Determining Efficiency Indexes for Players in the Representative University Basketball Team

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Abstract

This work is based on a comparative study focused on the determination of efficiency index of the students in the representative basketball team of the Faculty of Physical Education and Sport of Galați, for the annual competition "Student Basketball Show". Calculating the index of efficiency is an objective indicator for assessing the quality of the game regarding acquisitions made by students in the early stages of training and competition but also their efficiency in official matches. In this respect, special record sheets for student evolution were drawn up. The objectivization of the students' performance, who are members of the researched representative teams was achieved by calculating the player's efficiency index (IEJ) and the team's efficiency index (IEE), used by Colibaba-Evuleţ and Bota, (1998). The structural elements of the formulas for these two indices are the following: successful actions (number of points scored, balls won, decisive passes), unsuccessful actions (number of missed free throws, missed throws, lost balls), number of minutes played. The teacher's bonus index (which is given in special cases) and the bonus for the time played by each student are added.

Keywords: students, basketball, team efficiency index, students' efficiency index, representative team

Introduction

Promoting sports education in the University environment and cultivating the competitive spirit are some of the relevant goals that are implemented among students who love the game of basketball and during the physical education classes or in their free time (Hossu-Login, 2016). Authors Fleancu (2007), Nae (2009) and Netolitzchi (2011) appreciate the effectiveness of the basketball game, "which brings important contributions to the harmonious development of students, to the development of motor skills, qualities and abilities and to the positive education of the positive character traits." The training and preparation of the student representative team, and its management in competitions is based on a scientifically organised didactic process, specific to the training requirements. It also represents a complex management process and its development depends on the performance of the team in specific competitions (Hânsa, 2003; Ciocan, 2016). Authors such as Balaiş, Mereuţă and Hânsa (2001) argued that the competition "represents the essential moment of a sportsman's activity, trying to overcome oneself or one's opponents". The preparation of the team does not focus strictly on practising the game of basketball within specific modules (Ciocoiu and Ciorbă, 2008, Badea-Miss, 2010). A number of factors are essential, such as training factors, material conditions, human resources (students) as well as scientific knowledge, ability and skill of the teacher to process data collected through investigations carried out during training sessions and competitions.

Hypothesis: given the permanent process of selection within the student representative basketball team, the calculation of efficiency index values constitutes an objective indicator for assessing the quality of the game (the acquisitions made by students in the process of training and competition) and the efficiency of players in official games.

The purpose of this work is to determine the effectiveness index of the team and of the players and former student basketball players of FEFS (Faculty of Physical Education and Sport) of Galaţi.

Research methods used: the study of bibliography, the observation, the statistical pedagogical observation, the statistical and mathematical method, the graphical and tabular method.

Organize and conduct the research: The study focuses on the representative basketball team of the Faculty of Physical Education and Sport of Galați at the competition held annually under the name "Student Basketball Show". The competition took place during the period December 12-16, 2016, and the representative teams from seven faculties (FSIA -Faculty of Food Science and Engineering, FAN- Faculty of Naval Architecture, FEAA- Faculty of Economy and Business Administration, FMF- Faculty of Medicine and Pharmacy, FACIEE- Faculty of Automation Computers Electrical and Electronic Engineering, FI- Faculty of Engineering) Each team was made up of 12 students with an average age of 20-27 years. The competition took place as a tournament, because this system allowed a greater number of games and the classification of participants is balanced so it's closer to the real value. Thus, the matches were held in

seven stages. The duration period of the matches was 4 quarters of 10 minutes each with a 2 minute-break between quarters 1-2 and 3-4 and 15 minutes between quarters 2 and 3.

The objectivization of the athletes' performance in the researched representative teams was achieved by calculating the player index of efficiency (IEJ) and team index of efficiency (IEE) used by Colibaba-Evuleţ and Bota (1998), as follows:

IEE = (no. of success. actions) + (no. of unsuccess. actions) x IBA 200 minutes (5 players x 40 minutes)

where:

- number of successful actions = number of scored points + number of won balls + number of decisive passes
- number of unsuccessful actions = number of misses + number of lost balls+ number of points received
- IBA = coach advantage index.

