

Chapter III

Data Presentation and Analysis

This chapter presents the data analysis of the study, which is intended to answer the statement of the problems. The writer presents the result of the study obtained from the observation and recorded data. Since the study is using a descriptive qualitative method, the analysis would describe the jargons used by Softball Athletes in East Java including the situation in which it was used. Furthermore, the data were analyzed by using some related theories as stated previously in chapter II.

This chapter is divided into two sections: 1) terms used by Softball Athletes; and 2) the percentage of how often the jargons are being used.

3.1 Terms used by Softball Athletes in East Java

In this part, the writer will present and analyze the terms or jargons used by Softball Athletes in East Java. The data in the form of words and expressions presented here have been classified according to the classification of certain situation. Based on the research, the writer divides the terms used by Softball Athletes in East Java into 4 categories. Those categories are classified in terms

of equipment, rules, techniques and players. Those categories of the particular terms will be set into examples of the dialogues, tables and explanations. The writer used the capital letter D to represent the dialogues.

3.1.1 Terms of Equipment

The softball Athletes in East Java use these terms as in table 1 when they talk about the equipment used by the Athletes. The examples of the terms are shown in **D2**, **D8**, **D11**, and **D14** below.

D2:

A: Mas, perasaan kalo ambil jatah mukul pasti bagus-bagus aja deh, koq pas main ga impact ya mukulnya.

(..., when I am about to bat, I feel like I do not have any problems with it. But when I was playing the game, there is no impact on batting.)

B: sebenarnya gimana caranya kamu konsen mukul bola yang strike aja. Fokus ke satu titik aja. Jangan ngotot, kalo ngotot bola ball pun pasti kamu ambil.

(Actually, all you have to do is just concentrate on the strike only. Focus on one point. Do not force yourself. If you do, you will take the ball also.)

A: iya nih, abis *bat* nya ga ada yang cocok.

(I guess so, maybe I do not find the right *bat*)

C: alasan aja tuh..emang ga bisa mukul aja kamu hehehe

(To many excuses. You just can not make a hit hehehe)

D8:

A: *glove* mu kayaknya udah ga layak pake deh, kamu punya cadangannya kan?

(It seems your *glove* does not fit you anymore, you have a *glove* reserve, do you?)

B: Ada sih, tapi masih kaku.

(Yes I do, but it is still stiff.)

A: oh ya udah, sering dipake terus aja yang baru.

(Okay, why don't you wear it as often as possible.)

D11:

A: mbak , *glovenya* ga diganti tuh? Beli yang baru knapa!

(..., don't you want to change the *glove*? Why don't you buy the new one!)

B: pinginnya sih, tapi ga ada duitnya. Mau beli *spike* aja belum bisa.

(I am planning to, but I am so broke that I can not buy a *spike*.)

A: yah tapi kan butuh. Biar pas main ada cadangannya.

(Yes, but you need it. So you will have a reserve whenever you play the game.)

D14:

A: sliding ku tadi bagus ga?

(My sliding was good, wasn't it?)

B: yang mana? Yang di *base* dua atau yang di *base* tiga?

(Which one? On the 2nd *base* or the 3rd one?)

A: dua kali ya? Yang bagus yang mana?

(Twice huh? Which one is better?)

B: kayaknya yang di *base* dua deh. Soalnya kelihatan spontan.

Yang di *base* tiga jelek.

(I think the one on the 2nd *base*. It looked spontaneous. You had a bad slide on the 3rd one.)

Table 1 shows the four terms of equipment used: *glove*, *bat*, *spike*, and *base* along with the source of data. See **D9**, **D18**, **D21**, **D22**, **D24**, **D26**, and **D30** in the Appendix.

Table 1: Terms of Equipment

No	The Terms	Source of data
1	Glove	D8, D11, D18, D21, D26
2	Bat	D2, D9, D22, D24
3	Spike	D11, D18
4	Base	D14, D30

The detailed explanation of the terms used as follows:

1. *Glove* is equipment used by players as an aid in catching the ball. A glove has five finger placements and it is made of leather.
2. *Bat* is equipment for hitting. It is a smooth and, round stick, not more than 2 ¾ inches in diameter at the thickest part and not more than 42 inches in length. The bat must be one piece of solid wood
3. *Spike* is metal, rubber, or plastic cleats attached to a player's shoes to give better footing.

