

BASKETBALL – MATCHUP MANUAL.

What is the spirit of the application in this manual?

The use of a computer has made it possible for everybody to collect and calculate statistics and to present detailed information almost simultaneously with the basketball action.

The study of these basketball reports gives more detailed measures of the performance of the team and the player.

With a methodical application of the correct statistics we try to evaluate and to teach a basketball player. We evaluate the effectiveness of our players in the offense and the defense. This is an evaluation system determined by the average number of points, scored for or allowed, for each possession of the ball by a player's team during the short games. For these numbers of players and more, a computer can display the evaluation information on the screen or on a paper printout. The information can be stored or downloaded. A program is developed for this project and is available. You can download the applications, the tests.

This method of teaching the skills can greatly reduce the tendency to play for the individual statistics and favours team-oriented team play strategy. **You need a recent version of Microsoft ® Office Excel version 2002, or later, to work with the presented evaluation tests.**

Referees : The short games are led by **referees** and players can not foul out.

The players can not be substituted in one and the same test. You always have a big testing problem when a player hurts himself in the process of the evaluation. You can not replace a player correctly during the test. But you can split the test and finish it later.

Colors of the teams?

One team shall wear a dark colored shirt and the other team a white (or light colored) shirt, or the players can use reversible's.

What is the job of the timekeeper?

The timekeeper is an important helper of the statistician. The official game clock following the normal basketball rules shall be set and started for **four** minutes in tests 10, 11 and 12, **five** minutes in test 9 and **six** minutes in test 8. There is no intermission time between the short games, only the time to call the teams, to switch the shirts and to do the necessary administration. This is also the organising time for the teams, with a minimum of two minutes between the games.

What is the job of the scorekeeper?

The scorekeeper can help to inform the players and the statistician.

What is the statistician's job?

It is the statistician's job to decide and to notice every type of possession and points scored. He dictates the teams by reading the team rosters.

There are three kinds of possession: an active possession, an offensive rebound and a passive possession.

Passive possession : When a team makes a good shot or a technical foul and the other team is entitled to the ball by rule, the defending team gets a passive possession. In every game start, the team in the lightest color (yellow), is given the ball by rule in these tests and that generates a passive possession.

Active possession: We have active possessions in every other way of a change of possession: turnovers, rebounds, steals, violations etc. The difference between the active possessions of both teams represents the ball-bound domination of a team.

Offensive rebounding : Offensive rebounding is also an active possession, but an active possession is not an offensive rebound. We record it separately as an offensive rebound, because an **offensive rebound is not a change of possession**. This way we can subtract the offensive rebounds from the offensive rebounds in the active possessions.

When there is sufficient control of the tap, the player gets an offensive rebound. If the tap is made, then the control is assumed.

The possession : The possession **begins** when a team has complete control of the ball, when the action of the player can be followed by a shot, a pass or a dribble.

An possession **ends** when a field goal is attempted, on a lost jump ball or turnover, or after the last good free throw of a series. When a defensive foul on the successful shooter is called with a bonus free throw, the passive possession is given to the defending team after a good free throw. This is a three point play. But with a missed free throw, it is always followed by an active possession. It becomes a defensive rebound or an offensive rebound.

Buzzer beater : When the buzzer shot is **missed**, nothing is changed for the shooting or the defending team : no extra possessions, no points.

When the buzzer beater is **good**, that beat an end of a period, there is always an unused passive possession in the expiring time for the defending team and 1, 2, 3 even 4 points (with a bonus free throw) for the scoring team.

When the **bonus** on the buzzer beater is missed and not rebounded, no passive possession is given. If the free throw was **the last of a series, and was missed** and not rebounded, no passive possession will be awarded. When the last free throw is good, then a passive possession is given to the defending team.

Team possessions : Team possessions are the sum of active and passive team possessions.

PROCEDURES

Before each test: We fill out (or write over) the top line: the name of the team, the date of the test, the name of the players and possible other remarks under the title.

The team rosters: On top of the page, in the first line with boxes, you can read the names of the players, who have to play the first short game. 4 against 4, or 5 against 5, color against color. In the tests 10 and 12 it is important to fill in the names of the players in the right order. PG, SG etc. These tests are pair up test and most importantly, test 12 is a real matchup test.

The team schedule: Line after line you can read the schedule of the teams rosters.

Who receives the ball to start the game? In tests 10, 11 and 12, every player plays the same amount of time or games with each color, so we always give the lightest color (yellow) the ball (= a passive possession).

In tests **8** and **9** the yellow team always receives the ball and some players get it more than others, but the ball possession is correct with the application of the possession evaluation principle. **Points per possession.**

After every short game: With the help of the Scouting Sheet, the statistician can fill up in the column (or write over) : the short game score, the active and passive possession score, the active possessions and the offensive rebounds.

