, the largest fluctuations at team level and locality was registered in Bihor (-15 teams; -7 localities) and Sălaj (-11;-10), the other two counties being relatively stable: Satu Mare (-4;-6), Maramureș (-4;-2)

Analyzing the trend of the data string (2012-2016) at infrastructural level (figure 5), an ascendant trend is recorded only in the Sălaj county, where the number of teams and localities increase with 9, in both cases. Maramureș registers the biggest "dropout rate" of a sports resulting

⁶ www.ffj-ajf.ro

⁷ www.ffj-ajf.ro

from the analysis of the two indicators (-14 teams; -13 localities) while in Satu Mare 5 localities and 7 football teams have disappeared from the map and in Bihor 10 teams and 7 localities. Starting from the idea that the number of the "disappeared" localities respect faithfully the abandon of the sport basis, situation resulting that Maramureş is placed in the first position (-13 localities), as opposed to Sălaj, where they appeared in this period not less than 9 localities (figure 6). This phenomenon is the result of the economic potential of each locality correlated with "political will" of local authorities as evidenced by the comparison of the last two editions of the championship, which were intercalated between local elections. Many localities, with the new administration had abandoned local amateur football, the most relevant being Maramureş (-7 localities; -6 teams) and Bihor (-5 localities; -8 teams).

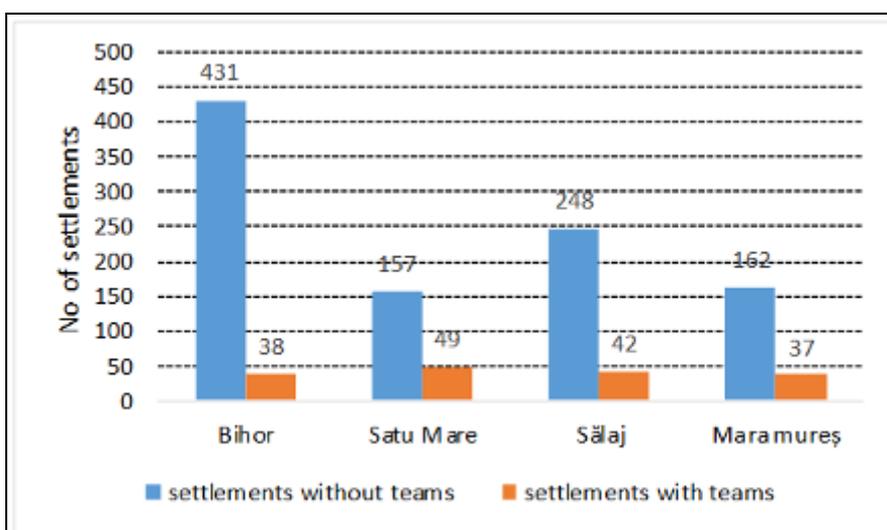


Figure 6. Number of settlements with football teams by total number of county's settlements (2016)

The demographic component and the relationship between type of LAU and number of teams

At the level of amateur football an important role in the existence of a football team at a commune/village is played by the support of local authorities (financial support and infrastructure). Typically, the municipalities (in the countryside) provide most of the necessary elements for the functioning of a football team plus material or financial support of local sponsors. Studied area overlapping administrative territory of 4 counties totaling a population of 1.6 million inhabitants (8.1% of the population of Romania) trend is a relevant sample for amateur football in terms of socio-economic and sports impacts. Bihor county is the biggest with 575,398 inhabitants, and the smallest is Sălaj with 224,328 inhabitants (figure 1). Regarding the rural population, we note (figure 1) that only Maramureş county has a mostly urban population (57.5% with 13 cities), the other three being the dominant rural important aspect of this study. If Bihor County has nearly 300,000 rural inhabitants, we can observe that in the county Sălaj, their number reached only 136,125 inhabitants. Demographic values support our reproach by indicators generated by the report number of populations/commune and population/village, which in turn is reflected in specific indicators as the number of potential players and real number of teams supported etc.