4. *Base* is one of four points, which must be touched by a runner in order to score a run; it is usually applied to the canvas bags and the rubber plate which mark the base points.

4.1.2 The terms of Rules

Table 2 shows the terms of rules, which are often used by Softball Athletes in East Java. The example of the terms are shown in **D2**, **D5**, **D6**, **D9**, **D10**, **D16**, and **D21** below.

D2:

A: Mas perasaan kalo ambil jatah mukul pasti bagus-bagus aja deh, koq pas main ga impact ya mukulnya.

(..., when I take the batting exercise, I feel like I do not have any problem with it. But when playing the game, there is no impact in batting.)

B: Sebenarnya gimana caranya kamu konsen mukul bola yang *Strike* aja. Fokus ke satu titik aja. Jangan ngotot, kalo ngotot bola *ball* pun pasti kamu ambil.

(Actually, all you have to do is just concentrate on the *strike* only. Focus on one point. Do not force yourself, if you do you will take the *ball* also.)

A: iya nih, abis batnya ga ada yang cocok.

(I guess so, maybe I do not find the right bat.)

C: Alasan aja tuh. Emang ga bisa mukul aja hehehe

(To many excuses. You just can not make a hit hehehe)

D5:

A: mas, kelemahanku kalo mukul apa sih? Enaknya aku belajar apa nih?

(..., what is the weaknesses of my batting? What do you think I have to learn?)

B: kamu tuh ga bisa mukul riser. Sekarang kamu coba mukul bola yang *strike-strike* aja dulu, baru bola riser.

(You can not take riser. Now try to hit the *strike* first, and then riser.)

A: iya mas.

(Yes)

D6:

A: Eh, tadi kamu koq ga mati sih?

(Why weren't you out?)

B: soalnya tadi kamu *obstruction* ke aku. Kamu kan coba halangin aku di jalur pelari, jadi otomatis aku kan ga mati.

(Because you did *obstruction* on me. You tried to get in my way on the runner's track. Therefore, I was not out.)

A: oh mestinya ga boleh ya?

(Oh, I was not supposed to, was I?)

B: iyalah. Itu salahmu.

(Of course. That was your fault.)

D9:

A: aduh, still a head banget! padahal level batmu udah bagus.

(Ouch, it is a very still a head! In fact your bat level was already been good.)

B: abis gemes banget lihat bolanya. Kan pelan banget.

(Because I could not stand to see the ball. It was so slow.)

A: iya tapi udah berapa kali kamu *strike out*? dua kali taul
(Yes, but how many times you have got *Strike out*? Twice, you know!)

D10:

A: tadi itu mestinya *foul ball* lho. Bolanya lho pas deket aku.
(It was supposed to be a *foul ball*. The ball was close to me.)

B: iya sih, tapi kan tetap *judgement* umpire.
(I know, but still umpire's *judgement*.)

A: mungkin dia nggak lihat. Kalo lihat pasti dia bilang bukan *fair ball*.
(May be he did not see it. If he did, I am sure he would say a *fair ball*.)

D16:

A: kamu kecapekan *that*? Kenapa kamu kehilangan *pitching* terbaikmu? Koq jadi screw gitu.
(Are you tired? Why did you loose your best *pitch*? It caused a screw.)

B: ga ngerti ya, kecapekan weight training tadi pagi mungkin.
(I do not know, maybe I was tired of weight training this morning.)

A: pantesan, breaknya ga bagus tadi hasilnya. Jadi gampang kepukul kan tadi.
(I see, the break was not good. So it looked easier to struck.)

D21:

A: Ayo , konsen! Jangan sampai *walk* lagi.
(Come on, be concentrate! Do not make a *walk* again.)

B: iya koq bolaku ga masuk-masuk ya? jadi sebell!

(I wonder why my ball did not go straight to the target. I felt upset!)

A: ya udah , tarik napas dulu, konsen ke glovenya catcher.

(Okay, just take a deep breath first, then concentrate to the catcher's glove.)

Table 2 shows the 9 terms of rules used along with the source of data. See other dialogues as the source of data in the Appendix.

