

## A STUDY ON MATCH ANALYSIS OF BASKETBALL TEAMS IN THE STATE LEVEL TOURNAMENT.



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### Short Profile

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### ABSTRACT:

**Background:** The purpose was to conduct a study on match analysis of the state level basketball teams.

**Method:** To achieve the purpose of the present study four Basketball teams namely, BSNL, IOB, TNEB and ICF teams were selected from the Basketball State Championship Tournament which was held at Tanjore district in the academic year 2009-2010 and their age ranged

from 18 to 28 years. Among the four teams the 2-point & 3-point attempts were analysed to know the success rates. Percentage was calculated to find out the number of successful attempts. Mean and standard deviation was computed to find out the status and position of the four teams. Subjective ratings were done (from one to ten, point scale with ten being the highest) by a jury of experts based on playing ability and subjective observation. ANOVA (One way Analysis of Variance) was computed to find out the better team among others scheffe's post hoc test was used.

**Results:** The findings of the study showed that BSNL team has highest conversion rate in 2 point attempt followed by IOB, TNEB and ICF. Result also reveals that IOB team has the highest conversion rate in 3 point attempt followed by BSNL, TNEB and ICF. Among the four teams BSNL team has better playing performance than the other teams.

### KEYWORDS

*Match Analysis, Basketball.*

## INTRODUCTION:

Match play sports exhibit rhythms when competitors perform at equal levels. Match analysis describes the performance at this behavioural level of analysis, coding the actions of individuals or groups in technical terms that have relevance to players and coaches. All of these scientific disciplines are concerned with investigating various factors that impact upon the observed and notated behaviour. Analyses of task-relevant actions therefore can act as a catalyst for what is presently a multidisciplinary research approach to the study of athletic behaviour. Vickers (1992) defined multidisciplinary research as being driven by experts within their own specific disciplines generating knowledge that resides in, and is claimed by, the authority of that particular expertise. The final product of multidisciplinary research does not integrate the disciplinary contributions. Match analysis research has the potential to integrate this multidisciplinary research into a common knowledge base and foster an interdisciplinary approach to the study of sport in general and football in particular.

More recently Burwitz, et al. (1994) has clearly outlined the benefits of this approach to scientific enquiry in their report to the British Association of Sport and Exercise Sciences. The primary function of match analysis is to provide the coach with information about team and/or individual performance. This then allows accurate, objective and relevant feedback to be available for players. In order to accomplish this task the coach must be cognizant of what has taken place in a recently completed performance and be able to determine how this performance fits into the overall pattern of accumulated performances over the season. Information provided to players about their own performance is one of the most important variables affecting the learning and subsequent execution of a motor skill. Knowledge about the proficiency with which athletes perform a particular skill is critical to the learning process, and in certain circumstances failure to provide such knowledge, or the provision of irrelevant feedback may prevent learning from taking place.

Basketball is a sport played by two teams of five players on a rectangular court. The objective is to shoot a ball through a hoop 18 inches (46 cm) in diameter and 10 feet (3.0 m) high mounted to a backboard at each end. Basketball is one of the world's most popular and widely viewed sports. As well as many techniques for shooting, passing, dribbling and rebounding, basketball has specialized player positions and offensive and defensive structures. The object of the game is to outscore one's opponents by throwing the ball through the opponents' basket from above while preventing the opponents from doing so on their own. An attempt to score in this way is called a shot. A successful shot is worth two points, or three if it is taken from beyond the three-point arc which is 6.75 metres (22 ft 2 in) from the basket in international games and 23 feet 9 inches (7.24 m) in NBA games. A one-point shot can be earned when shooting from the foul line after a foul is made.

## PROCEDURE AND METHODOLOGY

The purpose was to conduct a study on match analysis of the state level basketball teams. To achieve the purpose of the present study four Basketball teams namely, BSNL, IOB, TNEB and ICF teams were selected from the Basketball State Championship Tournament which was held at Tanjore district is the academic year 2009-2010, Tamilnadu and their age ranged from 18 to 28 years. Among the four teams the 2-point & 3-point attempts were analysed to know the success rates. Percentage was calculated to find out the number of successful attempts. Mean and standard deviation was computed to find out the status and position of the four teams. Subjective ratings were done (from one to ten, point scale with ten being the highest) by a jury of experts based on playing ability and subjective

observation. ANOVA (One way Analysis of Variance) was computed to find out the better team among the tournament others scheffe's post hoc test was used.

**RESULTS AND DISCUSSION ON FINDINGS**

The findings pertaining to the present study on match analysis of the state level basketball teams have been presented in table No. 1 to 4.

**Table - 1**  
Percentage Variance of Basketball teams in Relation to 2-Point Attempts

Sl.No	Team	2 Point Attempt	Success	%
1	BSNL	120	109	90.83
2	IOB	78	69	88.46
3	TNEB	70	61	87.14
4	ICF	71	61	85.91

The above table documents that the BSNL team has highest conversion rate in 2 point attempt followed by IOB, TNEB and ICF respectively.