The report of *inhabitants/commune* and *inhabitants/village* is a relevant indicator to reflect the demographic potential of each administrative entity. At the county level we note an average of 3,200 inhabitants / commune for three counties, only Sălaj having an average of 2,388 inhabitants/commune (figure 3). This indicator at commune level is also relevant through the fact that usually amateur football is supported by local administration. At a village level the situation is

slightly different reflecting also the type of village adapted to physical and geographical conditions (plains, hills, mountains). The biggest villages are in Maramureș with an average of 1,093 inhabitants/village, in this county and in the report number villages/commune being the lowest (3.0) reflecting the character of many unicellular commune, especially in Maramureș Land. The smallest villages are in Sălaj County (figure 3) with about 476 inhabitants/village with the highest degree of administrative fragmentation 5,0 villages/commune. With a close index is Bihor County (4.7), although it is the largest in terms of demographic aspects, the villages are small with an average of 681 inhabitants/village.

Amateur football is a reflection of the dominant demographic and economic potential in rural areas. Out of the 166 localities that had football teams in the amateur championship (senior) between 2012-2016, a total of 134 localities were representing the rural area. At the same time 32 cities (out of 33) of the 4 counties had at least one team engaged in the competition. The only city that was not reflected in the 5 years was Baia Sprie (about 10,000 people) in Maramureș County.

The index of attractiveness of amateur football reflects the interest of a local community and thus the represented community for the *sport king*, which is manifested at this level through the local community's desire to be represented at county level. Under the mental aspect, the football teams in communes/villages are major regional ambassadors and these competitions are more often an opportunity to highlight the *"local pride"* and *"being better"* to neighbors. Sport in general and football in particular offer a sporting chance, on a sports field, for competition between two local communities in the spirit of fair play. The proposed formula for this indicator includes the analytical elements: the number of inhabitants, teams and years in the analyzed series.

In most situations, the football team is in the village-center of the commune, but the representation decreases when the degree of administrative fragmentation (number of villages) of the commune grows. Regional average shows that 53% of the villages center of the commune, from the studied area have at least one football team, but with differences on counties. Most of the villages center of communes with a representation on the amateur football map are in Satu Mare (68%) and Sălaj (61.5%), while the opposite is Maramureș (46%) and Bihor (36.3%). At a village level, other than commune residences, versus and overall average of 14 villages, most are in Maramureș (19) and Satu Mare (15) and fewest in Bihor (10) and Salaj (12).

Equally, correlated with local economic potential and the willingness of local administration to be represented commune/village by amateur football, we propose a representation indicator at a LAU level, and through which follows the territorial distribution of *"representation"* concurrently, regardless of the competition level on villages. Thus there are:

- a.) two or more teams in one locality of LAU;
- b.) two or more teams distributed at the village center of LAU and villages;
- c.) two or more teams that don't represent village center of LAU but one or more villages;

Sălaj County (*Main map*). Across the four analyzed counties, the most unitary/single cell is Sălaj, where over the five years of analysis there were only two teams in the village of Borla (two editions). At the last edition of the championship (2016/2017) the 42 teams (16 from League 4; 26 from League 5) were representing the same number of localities (*Main map*). In rural areas, from 39 teams, 32 were representing village center of commune and 7 villages (Gâlgău Almașului, Tihău, Cosniciu, Gârceiu, Tusa, Ban Derșida). Compared to the previous edition of the championship, in the county Sălaj map of amateur football have disappeared two villages: Jac and Giurtelecu Hododului, but appeared in exchange, five new villages: four village center of commune (Cristoț, Năpradea, Sâg and Carastelec) and a village Ban (commune Bănișor). Currently, amateur football is represented:

- in 36 communes with one team and 3 communes with two teams (Crișeni, Sâg and Bobota);

- at the level of 4 communes where the team is not in the village center of commune: Gâlgău Almașului (Bălan commune), Tihău (Surduc), Cosniciu (Ip) și Ban (Bănișor).