Table 2: Terms of Rules

No	The terms	Source of Data
1	Pitch	D16
2	Ball	D2
3	Strike	D2, D5
4	Strike out	D9, D29
5	Walk	D21
6	Judgement	D10, D13
7	Fair ball	D10
8	Foul ball	D10
9	Obstruction	D6

The detailed explanations of the terms used as follows:

1. A *Pitch* is a ball delivered to the batter by the pitcher

2. ***Ball*** is a pitch, which does not enter the strike zone in flight and does not struck at the batter.
3. ***Strike*** is a legal pitch called by the umpire when it touches the batter in flight in the strike zone or which is struck by the batter and is missed.
4. ***Strike out*** is the situation in which a batter failed in batting three strikes caught by a catcher continuously.
5. ***Walk*** is the award given by the umpire to let the batter occupy the first base after the umpire called four “balls”.
6. ***Judgement*** is final decision made by the umpire.
7. ***A fair ball*** is a batted ball that falls on fair ground between the home and the first base, or between home and the third base, or over fair territory.
8. ***A foul ball*** is the territory enclosing the field from the home to the outfield.
9. ***Obstruction*** is the act of the fielder who, while not in the possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

3.1.3 The terms of Techniques.

The terms of techniques, which are often used by Softball Athletes in East Java are shown in table 3. **D1, D3, D4, D7, D12, D13, D15, D16, D17, D19, D20, D22, D27** and **D29** show the example of the terms used.

D1:

A: heran deh, udah berusaha ga *still a head* tapi tetap aja begitu!

(I am wondering, I have tried not to *still a head*, but I still did!)

B: makanya, harus disiplin aja sebenarnya. bener-bener fokus aja ke bola.

(That is why, you just have to be discipline. Just be focus on the ball.)

A: mungkin saking pingin jauh kali ya mukulnya.

(Maybe because I just wanted to make a long hit.)

D3:

A: aduh, mukul kayaknya ga tambah bagus, tambah jelek aja!

(Ough, it seems my batting is not making any progress, it is getting worst!

B: iya, aku juga merasa gitu lho. Kenapa ya?

(Yes, I feel like you do. I wonder why?

A: setiap dapat *down ball* aku pasti ga bisa mukul.

(Everytime I get *down ball*, I never make a hit.)

C: aku ga bisa *riser*. Kalo si D pitchernya, pasti aku ga bisa mukul.

(I can not take *riser*. If D is the pitcher, definitely I can not make a hit.)

B: kita kecapekan aja kali. Kita butuh refreshing aja.

(Maybe we are tired. We only need refreshing.)

D4:

A: Jabar udah siap banget ya kayaknya.

(It seems Jabar has already made a preparation.)

B: iya soalnya ada si M.

(I agree, because M joins the team.)

C: emang M itu apa sih spesialisasi bolanya, mbak?

(What do you think M's specialization, sist?)

B: dia itu punya *riser* sama *change-up*.

(She has *riser* and *change-up*.)

C: waduh,aku belum pernah mukul bolanya dia lho.

(Wow, I have never hit her pitch.)

A: iya udah gitu, Jabar punya pelari-pelari cepat lagi.

(Yes, besides Jabar has fast runners.)

B: outfielder juga harus siap-siap juga sama pemukul-pemukulnya.

(Outfielder also has to be ready for their hitters.)

D7:

A: eh kamu koq tadi main bolak-balik *error* sih?

(Why did you always make *errors* just now?)

B: iya lho, kenapa kamu? Ada yang dipikirin yah?

(I agree, what is wrong with you? Something was in your mind, right?)

C: engga juga sih, mungkin agak tegang, abis satu tim sama senior-senior sih.

(Not really, maybe I was a little tense because of playing with the seniors.)

A: padahal tadi itu bola-bola mudah lho yang kamu dapet. Malah mestinya ada yang bisa *clean-catch* tadi.

(You got easier balls. In fact, you were able to make a *clean-catch*.)

C: iya maaf..maaf.

(Yes, I am sorry.)

D12:

A: tanganku sakit banget lho.

(My arm hurts badly.)

B: kamu sih kalo lempar ditahan. *Follow-throughnya* ga ada. mukulmu juga sakit kan?

(You hold your throwing too much. There is no *follow-through* at all. You feel hurt when you do the batting, right?)

A: iya, *follow-throughnya* juga ga ada ya?

(Yes, there is no *follow-through* either huh?)

