

# Player Data Analysis Report

Matt Caggiano: Defensive Strategy Report



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## Key Insights & Statistics

### PNR Defensive Strategy Overview

Need a high intensity defender willing to minimize space when the screen comes. Go over all screens and force him off the three point line. Give up his mid range jumper and force him to pass to shooters for three (except Brock Bowen). The screeners defender can play in deep drop focusing on getting position in the paint if the on ball defender can push him off the 3 point line.

### Pick-and-Roll Key Stats

- Rejects 20% of screens vs Accepts 80% of screens (69 plays)
- Rejecting: 1 three attempted, 0 midranges attempted (13 plays)
- 50% (6-12) on PNR 3pt
- Brock Bowen's 3pt% from Matt: 60% (6-10)
- Rest of Team's 3pt% from Matt: 11% (2-18)

### Transition Defensive Strategy Overview

Matt is a major threat in transition looking to push the ball ahead and draw fouls. Need to know where he is on long rebounds and turnovers as he is someone who pushes the ball whenever the opportunity arises. Passer stats in transition are not available, and should be examined in film.

### Transition Key Stats

- As BH...draws fouls 23.8% (10 of 42 plays)
- As BH...turnovers 26.1% (11 of 42 plays)
- As BH...55% around basket (11-20)

### Spot Up Defensive Strategy Overview

When closing out on Matt, do it with control. We will live with his catch and shoot 3 more often than him getting a blow by. This is because he's much more effective off the dribble and his catch and shoot 3pt% is around average.

### Spot Up Key Stats

- 36% catch and shoot 3pt (12-33)
- 50% midrange pull ups (7-14)
- 61% around basket (13-21)

### Isolation Defensive Strategy Overview

When matched up one on one with Matt, give him space. He's looking to create off the dribble. Test him to take a pull up semi-contested three as that's something we'll live with.

### Isolation Key Stats

- Didn't attempt a single three in isolation situations. (19 total plays)
- Location of iso has little to no correlation with efficiency

### Off Screens Defensive Strategy Overview

Don't be afraid to go under off ball screens set for Matt. He's not much of a threat to take these types of shots. As we talked about before, Matt's catch and shoot ability is much closer to average in comparison to shooting off the dribble like in the pick-and-roll.

### Off Screens Key Stats

- 0-3 on 3PA's running straight off screens (\*NOTE\* low sample size)

## Handoff Defensive Strategy Overview

Stationary Handoffs from big men should be guarded similarly to pick-and-rolls. Big man should be in position to not get blown by and get a contest around the basket while giving up his mid range jumper. Matt's defender should go trail over the top and force him off the 3pt line.

## Handoff Key Stats

- 13 Stationary Handoffs vs 5 Dribble Handoffs
- In Stationary: 0% from midrange (0-2)
- In Stationary: 44% around basket (4-9)
- In Stationary: 50% off dribble 3pt (1-2)

# Defensive Strategy Full Writeup: Defending Matt Caggiano

## Pick-and-Roll

Matt executed 77 pick-and-roll plays out of 290 total offensive plays, accounting for 26.5% of his offensive load—a significant volume for analysis.

As the ball handler in pick-and-roll situations, he had an 18.18% turnover rate and drew fouls 9% of the time. Rejecting screens about 20% of the time (a 1:4 ratio of rejected to accepted screens), Matt reads defenders rather than automatically using screens. When he rejects a screen, he focuses on driving to the basket or drawing a defender to kick out, taking only one three-pointer and no mid-range shots in these instances. This pattern allows defending big men to play deeper drop coverage when he rejects screens.

Matt is more efficient when going left in pick-and-rolls but is comfortable shooting from all three levels—threes, mid-range, and layups—going either direction, with an equally proportional shot distribution. In high pick-and-roll situations, regardless of direction or screen usage, he shot 42% from three-point range and 42% from mid-range on seven attempts each (out of 41 samples). This makes it challenging for defenders to go under screens. Big men need to understand spacing; in high pick-and-rolls, Matt has more room, so closing the gap to prevent open threes when the on-ball defender goes over the screen is crucial. He converts around 50% of his shots when driving to the basket—a strong percentage.

However, Matt's weakness lies in his mid-range game overall. While he attempts mid-range

shots at a rate similar to his three-pointers, he makes only 27% of them, compared to 50% from beyond the arc.

Building on Matt's scoring ability in the pick-and-roll, he's equally effective as a passer, creating 70 shots for teammates directly from these situations. His distribution is as follows: he hits cutters 7% of the time, spot-up shooters 41%, players driving off a spot-up 22%, and the roller 30%.