The representation index of the commune/village through amateur football reflects the continuity of a team/village or more, on a string of at least 5 continuous competitive years in

relation to the number of villages in the commune (figure 7). Out of the 47 villages represented in 2012-2016, a total of 26 villages have continuity of 5 years and 11 villages of four years, representing the "tradition" of Sălaj amateur football. The only traditional village which is not found in the latest edition of the championship is Someș-Odorhei (after 6 consecutive seasons). Four other villages have a continuity of 3 years which: Dragu and Horoatu-Crasnei past 3 consecutive years (a tradition begun). In the category of traditional communities can also be included the 3 towns Jibou, Șimleul Silvaniei and Cehu Silvaniei.

Maramureș County ([Main map](#)) can fall into the category of fluctuations for the data stream analyzed. Except the traditional 12 cities in amateur football (Baia Sprie disappeared) during the 5 analyzed editions on the Maramureș amateur football map (out of the rural area) enrolled 49 villages representing 29 commune (46.0% of total; 63 communes). Over the 5 years of analysis, only 3 villages had more than one team simultaneously: Satulung three teams and two teams in Săsar and Coltău, and 19 represented villages weren't commune centers.

At the current edition of the championship (2016/2017) out of the 36 represented localities, 7 were in the urban area (in proper cities) and two urban settlements (Nistru and Satu Nou de Sus). Out of the 27 villages representing the rural area, a total of 17 villages were commune centers and 9 component villages. We remark, that the only Maramureș village with several teams simultaneously is Satulung, with a team in L4 and two teams in L5. At the commune level, Satulung has the best representation with 5 teams in 3 villages; Copalnic Mănăștur 3/3; Groși 2/2, Mireșu Mare 2/2. It should be noted that the two cities, although they don't have representative teams, but are represented at the level of component settlement: Nistru (Tăuții Măgherauș) and Satu Nou de Sus (Baia Sprie).

The index of representation of the commune/village through amateur football at the level of the analyzed string, highlights the fact that "football tradition" in Maramureș county, out of the 61 represented localities (figure 7), has a continuity of 5 years in 28 (45.9%) localities. In the village Satulung, continuity is supported by two teams and by 3 in the last editions, and at the commune level 4 teams from 3 component villages (Satulung, Pribilești and Mogoșești). In the other 13 communes (21.3%) continuity is ensured by participation in four consecutive editions, but with two groups with different directions. A group of four continuous years of traditions in the last four editions (Bogdan Vodă, Dumbrăvița, Lăschia and Groși; 3 commune centers and a component village).

A second group, present for 4 years, but without continuity and representation in the current championship edition, consists of localities Rozavlea, Strâmtura, Sarasău, Fărcașa, Săsar, Baia Mare, Cernești, Ferneziu and Sălsig (a city, 6 commune centers, an urban neighborhood and a component village).

Those, with "incipient tradition", for 3 consecutive years and with a presence at the last edition are other 3 villages (Satu Nou de Sus, Remetea Chioarului and Băiuț). To these are added still with 3 editions, but without any presence at the last edition in 3 other places: Suci de Sus și Ardușat. Adding the two traditional categories (3 and 4 being present, including last edition) in the area of Maramures, traditional amateur football is present in 32 villages (52.4%) and in 13,3% out of 240 localities of the county (figure 7).

In urban area, at the last edition out of the 13 cities, 9 urban localities are being represented, depriving Baia-Mare, Baia-Sprie, Tăuții Măgherauș, and the team from Ulmeni has been promoted to League 3. To these, two component villages are added: Nistru (Tăuții Măgherauș) and Satu Nou de Sus (Baia Sprie). At a team level, the urban areas are represented by 11 clubs (30%) out of the total of teams which have entered to the last championship edition.

Compared to the previous edition (2015-2016), Maramures football space shrank by forfeit, with 10 cities (30%) and a similar number of teams including two from Baia Mare and its quarter Ferneziu. The rural area lost 8 villages and 8 teams including 6 commune centers. The cities Sighetu Marmăției and Borșa had a comeback in amateur football starting with the last championship edition.

