

**Analysis of Basketball offensive Skills from Inter Collegiate Men  
Basketball Tournament**

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**Introduction**

Education, Sports, Games, Physical Exercise, Dance, Gymnastics etc. have been a part of Culture of all Societies and Communities throughout the world. The purposes with which people have participated in these activities might have been different, depending upon what were felt as the most important socio-nationalistic needs. The objectives of physical education have ranged from survival, self-preservation, protection, health, fitness, fun and pleasure, recreation, pastime, competitions and rewards, defense of the community and more recently the individual and social development and betterment of Department of Physical Education.

**Psychology**

Is defined as "the Science of Behavior and Cognitive Process". In other words 'Psychologists' are concerned with obtaining scientific information on everything we think, and that we do.

**Physiological Aspects**

Aspects consist of Physical aspects, Psychological aspects, Techno-Tactical aspects and Social aspects. Then, to really enjoy playing the game, you will need to develop proficiency in the skills of ball handling, shooting for goals, and defending against opponent's play. Like most team games, Basketball requires good co-ordination among teammates while on both offensive and defensive skills. Though offensive team patterns can be extremely simple yet effective, they can also be developed to a level approaching that of the intricate choreography of the dance. Defensive team play is a combination of attempting to coordinate as a unit and yet individually anticipating the opponents' intentions and movements. In both offensive and defensive play, quick thinking and the ability to make split-second adjustments and compensations are vital. Mastery of these as a team requires practice, which will be rewarded with much satisfaction. Team play in Basketball resembles the intrigue of a chess game with the offense attempting to lure the defense into a given position from which the offense can then gain an advantage and score. On the other hand, the defense constantly is on the alert to detect the decoy movements and counteract with plays to foil the attack.

**Parts of This Fun Game-Basketball**

- Basketball is primarily a passing game
- In Basketball Shooting skill is essential
- Violence and roughness have no place in the game.

Though in Basketball an individual can utilize his own particular skills to some extent, but it is basically a team game and this aspect has never been successful for a long period. It is a speed endurance oriented game. Though the game is played fast it is a non-contact game.

**Reviews of Related Literature**

**Schultz** made a statistical analysis of volleyball team performance. The purpose of their study was to investigate the playing characteristics of team performance in international men's volleyball. The specific purposes were (a) to examine the differences in playing characteristics, (in particular, the set and spike) between the attack process and the counter attack process, (b) to examine changes in playing characteristic as a function of team success (as indicated by single game outcomes and by final tournament standings),

and (c) to determine the best predictor, or a set of predictors, of team success among the selected skill components.

**Rai et al.**, (1983), "Analysis of selected basketball matches (men) It was observed from analysis that top team were able to secure a number of free throws and had a better percentage of conversions.

**Singh et al.**, made attempts to analyse selected boxing bouts of Asiad 82. A total of 49 boxing bouts of different Asian countries in the competition were covered with a video camera and were analysed on a video monitor at normal speed.

**M. S. Rana et al.**, 'Analysis of selected water polo matches of Asiad 82', SNIPES Journal, NIS Motibagh Patiala (India), April 1984 Vol.7 No.2 pp57-72.

The parameters observed were the frequency of total goal attempts the side from which the attempt was made, type of shot used, the distance from the goal post from where the attempt was made. The frequency and type of fouls and the area of this occurrence and the frequency of sprints in different quarters

### **Limitations**

The difference in the modes of skill training of the players and its influence on the data to be collected, and subsequently its influence on the results of the study will be identified as a limitation of the study.

The difference in training and sporting background and the training age of the selected subjects and their influence on the data gathered will be considered a limitation of the study.

The investigator will not have any control over the prevailing circumstances and conditions during the competition in which subject participates.

The difference in the standard of performance of subjects and teams will be considered a limitation of the study.

### **Delimitation**

1. The study will be delimited to only an analysis of skills used by players of Basketball men tournament/competitions.
2. The study will be delimited to an analysis of competitive matches at the senior level.
3. The study will be delimited to matches in men's section only.
4. The study will be delimited to only knock out matches played during the Basketball men tournament
5. The study will be delimited to analysis of matches, only from quarter final round onwards.

### **Hypothesis**

Based on the assumptions the hypothesis will be formulated for the present study. Even though there are three main offensive fundamentals and a variety of skills under each fundamental skill considered for analysis, the players may frequently use only a few skills and all the skills and their variations may not equally dominate in their occurrence during the matches played.

### **Significance of The Study**

The study undertaken by the investigator may be justified as worthwhile on the following grounds. A Basketball game may be characterized as an integrated playing action of many main fundamental skills under departments like, passing, receiving, dribbling, shooting, rebounding, individual defense and footwork. The frequency of occurrence of different skills and their variations can be counted and recorded for different purposes. The basic purpose of analyses of such data is that they give an overall picture of the skills that are frequently performed by players. Sometimes these data can be used for the purpose of predicting success of teams, the relationship skills used and success of a team, and for predicting outcomes based on skill frequency and their effectiveness.

### Methodology

The purpose of the study is to make an analysis of Basketball offensive skills in Basketball men tournament. The objectives of the study are to make a quantitative assessment of the fundamental offensive skills such as dribbling, passing and shooting, used by Basketball players in the Basketball men tournament.