Player efficiency index

Calculated using a formula similar to the previous one (but using the advantage index for the given time, according to the minutes played (Colibaba-Evulet and Bota, 1998):

$$IEJ = \underbrace{(p.m. + m.c. + p.d.) - (a.l.n + a.n. + n.m.p)}_{n.m.j.} \times IBT \times IBA$$

where:

- (p.m.) scored points
- (m.c.) won balls
- (p.d.) decisive passes
- (a.l.n.) unsuccessful free throws
- (a.n.) unsuccesssful throws
- (n.m.p.) number of lost balls
- (n.m.j.) number of minutes played by the athlete
- IBT time advantage index
- IBA coach advantage index

The scale of assessment and rating is shown in Table 1.1, according to Colibaba-Evulet and Bota (1998).

Table 1 - Scale of assessment and rating according to Colibaba-Evulet and Bota (1998:175)

Efficiency index of the player (IE)						
IF (No of sound as into No of sou	- balla (Na af dadisina massa) (Na	-6				
IE = (No. of scored points+No. of won balls+No. of decisive passes) – (No. of missed free throws+No. of throws for missed actions+No. lost balls) x IBT x IBA						
of throws for missed actions+No. lost		and by othloto				
TDT T' Al L. l	No. minutes ply	•				
IBT=Time Advantage Index	IBA=Advantage Index given by co					
Limits: $1.1 - 1.8$; given according	Limits: $1.1 - 1.6$; given in exception	al cases for:				
to the	- neutralize a dangerous opponent;					
no. of minutes played, as follows:	- win a great no. of balls;					
- 6-9 min.= x 1.1	- decisive actions in difficult momer	nts of the game;				
- 10-15 min.= x 1.2	- extraordinary efforts to win;					
- 16-20 min.= x 1.3	- exemplary achievement of special given tasks;					
- 21-25 min.= x 1.4	- etc.					
- 26-30 min.= x 1.5						
- 31-36 min.= x 1.6						
- 36-40 min.= x 1.7						
- 6-9 min.= x 1.8 overtime						
Assessment and Rating Scale						
IE Assessment Value Ranges	Rating	% efficiency				
0.00 - 0.19	Wery low (FS)	0				
0.20 - 0.40	Low (S)	40				
0.41 - 0.60	Satisfactory (Sf)	50				
0.61 - 0.80	Good (B)	80				
0.81 – 1.00	Very Good (FB _I)	100				

1.01 – 1.20	Very Good (FB _{II})	120
1.21 – 1.40	Excellent (E _I)	140
1.41 – 1.60	Excellent (E _{II})	160

Results of the research:

In order to determine the efficiency of FEFS (Faculty of Physical Education and Sport) Galați basketball team players in the stages of the competition, we monitored their evolution by recording on special sheets their performance during the seven matches played and the efficiency index of players (IEJ) was calculated on a scale between 0.07-1.51 (Table 2).

Table 2 - Efficiency index of the players in the FEFS (Faculty of Physical Education and Sport) Galaţi representative basketball team

	Aatch gainst:	FSIA	FAN	FEAA	FMF	FACIEE	FI
P	layers	Effic	ciency in	dices of	f player	'S	
1.	P.R	0.47	0.67	1.06	0.49	0.46	0.91
2.	G.G	0.28	0.65	0.40	0.33	0.72	0.71
3.	D.B	1.41	0.94	0.56	0.10	0.91	0.80
4.	M.P	0.95	1.42	1.51	1.09	1.70	1.64
5.	B.R	0.70	0.88	0.86	0.82	0.67	1.08
6.	P.A	0.63	0.81	0.83	0.42	0.88	0.64
7.	O.G	-	-	0.47	0.07	0.44	1.14
8.	V.C	-	-	0.11	0.29	0.76	-
9.	T.M	0.69	-	-	-	0.84	0.28
10.	B.A	-	0.79	-	-	0.49	0.47
11.	S. N	-	-	-	-	-	0.48
12.	D.A	-	-	-	-	-	-

The ratings for each player vary from very low (FS) to excellent (E) (see Table 3).