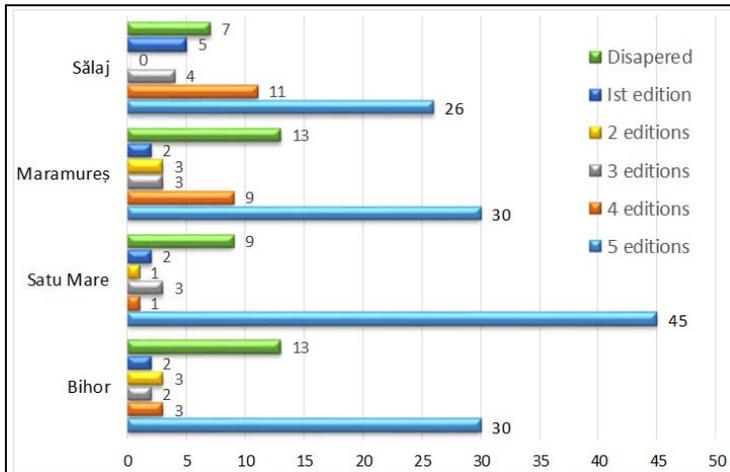


Figure 7. The structure of "traditional" football map by counties according with number of presences of teams/settlements in local amateur sporting events in period 2011-2016⁸

Satu Mare County (*Main map*) through the number of represented localities, both during the analyzed string, and the last edition of the championship, is the most representative. It is the only county out of the four analyzed with organizing competitions on 3 levels (Elite, L4 and L5; figure 4). Out of the 207 existing settlements in the administrative structure of the county, amateur football, in 2012-2016, comprised a total of 61 localities (29.4% of total) of which 6 cities (9.8%), 40 villages centers of commune and 15 component villages without administrative status (24.6%).

Urban area includes 3 component villages: Dumbrava (Livada), Sătmărel (Satu Mare) and Mădăras (Arduș), mentioning that Satu-Mare is not represented at this level (has a team in League 2) and the other two cities have representation at locality level. Other 12 villages belong to 9 communes, but noted that two of them don't have teams in the residence villages, the represented being done at a component village level: Babța (675 inhabitants) in the Bogdand commune; Cărășeu (1,071 inhabitants) and Lipău (514 inhab.), both from the Culciu commune. A total of seven communes have, with the 7 teams from the resident village, a number of 9 teams in other component villages: Decebal (1,049 inhab.) and Oar (1,598 inhab.) in the Vetiș commune; Moftinu Mare (900 inhab.) and Domănești (1,087 inhab.) in the Moftin commune; Lucăceni (1,478 inhab.) in Berveni commune; Marna (307 inhab.) in Sanislău commune; Ghenci (1,193 inhab.) in Căuș com.; Bercu (590 inhab.) in Bercu com. and Dara (1,196 inhab.) in Dorolț com.

Compared to the last edition, the Satu-Mare football cultural-space has shrunk with two localities, from 53 to 51, the situation being similar with the team level which has also shrunk from 51 to 49 (figure 5). The maximum extension was in 2012 with a representation at 59 localities with 54 teams, followed by a continuous areal restriction, the small area was in 2016 at least 51 localities. Basically, now (2016), the urban area is represented by 8 teams distributed in five towns and three villages, and the rural area by 45 teams out of 33 villages commune center and 12 villages without administrative status. Among the component villages, stand four small villages with a representation at L4 (including junior teams): Babța (675 inhab) and Lipău (514 inhab), and League 5 level: Bercu (590 inhab) and Marna with 307 inhab.

The index of representation of the commune/village through amateur football at the analyzed string level highlights the fact that "football tradition" of Satu-Mare (figure 7) is the most stable out of 61 localities represented in the analyzed period 45 (73.8%) have 5 presences and one, 4 presences (Lucăceni). In the same trend there are other 3 localities with presences in the last three editions (Carei, Lipău and Halmeu) and two newly created: Dara and Homoroade. Adding

⁸ www.frf-ajf.ro

the localities with 3, 4 and 5 presences, we note that county Satu-Mare's amateur football traditionalism by stability at 80.3% of villages, represented and 24% of total localities in the county. Commune centers villages Botiz, Urziceni and Petrești has disappeared last edition after a continuous course of 3-4 years.

Bihor County (*Main map*) the largest territorial and demographic largest of the four analyzed. In terms of administrative organizations, at the 429 villages from the rural areas (93.6% out of total) we add 10 cities and 17 component localities, therefore representing urban areas.