The methodology is based on the frequency of occurrence of offensive skills such as dribbling, passing and shooting and their variations collectively as well as separately for the hours of matches played. That is, the study is focused at assessing the relative frequency of occurrence of offensive skills in competitive Basketball matches, with reference to the total number of offensive skills, total number of matches, total duration of all the matches that will be observed for data collection and analysis.

### Tool Used For Data Collection

In any sport the analysis and evaluation of performance is beset with problems due to the number and diversity of movements, skills, playing action, tempo and performance itself. Therefore the exact and entire measurement of team performance in a competitive situation becomes all the more difficult. The analysis could be either qualitative or quantitative. An analysis with the use of the objective and reliable recording method, either a check list or computerized or video recording appears to provide the most useful record of performance.

Computerized video recording for the purposes of scoring the frequency of skill occurrence will be used by the investigator for analysis of data.

The investigator in consultation with the guide will frame a checklist and a data chart. It will contain the names of players in rows and the list of offensive skills viz., passing, dribbling and shooting and their variations, in the columns.

### Collection of Data

Volunteers will be employed for the purpose of recording the occurrence of different offensive skills and their variations during each competitive Basketball game. When ball is in play that is when the time clock is started the concerned volunteer will observe the player in action and just put a tick mark against the skill performed by the respective player or put a tally mark against the name of the player under the skill performed by the player until the clock is stopped that is when the ball becomes dead. The tallies or the number of times the skill is ticked against the respective player would continue up to their occurrence during the match. The tally would be completed at the expiry of the game. Similar procedure will be adopted for all the matches to be observed. The offensive skills that will be performed by every player in the matches played during the tournament will be scored, listed and checked. The scores of frequency of occurrence of skills that will be quantified in numerical form based on tallies that represent the data for the study.

### Design of The Study And Statistical Procedure

The study is basically descriptive in nature and is designed for the basic Purpose of assessment of relative frequency of skill occurrence to find out what offensive skills dominate during competitive game situations. Only descriptive statistics, percentages and averages and standard deviation values will be calculated to trace the overall trend of occurrence of offensive skills and their variations collectively as well as separately (individually) relative to the matches played as well as the duration of the match.

### Data Scoring Sheet

| Sl. No. | Dribbling Skills            | Data Collection | Total |
|---------|-----------------------------|-----------------|-------|
| 01      | High dribble                |                 |       |
| 02      | Low dribble                 |                 |       |
| 03      | Front crossover dribble     |                 |       |
| 04      | Between the leg dribble     |                 |       |
| 05      | Behind the back dribble     |                 |       |
| 06      | Reverse dribble (spin move) |                 |       |

| Sl. No. | Passing Skills                   | Data Collection | Total |
|---------|----------------------------------|-----------------|-------|
| 01      | One hand chest pass              |                 |       |
| 02      | One hand bounce pass             |                 |       |
| 03      | One hand over head straight pass |                 |       |
| 04      | One hand over head loop pass     |                 |       |
| 05      | One hand side arm pass           |                 |       |
| 06      | One hand under arm pass          |                 |       |
| 07      | Two hand chest pass              |                 |       |
| 08      | Two hand bounce pass             |                 |       |
| 09      | Two hand over head straight pass |                 |       |
| 10      | Two hand over head lob pass      |                 |       |
| 11      | Two hand side arm pass           |                 |       |
| 12      | Two hand under arm pass          |                 |       |
| 13      | Behind the back pass             |                 |       |
| 14      | Hook pass or Round arm pass      |                 |       |
| 15      | <b>Flick pass</b>                |                 |       |

| Sl. No. | Shooting Skills               | Data Collection | Total |
|---------|-------------------------------|-----------------|-------|
| 01      | Set shot                      |                 |       |
| 02      | Jump shot                     |                 |       |
| 03      | One hand over head layup shot |                 |       |
| 04      | One hand under arm layup shot |                 |       |
| 05      | Two hand under arm layup shot |                 |       |
| 06      | Cross over layup shot         |                 |       |
| 07      | Reverse shot                  |                 |       |
| 08      | <b>Tip in shot</b>            |                 |       |

**Interpretation**

The analysis of data interpretation is done on the basis of the live match observation and the video analysis

1. The analysis of the skills used by the players of inter collegiate basketball players can be found
2. The offensive skills that will be performed by every player in the matches played during the tournament will be scored, listed and checked.
3. The scores of frequency of occurrence of skills that will be quantified in numerical form
4. Based on tallies that represent the data for the study.

**Conclusion**

1. The coaches or the trainers get to know the players strength and the weakness of the skills used in the game
2. The coaches can improve the performance of the players by the analysis of the above data by the videos analysis
3. The players can be improve the game tactics with the data analysis

**Recommendations**

1. It is recommended that that based on the study results the coaches and trainers can prepare scientific training program for better performance of basketball skills on the basis of the data analysis
2. The data results can be utilized by concerned basketball selection committee for talent identification
3. The study can be useful for further research to develop the skill performance the game and the game tactics

### Reference

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