Next short game: Next line with boxes, reading the team rosters and noticing etc.

THE EVALUATIONS

Evaluation test 8

This is a programmed, structured and systematic battery of basketball games, played with 8 players, who are playing 4 against 4, in 7 short games of each 5 or 6 minutes.

After the cycle of 7 games, each player has played an equal number of minutes against and another equal number of minutes with each of his team mates. The sum of the team results obtained in this cycle of games shows the individual relative performance of each player, in opposition to the other players.

In this test with 8 players, the yellow team always receives the ball, the ball possession per player is correct with the application of the possession evaluation principle.

Points per possession.

Fill in : name team : in C2 location : in C3 date : in Q2 coach : in Q3

Name players : in D22 D23 D24 D25 D26 D27 D28 and D29

You can make remarks in: G2 G3 G4.

Read the teams, the names in the top line:

Yellow in C6 E6 G6 I6 playing against red in K6 M6 O6 Q6

Notice the results of the short games in G22 and H22 G23 and H23 G24 and H24 etc.

Notice the possession score (active and passive possessions) in J22 and K22 J23 and K23 etc...

Notice : active possessions or ball bound in : M22 and N22 M23 and N23 etc.

Notice : offensive rebounds in P22 and Q22 P23 and Q23 etc.

Read the results of the evaluation test 8.

Evaluation test 9

This is a programmed, structured and systematic battery of basketball games, played with 9 players, who are playing 4 against 4, in 9 short games of each 5 minutes. One player rests in each game.

After the cycle of 9 games, each player has played an equal number of minutes against and another equal number of minutes with each of his team mates. The sum of the team results obtained in this cycle of games shows the individual relative performance of each player, in opposition to the other players.

In this test with 9 players the yellow team always receives the ball, the ball possession per player is correct with the application of the possession evaluation principle.

Points per possession.

Fill in : name team : in C2 location : in C3 date : in Q2 coach : in Q3

Name players: in D22 D23 D24 D25 D26 D27 D28 D29 and D30

Read the teams the names in the top line:

Yellow in D6 H6 J6 P6 playing against red in F6 L6 N6 R6

You can make remarks in G2 G3 and G4.

Notice the results of the short games in G22 and H22 G23 and H23 G24 and H24 etc.

Notice the possession score (active + passive possessions) in J22 and K22 J23 and K23 etc.

Notice : active possessions or ball bound in : M22 and N22 M23 and N23 etc.

Notice : offensive rebounds in P22 and Q22 P23 and Q23 etc.

Read the results of the evaluation test 9.

Matchup and Pair Up evaluation test 10

This is a programmed, structured and systematic battery of basketball games, played with 10 players, who are playing 5 against 5, in 10 short games of each 4 minutes.

With the help of this structured 10 game battery, we can boil down the value of every of the 10 basketball players into a single number. But this test is also a pair up test of 5 couples of players. These couples are playing 8 games **with** each other and 2 games **against** each other. In this evaluation test 10, every player plays the same amount of time with the two colors.

The team in the lightest color (yellow), is given the ball by rule in this evaluation test 10 and that generates a passive possession in every game start.

Fill in the name of the players under the column name players, start with

In D25 point guard PG,

in D26 shooting guard SG,

in D27 small forward SF,

in D28 power forward PF,

in D29 center C,

in D30 center C,

in D31 power forward PF,

in D32 small forward SF,

in D33 shooting guard SG,

in D34 point guard PG.

It is very important to put it this way. Then the pair ups and the matchups are correct.

Fill in : name team : in A2 location : in A3 date : in R2 coach : in R3

Name players : in D25 D26 D27 D28 D29 D30 D31 D32 D33 D34.

Read the teams, the names are in the top line:

Yellow in A6 C6 G6 K6 M6 are playing against red in E6 I6 O6 Q6 S6.

You can make remarks in H2 H3 and H4.

Notice the results of the short games in H25 and I25 H26 and I26 H27 and I27 etc.

Notice the possession score (active + passive possessions) in K25 and L25 K26 and L26 etc.

Notice : active possessions or ball bound in : N25 and O25 N26 and O26 etc.

Notice : offensive rebounds in Q25 and R25 Q26 and R26 etc.

Read the results of the evaluation test 10.

Evaluation test 11

This is a programmed, structured and systematic battery of basketball games, played with 11 players, who are playing 5 against 5, one player rests in each game of the 11 short games of each 4 minutes.

After the cycle of 11 games each player has played an equal number of minutes against and another equal number of minutes with each of his team mates. The sum of the team results obtained in this cycle of games shows the individual relative performance of each player, in opposition to the other players.

In this evaluation test 11, every player plays the same amount of time with the two colors. The team in the lightest color (yellow), is given the ball by rule in this evaluation test 11 and that generates a passive possession in every game start.