**Table - 2**  
Percentage Variance of Basketball teams in relation to 3-Point Attempts

Sl.No	Team	3 Point Attempt	Success	%
1	BSNL	10	7	70.00
2	IOB	17	12	70.58
3	TNEB	20	14	70.00
4	ICF	12	8	66.66

The above table documents that the IOB team has highest conversion rate in 3 point attempt followed by BSNL, TNEB and ICF.

**Table - 3**  
Descriptive Analysis of Basketball teams in relation to Playing Ability

Sl.No	BSNL	IOB	TNEB	ICF
	Mean SD (±)	Mean SD (±)	Mean SD (±)	Mean SD (±)
1	8.16 0.83	7.83 0.38	7.91 0.99	7.66 0.77

The above table documents the descriptive analysis among the four teams on playing ability. Among the four teams BSNL team has better playing performance than the other teams.

Table - 4  
Computation of Analysis of Variance among Basketball teams in relation to Playing Ability

Sl. No	Variables	Source of Variance	df	Sum of Squares	Mean Squares	F-value
1	Playing Ability	BG	38.75	3	12.91	13.16*
		WG	43.16	44	0.98	

\* P < 0.05 Table F, df (3,44) (0.05) = 2.81

In table - 4, the results of analysis of variance on playing ability among the four teams was 13.16 which was greater than the table value of 2.81 indicating that it was significant (P<0.05) for the degrees of freedom (3,44) at 0.05 level of confidence. Since the F value was significant, the scheffe's post-hoc test was further computed to find out which team performance was better on overall playing ability.

Table – 5  
Scheffe's Post-Hoc Test for Basketball teams in relation to Playing Ability

Sl.No	Variables	Means				Mean Difference	CI
		BSNL	IOB	TNEB	ICF		
1	Performance Variables	8.16	7.83	--	--	0.33*	0.29
		8.16	--	7.91	--	0.25	0.29
		8.16	--	--	7.66	0.50*	0.29
		--	7.83	7.91	--	0.08	0.29
		--	7.83	--	7.66	0.17	0.29
		--	--	7.91	7.66	0.25	0.29

From the table - 5 it can be seen that the mean differences of playing ability between BSNL and ICF, BSNL and IOB were 0.50 and 0.33 respectively, greater than the confidential interval value (0.29), which was significant at 0.05 level of confidence. The mean differences of between BSNL and TNEB, IOB and TNEB, IOB and ICF, TNEB and ICF were 0.25, 0.08, 0.17 and 0.25 respectively, lesser than the confidential interval value 0.29, which was insignificant at 0.05 level of confidence.

The graphical representation of data has been presented in figure No. 1.

Figure: 1 Bar Diagram for Basketball teams in relation to Playing Ability

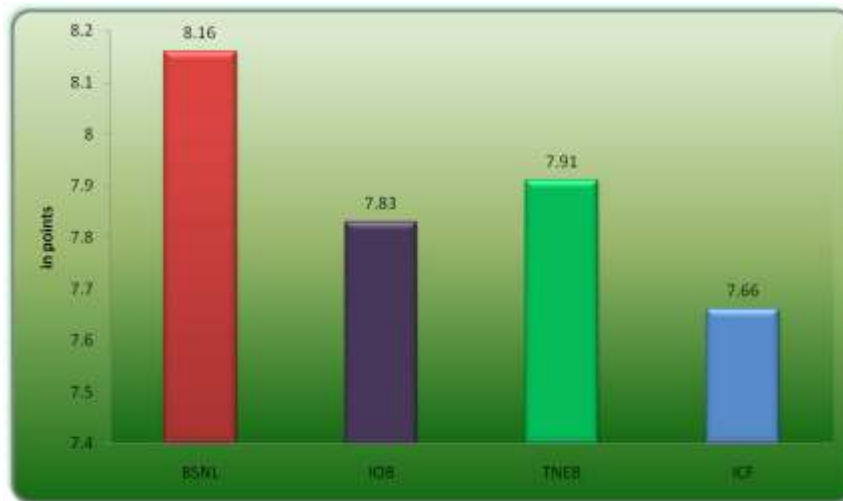


FIG I

### Conclusions

The findings of the study showed that BSNL team has highest conversion rate in 2 point attempt followed by IOB, TNEB and ICF. The result also reveals that IOB team has highest conversion rate in 3 point attempt followed by BSNL, TNEB and ICF. Among the four teams BSNL team has better playing performance than the other teams. During the game situation every team has to go for risky attempted to beat the defence in the inside and outside the three point area or to reduce the numerical strength of the opponents. Such risky drive-in may lead to the interception by the opponents, which may end in the successful and unsuccessful basket in the two point's area the above said reasons were followed by every team

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