Bihor amateur football map drawn over the five analyzed years include 53 localities out of which 10 towns, 34 villages and centers shared only 9 villages without administrative function. Contrary to expectations, the level of this county, only 11.6% of localities have considered football a means of promoting local representation, being at the same level with the Sălaj County under numeric aspect and on the last position out of the 4 analyzed in terms of weight. Compared to the extreme, the number of localities withdrawn from football is 7 and 17 being the highest value of the four counties (figure 5). Over the analyzed period only five LAU's had two teams in the localities Biharea, Lugașu de Sus, Budureasa and Oșorhei. Oradea had in the editions 2012-2015 a number of 7 teams (3 in L4 and 4 in L5). At the current edition Oradea and Oșorhei only have two teams distributed in L4 and L5. Joined to the 34 villages centers of commune and 10 cities other towns have contributed to the social-sport space in Bihor: Căuaceau (Biharea commune), Cheresig, (1,090 inhab; Toboliu commune), Cordău (1,378 inhab; Nojorid) Pădurea Neagră (553 inhab; Aleșd) Sânnicolau de Munte (943 inhab; Săcuieni), Tărian (2,106 inhab; Girișu de Criș), Valea Cerului (394 inhab; Suplacu de Barcău) Voivozi (1,500 inhab; Popești). Out of these, two localities belong to towns and out of the 9 villages, 4 (Cheresig, Livada, Tărian and Gurani) were representative for certain communes (Toboliu, Nojorid, Girișu de Criș and Pietroasa) without existing teams in the village center of commune. Currently (2016), compared to the previous edition (2015) the number of represented localities dropped from 43 to 38 (-5) and teams from 48 to 40 (-8). Out of the 38 localities, the football map includes for the edition 2016/2017 at an urban level 8 out of 10 cities, Marghita and Nucet being without offices, and Oradea has two teams (the L4 and L5) and Sânnicolau de Munte as a component locality of the city of Săcuieni. Out of the 31 villages, 27 are villages centers of commune and only 4 are component villages (Livada and Gurani the L4; Tărian and Valea Cerului in L5). At ATU level, only Oradea and Oșorhei have two teams, in rest this single cell representation is dominant.

The index of representation of the commune/village through amateur football at the level of the analyzed data string which shows a stability at the level of 30 localities (57% out of total) with participation to all 5 editions. To these are added 9 teams with 4 editions, and only 3 from the same category continue today (figure 7). With other 3 presences are other 3 localities which we find in the present. Cumulatively, we consider that 39 settlements outline the map of the traditional Bihor football. With high perspectives are 3 other localities with two participations (Bratca, Paleu and Săcuieni) and the 2 newer ones in Gurani (two editions) and Valea Cerului (first participation). From the ones that were deleted out of the Bihor football map after 3-4 consecutive editions are: Batâr, Cheresig, Cefa, Brusturi, Lugaș, Marghita, Hidișel, Avram Iancu and after 3 editions: Finiș, Josani (Căbești commune), Sânnicolau Român, Voivozi and Budureasa.

CONCLUSIONS

The map of amateur football is drawn by 224 localities (18.4% out of total). Out of 33 cities, Baia Sprie is the only town without representation on the analyzed period. On the assembly of the geographical analyzed space, the championship editions 2013/2014 and 2014/2015 have included the largest number of localities (189) and teams (206), opposite being the actual edition 2016/2017 with only 166 localities and 172 teams. Minimizing the areas of representation of amateur football is evident in rural areas, especially in Bihor and Maramureș. Surprisingly, Sălaj County, with potential economic and demographic ranked lowest, by an average of 40.6 and 40.2 the number of team's localities is evidenced by the stability level of representation. Out of the 255

localities that make up the area of amateur football map of the 4 counties on the analyzed period, a total of 144 represents the "tradition" of the sport, reflected by continuity by 5 editions (128 localities) and four consecutive editions (19 localities).

Through this study we showed the relationship which exists within the physical-geographical representing static component type support of the dynamic defined by football competitions, which in turn, through peculiarities generated by the number of the teams, number of the represented localities, the type and the level of the competition, define the cultural-sport space and the amateur football map.

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