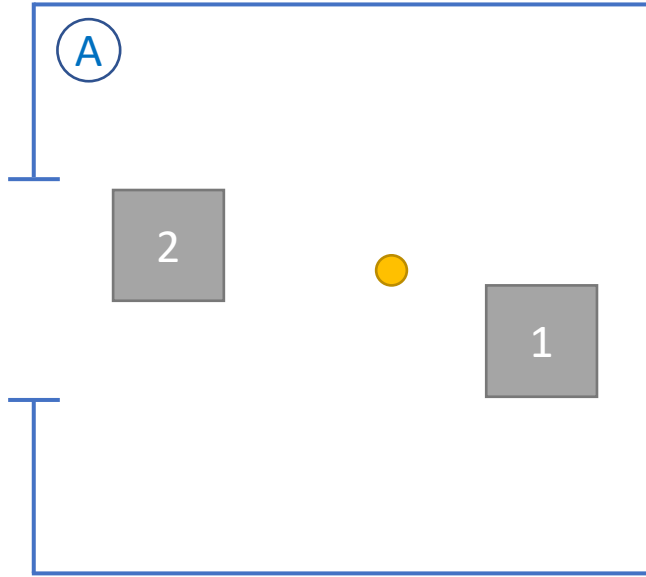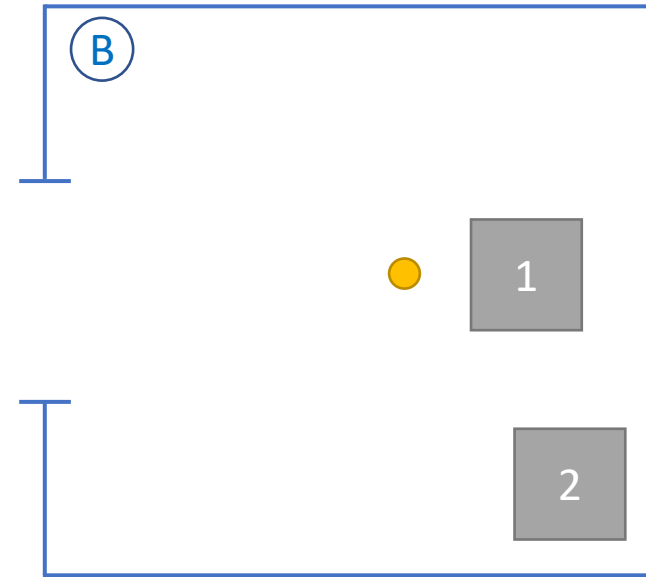# Initial Decision Tree

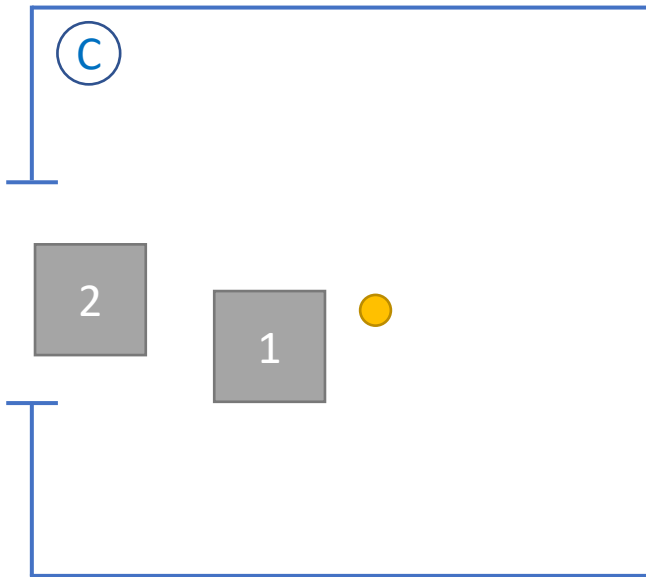Game situations by pitch side

Ball in „Self" side:

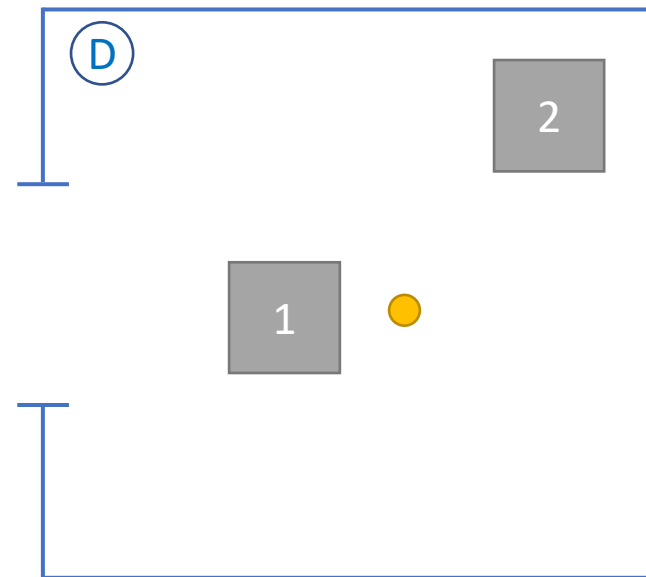1 is always the closest player to ball

A1: 1 guard
A2: 2 intersect

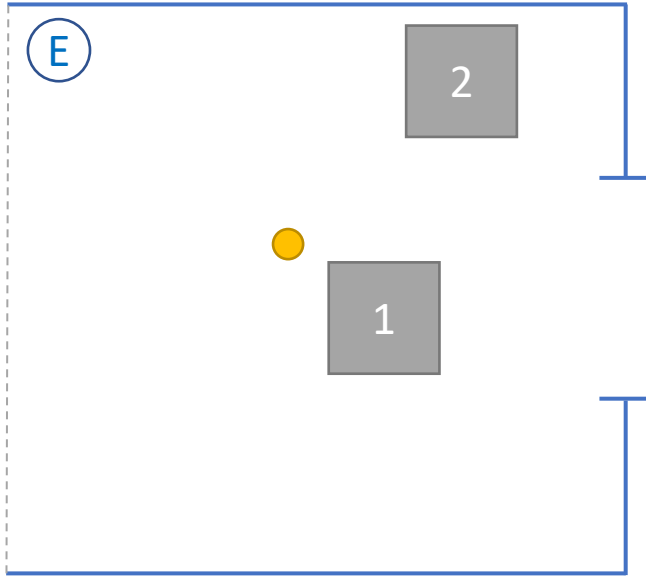B1: 1 recover
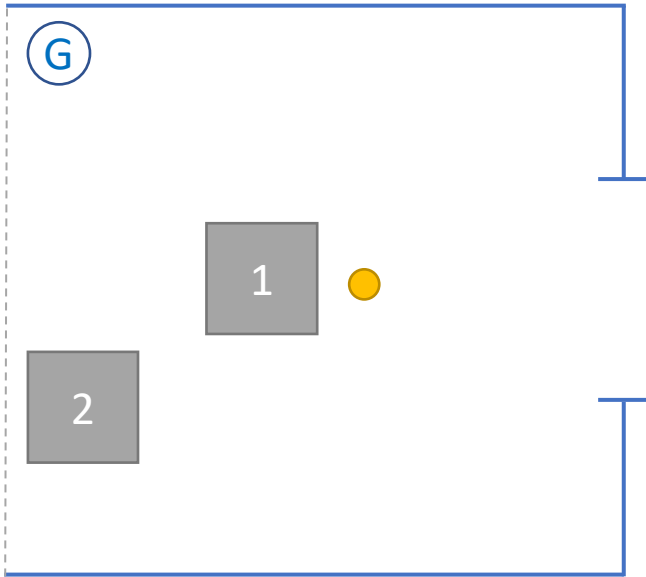B2: 2 guard

C1: 1 shoot
C2: 2 guard

D1: 1 shoot
D2: 2 guard

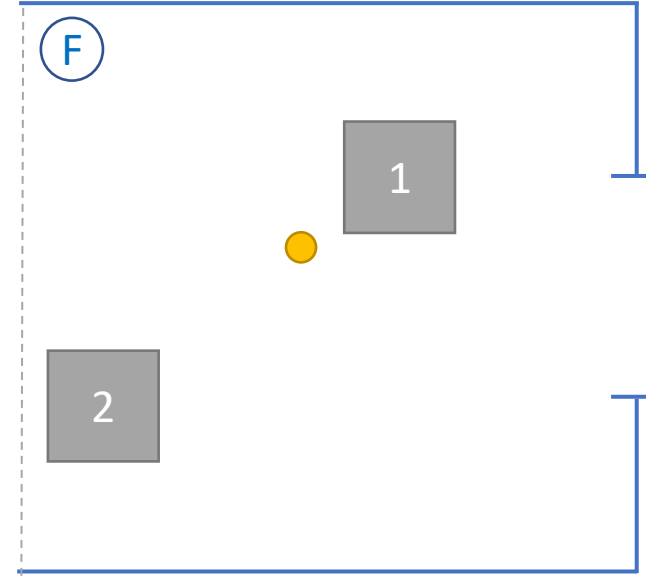# Ball in „Opponent" side:

1 is always the closest player to ball

E1: 1 recover
E2: 2 center
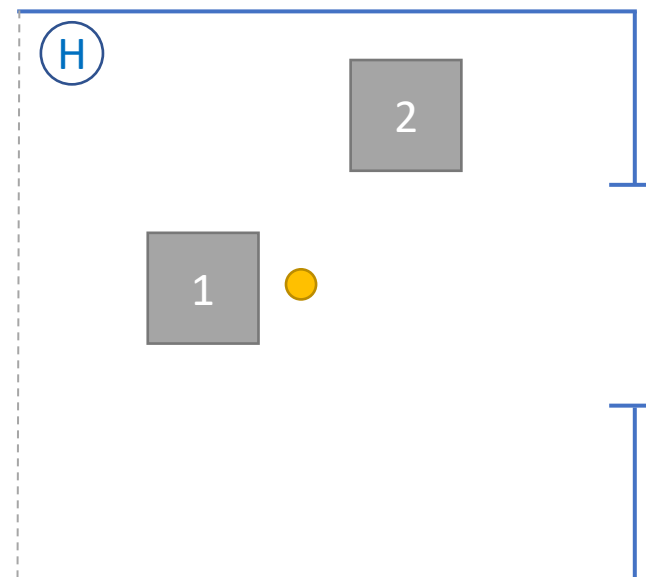
F1: 1 center
F2: 2 shoot

G1: 1 shoot
G2: 2 center

H1: 1 shoot
H2: 2 center