(Yes.)

D13:

A: Ih sebel deh aku! Mestinya aku tadi tuh safe waktu aku *sliding* di base dua.

(I am furious! I was supposed to be saved when I was *sliding* in the 2nd base.)

B: ya sudahlah. Judgement. Mau bilang apa lagi.

(Okay, well. It is judgement. What else can you say.)

D15:

A: tadi kodenya apa sih? Aku bingung kode dari pelatih tadi.

(What was the code? I was confused about the coach's code.)

B: lho, kan *squeeze* kodenya. Dia kan pegang bahu tho.

(It was *squeeze*. He touched his shoulder, right.)

A: ya ampun, ga kelihatan aku. Kirain *bunt*.

(Oh gosh, I could not see it. I thought it was *bunt*.)

D16:

A: kamu kecapekan tha? Kenapa kamu kehilangan pitching terbaikmu? koq jadi *screw* gitu.

(Are you tired? Why did you loose your best pitch? It caused a *screw*.)

B: ga ngerti ya, kecapekan weight training tadi pagi mungkin.

(I do not know, maybe I was tired of weight training this morning.)

A: pantesan, *breaknya* ga bagus tadi hasilnya. Jadi gampang kepukul kan tadi.

(I see, the *break* was not good. So it looked easier to struck.)

D17:

A: *good throw*, Bl pas banget tuh lemparnya.

(*Good throw*, Bl it was right on target.)

B: apanya bagus. Ga keras gitu lemparku.

(Which one was good. It was not hard enough.)

A: iya, tapi kan matiin runner.

(Yes, but you made the runner out.)

D19:

A: kalo dapat bola *ground ball* tuh jangan ditunggu. Malah harus dijemput. Biar pantulannya ga liar.

(If you get the *ground ball*, do not wait for it. You have to move forward so that the bounce will not be too wild.)

B: abisnya saya takut mas. Makanya saya tunggu.

(I am so scared.... therefore I waited for it.)

A: semakin besar pantulannya, semakin liar bolanya. Inget itu aja.

(The bigger bounce is, the wilder it will be. Just remember that.)

D20:

A: eh rek, tadi yang kamu tangkap bola apa?

(Eh pal, what kind of ball did you catch?)

B: *pop-up* kan, tapi batternya koq udah nyampe dua ya?

(*Pop-up*, right. But how come the batter had already got the 2nd?)

A: ngawur, bukan *pop-up* lagi.ga mungkin bolanya sejauh itu.

(Non sense, it was not a *pop-up* anymore. The ball could not be that far.)

B: perasaan dibelakang shortstop persis koq.

(It seemed the ball dropped right behind the shortstop.)

D22:

A: mas, bat yang baru itu udah ga bisa dipake lagi tha?

(..., I can not use the new bat anymore, can I?)

B: pake aja. Kemaren anak-anak banyak yang pake koq.

(Just use it. Yesterday almost everybody used that one.)

A: tapi itu yang bengkong kan.

(But that is the bent one, right?)

B: tapi masih bisa *impact* koq pake itu.

(But it still can *impact* if you use it.)

D27:

A: sebenarnya pitcher Jabar sama DKI itu kencengan mana sih mbak?

(Which one is faster, Jabar's pitcher or DKI's?)

B: sebenarnya sama aja. Cuma mereka punya keahlian masing-masing. DKI tuh biasanya *screw* sama *change-up*. Tapi katanya sekarang udah belajar *riser*.

(I think they are equal. It just they have their own specialization. DKI usually has *screw* and *change-up*. But I heard they learn *riser*.)

C: kalo Jabar tuh punya pitcher no 1 di Indonesia ya?

(Jabar has the number one pitcher in Indonesia right?)

A: iya sih, dia jagoan *change-up* and *stuff*.

(Yes, she does. She is good at *change-up* and *stuff*.)

D29:

A: *error*mu paling banyak lho game tadi.

(You got so many *errors* in the game.)

B: banyak ya.

(So many huh?)

A: padahal bukan bola yang sulit amat.

(In fact the ball was not too difficult)

C: iya mas, tapi kan dia mukulnya bagus. *Good eye*, friend!

(I agree ..., but she hit better. *Good eye*, friend!)

B: yah gimana lagi. Kemarin-kemarin strike out bolak-balik. Jadi sekarang harus bisa mukul.