Table 3 - Ratings of the players of FEFS (Faculty of Physical Education and Sport) Galati basketball representative team

	Iatch gainst:	FSIA	FAN	FEAA	FMF	FACIEE	FI
P	layers		Ratin	gs of pla	ayers		
1.	P.R	Sf	В	FB 2	Sf	Sf	FS
2.	G.G	S	В	S	S	В	В
3.	D.B	E 1	FB 1	Sf	FS	FB 1	В
4.	M.P	FB 1	E 1	E 2	FB 2	E 2	E 2
5.	B.R	В	FB 1	FB 1	FB 1	В	FB 2
6.	P.A	В	FB 1	FB 1	Sf	FB 1	В
7.	O.G	-	-	Sf	FS	Sf	FS
8.	V.C	-	-	FS	S	В	-
9.	T.M	В	-	-	-	FB 1	S
10.	B.A	-	В	-	-	Sf	Sf
11.	S. N	-	-	-	-	-	Sf
12.	D.A	-	-	-	-	-	-

The efficiency of the players varies in the interval 0% - 160%, the data being expressed in percents in Table 4:

Table 4- The efficiency of the players

	Match gainst:	FSIA	FAN	FEAA	FMF	FACIEE	FI
P	layers		Eff	iciency o	f player:	S	
1.	P.R	50%	80%	120%	50%	50%	0%
2.	G.G	40%	80%	40%	40%	80%	80%
3.	D.B	40%	100%	50%	0%	100%	80%
4.	M.P	100%	140%	160%	120%	160%	160%
5.	B.R	80%	100%	100%	100%	80%	120%
6.	P.A	80%	100%	100%	50%	100%	80%
7.	O.G	-	-	50%	0%	80%	50%
8.	V.C	-	-	0%	40%	100%	-
9.	T.M	80%	-	-	-	100%	40%
10.	B.A	-	80%	-	-	50%	50%
11.	S. N	-	-	-	-	-	50%
12.	D.A	=		-	-	-	-

The systematization of the matches played pointed out that the team had the following general statistic situation: 5 wins and 2 defeats; goal average 325-288; so, number of scored points 325; number of won balls 437; number of decisive passes 281; number of misses 345; number of lost balls 211; number of received points 288.

The data resulting from the calculation of the efficiency index of the ratings and the efficiency of the team during the played matches is shown in Table 5.

Table 5 - Efficiency index, rating and team efficiency FEFS Galați

Stage	Match against:	Score	IEE	Rating	(Efficiency %)
I	FSIA	49 – 26	0.26	S	40%
II	FAN	38 - 31	0.30	S	40%
III	FEAA	44 - 41	0.91	FB1	100%
IV	FMF	51 - 78	0.18	FS	0%
V	FACIEE	60 - 22	0.54	Sf	50%
VI	FI	37 - 19	0.35	Sf	50%

The improvement in the performance of the FEFS (Faculty of Physical Education and Sport) Galați representative student basketball team (efficiency of the team and players) is the result of the objectivization of human resources (selection-preselection), of teaching resources (improving methodological preparation), of preparation and presentation material resources, etc.

The calculation of the index of efficiency will objectify the assessment of game quality and of student efficiency in official matches.

Conclusions:

- The calculation of the index of efficiency represents an objective indicator for the assessment of the quality of the game by students in the early stages of training and their efficiency in official matches.
- The efficiency of the players' performance and of the FEFS (Faculty of Physical Education and Sport) Galați basketball representative team was achieved by calculating the index of efficiency which constituted an objective indicator for assessing the quality of the game (acquisitions made by students in the process of training and competition) and thus the research hypothesis was confirmed.
- The centralization and interpretation of data in detecting the efficiency of the players and of the FEFS (Faculty of Physical Education and Sport) Galati basketball team for the "Basketball student show" competition was achieved by recording on special sheets their performance throughout the games played as follows:
 - The calculation of the players' index of efficiency (IEJ) is made on a scale between 0.07-1.51, the scores ranging from very low (FS) to excellent (E) and the between 0%-160%.
 - The calculation of the index of efficiency of the team (IEE) obtained in the seven matches are situated in the following range 0.15-0.9, the ratings (low and very good) and the team efficiency between 40%-100%.
- The centralization of the results after the disputed matches demonstrated that the team had the following overall situation: 5 wins and 2 defeats; goal average 325-288; so number of points scored 325; number of balls won 437; number of decisive passes 281; number of misses 345; number of lost balls 211; number of points 288.

Practical and methodical recommendations

- The objective assessment of the players performance and student representative team must become a constant in the work of the teacher.
- The results obtained from the calculations of the index of efficiency contribute to raise students awareness during matches, to reduce the number of unsuccessful actions and to increase the number of successful ones.
- Correlation of the indices aimed at players and team efficiency with parameters of statistical-mathematical calculation used in sport and physical education can represent an important feedback about the actions teacher training the university basketball team.

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