Fill in : name team : in C2 location : in C3 date : in T2 coach : in T3

Name players : in C25 C26 C27 C28 C29 C30 C31 C32 C33 C34 C35

Read the teams, the names in the top line:

Yellow in C7 G7 I7 K7 S7 playing against red in E7 M7 O7 Q7 U7

You can make remarks in G2 G3 and G4.

Notice the results of the short games in G25 and H25 G26 and H26 G27 and H27 etc.

Notice the possession score (active + passive possessions) in J25 and K25 J26 and K26 etc.

Notice : active possessions or ball bound in : N25 and O25 N26 and O26 etc.

Notice : offensive rebounds in Q25 and R25 Q26 and R26 etc.

Read the results of the evaluation test 11.

Matchup and Pair Up evaluation test 12

This is a programmed, structured and systematic battery of basketball games, played with twelve players, who are playing 5 against 5, in 12 short games of each 4 minutes.

Two players are resting in every short game.

With the help of this structured 12 game battery, we can boil down the value of every of the 12 basketball players into a single number. But this test is also a matchup test of 6 counterparts (6 x two) players. These counterparts are playing **8** games **against** each other and **0** games **with** each other. This is a very high correlation in the six played matchups.

By using this last dynamic evaluation method, test 12, you are able to make six **head-to-head** counterpart comparisons with a complete scan of the important stats of the involved players in your team.

Fill in the name of the players under the column name players, start with:

in D25 point guard PG,
in D26 shooting guard SG,
in D27 swing man SW,
in D28 small forward SF,
in D29 power forward PF,
in D30 center C,
in D31 point guard PG,
in D32 shooting guard SG,
in D33 swing man SW,
in D34 small forward SF,
in D35 power forward PF,
in D36 center C.

It is very important to put it this way, because only then you get the right matchups.

In this evaluation test 12, every player plays the same amount of time with the two colors.

The team in the lightest (yellow) color, is given the ball by rule in this evaluation test 12 and that generates a passive possession in every game start.

Fill in : name team : in C2 location : in C3 date : in S2 coach : in S3

Name players: in D25 etc.

Read the teams with the names in the top line:

Yellow in A6 E6 G6 I6 O6 playing against red in C6 M6 S6 U6 W6

You can make remarks in line: H2 H3 and H4.

Notice the results of the short games in H25 and I25 H26 and I26 H27 and I27 etc.

Notice the possession score (active + passive possessions) in L25 and M25 L26 and M26 etc.

Notice : active possessions or ball bound in : P25 and Q25 P26 and Q26 etc.

Notice : offensive rebounds in T25 and V25 T26 and V26 etc.

Read the results of the evaluation test 12.

Definitions of the evaluations.

All the following definitions made here are in the evaluation philosophy of the integral (whole) team concept, they are not in the philosophy of the individual box score concept.

The **skill score** is the (adjusted) score of a player or a team. We want to measure and to motivate certain tactical techniques. We have tactical techniques like Shot Selection and Offensive Rebound game evaluations, Pressing Game evaluations, Passing and Denial game evaluations etc...

During the evaluations, we put more importance on the rebound, or on the shot, or on the inside pass, giving them extra points or extra possessions. In that way we can motivate and rate the underlying skills better. We use these incentives (points, possessions) as a motivation of the whole learning method.

The **possessions score** is the (adjusted) total of active and passive possessions that a player with his teams gets.

The **ball bound score** is the (adjusted) total of active possessions or the total rebounds, steals, minus turnovers + - violations that a player gets with his teams after playing all the games.

The **offensive rebound score** is the (adjusted) total of offensive rebounds of your teams, taken and allowed after playing all the games.

The **skill offense** is the offense without the offensive rebound. the (adjusted) points a team of a player scored divided by his (adjusted) team possessions. *Rodman, a starting member of a record strong Chicago 1996 team, was one of the poorest NBA players with his skill offense.*

The **skill defense** is the (adjusted) number of allowed points of a player's team scored divided by their (adjusted) allowed team possessions.

Total offense is the (adjusted) number of points a player with his team scored, divided by the (adjusted) total of possessions minus the (adjusted) offensive rebounds his team has taken.

In the box score philosophy, we conclude that Rodman took 41 offensive rebounds in the 6 games of the 1996 finals and 11 in the final game. Rodman filled up the inside position in his unique way and balanced with his efforts a strong Chicago perimeter offense. Rodman helped win these games with his total offense based on his offensive rebounding.

Total defense is the (adjusted) allowed number of points of a player's team divided by the (adjusted) total of possessions minus the (adjusted) allowed offensive rebounds of his team.

All round is the single value number of the player in comparison with his team: his total team offense divided by his total team defense.