(Yah what can I say. Yesterday I got strike out so many times. So now I have to be able to hit it.)

Table 3: Terms of Techniques

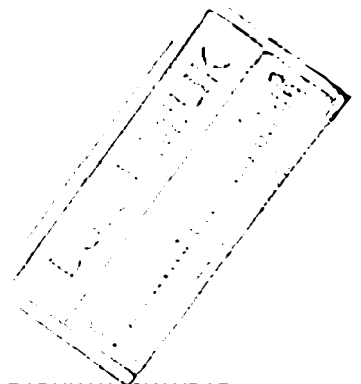
No	The Terms	Source of Data
1	Curve	D27
2	Riser	D3, D4, D5, D27
3	Change-up	D4, D23, D27
4	Down-ball	D16, D23
5	Screw ball	D16, D27
6	Break	D16
7	Stuff	D23, D27
8	Still a head	D1, D9
9	Good throw	D17
10	Good eye	D29
11	Impact	D2, D7, D22
12	Clean hit	D7, D8
13	Clean catch	D7
14	Follow-through	D12
15	Ground ball	D19
16	Pop-up	D7, D20
17	Bunt	D15, D24, D25
18	Squeeze	D15
19	Error	D6, D8, D29
20	Sliding	D13

See other sources of data in the Appendix.

The detailed explanations of the terms used as follows:

1. *curve* is a pitching technique when a pitched ball move in a curving line rather than a straight line.
2. *Riser* is a pitching techniques, when a pitched ball deviates form a straight line, and moves upward.
3. *Change-up* is a pitching technique when a pitch is intentionally slowed up from normal pitching speed.
4. *Down ball* is a pitching technique when a pitched ball deviates from a straight line, and moves downward.
5. *Screw ball* is a pitching technique when a pitched ball moves toward a batter.
6. *Break* is the movement of a pitched ball from a straight line, that is, the break of a curve.
7. *Stuff* is the movement of the pitched ball, that is, curve, down-ball, riser and change-up.
8. *Still ahead* is an act in batting when the batter does not focus on the ball when it touches the bat but the result of the batting.
9. *Good eye* is an expression when a batter can control the pitched ball whether it is 'strike' or 'ball'.
10. *Good throw* is an expression when a fielder has made a perfect throwing.
11. *Impact* is the way a pitched ball touching the bat perfectly.

12. *Clean hit* is a perfect hit made by a batter, which is not caused by errors of the fielders.
13. *Clean catch* is a catch made by a fielder without bobbling or juggling the ball.
14. *Follow-through* is the act of continuing a motion in throwing or hitting.
15. *Ground ball* is a batted ball that rolls along the ground.
16. *Pop-up* is a batted ball hit high in the air and almost directly above the infield or shallow outfield.
17. *Bunt* is an offensive play in which the batter taps or bunts a pitched ball to advance a runner although the bunter has to sacrifice himself.
18. *Squeeze* is an offensive move used when a runner is on the third base. As the ball is pitched, the runner immediately runs for home plate and the batter bunts the ball.
19. *Error* is a mistake by defensive player.
20. *Sliding* is the act of an offensive player when he slides to a base.



3.1.4. Terms of Players.

The terms of players are shown in table 4. **D10, D17, D20, D21, D24, and D30** show the terms of players used.

D10:

A: Tadi itu mestinya foul ball kan. bolanya lho pas deket aku.

(It was a foul ball, wasn't it? The ball was so close to me.)

B: Iya sih, tapi kan gimana-gimana judgement *umpire*.

(I guess so, but then again, still *umpire's* judgement.)

A: Mungkin dia ga lihat. kalo lihat pasti dia bilang bukan fair ball.

(Maybe he did not see it. If he did, he would say that it was not a fair ball.)

D17:

A: good throw, B! pas banget tuh lemparnya.

(Good throw, B! it was right on target.)

B: apanya yang bagus. Ga keras gitu lemparku.

(Which one was good. It was not hard enough.)

A: iya tapi kan matiin *runner*.

(Yes but you have made the *runner* out.)

D20:

A: eh rek, tadi yang kamu tangkap bola apa?

(Eh pal, what kind of the ball you catch?)

B: pop-up kan. Tapi *batternya* koq udah nyampe dua ya?

(Pop-up, right. But how come the *batter* had already got the second?)

A: ngawur, bukan pop-up lagi. Ga mungkin bolanya sejauh itu.

(Non sense, it was not a pop-up. The ball could not be that far.)

B: perasaan di belakang *shortstop* persis koq.

(It seemed the ball dropped right behind the *shortstop*.)

D21:

A: ayo, konsen! Jangan sampai walk lagi.

(Come on, be concentrate! Do not make a walk again.)

B: iya koq bolaku ga masuk-masuk ya. Jadi sebell

(I wonder why my ball does not go straight to the target. I felt so upset!)

A: ya udah, tarik napas dulu, konsen ke glovenya *catcher*.

(Okay, well, just take a deep breath first, then concentrate on the *catcher's* glove.)

D24:

A: kalo bunt itu jangan keburu mau lari.

(If you do a bunt, do not run immediately.)

B: masih sambil lari tha?

(Did I still do it?)

A: bunt itu cuma dikenakin ke batnya aja. Kalo kayak kamu tadi malah keenakan buat *infieldernya*.

(If you do a bunt, all you have to do is to touch it to the bat only. What you did just now, was making everything easier for *infielder*.)

D30:

A: oke, sekarang programnya lempar base to base. Abis itu fielding variasi *third base* sama *second base*, lalu *first base* sama *shortstop*. Abis itu *outfielder* ya!

(Okay, now the program is throwing base to base, then fielding variation between *third*

Baseman and *second baseman*, and between *first baseman* and *shortstop*. Afterwards, *outfielder* okay!)

B: iya mas!

(Yes, ...!)

Table 4: Terms of Players

No	The Terms	Source of Data
1	Infielder	D24, D30
2	First baseman	D30
3	Second baseman	D30
4	Third baseman	D30
5	Short-stop	D20, D30
6	Outfielder	D30
7	Runner	D17
8	Batter	D20
9	Pitcher	D3, D27
10	Catcher	D21, D28
11	Umpire	D10

The detailed explanation of the terms used as follows:

1. *Infielder* is a fielder who occupies a position in the infield.
2. *First baseman* is an infielder occupies the position in the first base.

3. *Second baseman* is an infielder occupies the position in the second base.
4. *Third baseman* is an infielder occupies the position in the third base.
5. *Shortstop* is an infielder who occupies the position between the second and third.
6. *Outfielder* is a fielder who occupies the position in the outfield, which is the area of the playing field most distant from home base.
7. *Runner* is a batter who has the right to occupy the unoccupied base when he touches the base before he is out. To get a point, a runner should touch first, second, third, and home base in order.
8. *Batter* is a player of the offensive team who will bat base on his turn in which his name appears in his team's batting order.
9. *Pitcher* is the fielder designated to deliver the pitch to the batter.
10. *Catcher* is the fielder who takes his position back of the home base. His duty is giving the signal to the pitcher in delivering the pitch.
11. *Umpire* is a person who will be responsible for conducting of the game in accordance to these official rules and for discipline and order on the playing field during the game.

3.2 The Percentage of How Often the Terms are being Used.

In this thesis, the writer has found 44 jargons, which are often used by Softball Athletes in Pre-PON XVI in East Java. They are:

Terms of equipment	: 4
Terms of rules	: 9
Terms of techniques	: 20
<u>Terms of players</u>	: 11 +
	44

Furthermore, the result from the analysis above, has been counted and included as follows:

$$\text{Terms of equipment} = \frac{4}{44} \times 100\% = 9\%$$

$$\text{Terms of rules} = \frac{9}{44} \times 100\% = 21\%$$

$$\text{Terms of techniques} = \frac{20}{44} \times 100\% = 45\%$$

$$\text{Terms of players} = \frac{11}{44} \times 100\% = 25\%$$

From the percentage above, it can be concluded that the jargons which are often used by Softball Athletes are the terms of techniques about 45%, and the least jargons that are used are the terms of equipment about 9%.

The reason why the terms of techniques are often used is because most of the athletes have some weaknesses in their techniques during the Pre-PON Training Center. The terms of equipment are rarely used because most of the equipment that are used in Training Center is proper enough to use. So it is not necessary to use the terms of equipment during the Training Center.

CHAPTER IV

CONCLUSION