While efficiency after his pass depends on his teammates, these stats highlight the team's performance around him. Notably, spot-up shooters are the primary beneficiaries of his passes. However, the team collectively shot just 8-for-28 (28%) from three-point range off his passes. Digging deeper, Brock Bowen made 6 of 10 threes from Matt's assists, meaning the rest of the team shot a mere 2-for-18 (11%). This suggests that face-guarding Brock Bowen on the perimeter while using other defenders to help elsewhere could be effective. Specifically, since Brody Brown is 0-for-7 from three off Matt's passes, his defender can provide additional help—but only if Brody isn't an effective cutter, which warrants further observation.

Regarding the roll man, Kenny Wilburn and Josiah Turner are the primary targets, each involved in 10 plays. Josiah popped out 90% of the time, going 0-for-3 from three, while Kenny was 1-for-3 from deep, popping or slipping 40% of the time. Despite the small sample size, big men popping after screens don't pose a significant threat based on this data.

Given Matt's ability to drive downhill and his high three-point shooting percentage, assigning an aggressive defender to him in the pick-and-roll is crucial. Going under screens is risky since he'll capitalize with a three-pointer in either direction. The on-ball defender should fight over the screen without allowing space for a quick three, forcing him inside the arc. The screen defender doesn't need to adjust coverage based on personnel; playing too high may result in blow-bys, so granting Matt a bit more space could be advantageous. A deep drop is justifiable if Kenny and Josiah aren't consistent three-point threats, though further analysis is recommended due to the limited data.

Lastly, keep Brock Bowen's defender tight on him, while Brody Brown's defender can offer more help. We're willing to concede Matt's mid-range jumper, the screener's jumper, and Brody Brown's shots; all other options should be denied.

## Transition

Matt had 73 transition plays out of 290 total offensive plays, making up 25.1% of his offensive load—a significant portion for analysis.

In 42 of these transition plays, he was the ball handler leading to a shot or turnover. Matt prefers to get to the basket in these situations, where he's highly efficient: he shoots 55% around the rim and draws fouls 23.8% of the time (10 plays). However, he also turns the ball over 26.1% of the time (11 plays) in transition.

Given Matt's high volume of transition plays and his ability to draw fouls, he's a clear threat on the break. Opposing teams should keep track of him on long rebounds and turnovers to prevent easy baskets.

Matt isn't much of a leak-out threat, with leak-outs accounting for just 4% of his transition plays. Similarly, as a trailer, he doesn't feature prominently, but if left unguarded coming up the court late, he can make you pay—he's 2-for-4 from three in these situations. While the sample size is small, it's worth noting.

We don't have detailed stats on Matt's passing in transition, but based on his high volume of transition plays and his passing ability in other actions like pick-and-rolls, it's likely he can facilitate effectively on the break. Watching game film could provide more insight into his tendencies in these situations.

## Spot-Ups

Matt had 79 spot-up plays out of 290 total offensive plays, accounting for 27.2% of his offensive load—a significant amount for analysis.

He's a threat not only to drive but also to hit long-range jumpers. Of his 79 spot-up plays leading to shots or turnovers, he drove 57% of the time (45 plays) and took a jumper 43% of the time (34 plays). This helps determine how defenders should close out on him.

When driving from spot-ups, Matt took 14 mid-range jumpers, making 7 of them (50%). When he got to the basket, he took 21 shots and made 13 (61%). He's effective at attacking closeouts to get high-quality shots. When driving different directions, his efficiency and frequency remains very constant, pushing him one direction or another really has no effect on his ability to score or facilitate.

When taking spot-up jumpers, Matt attempted 33 shots and made 12 (36.4%). This suggests he's a more average three-point shooter on catch-and-shoot attempts compared to off-the-dribble shots (pick-and-rolls for example). Based on this, Matt is more effective when he puts the ball on the floor and attacks the hoop. When closing out on him, defenders should be aware of this tendency. If a defender is late rotating to Matt spotting up, it might be better to contest the shot but avoid getting beat off the dribble, as allowing him to drive could lead to higher-percentage shots or opportunities for him to use his passing skills to create for others.

## Isolation

Matt had 19 isolation plays out of 290 total offensive plays, making up 6.5% of his offensive load. Since this is a relatively small sample size, consider with caution .

When guarding Matt in isolation, note that he didn't attempt any three-point shots in these plays. He's aiming to catch defenders off balance to either hit a mid-range jumper or drive to the basket. If you're matched up with him in open space, giving him a bit of room can be effective—he's not looking to take a low-percentage three that you can contest.

He's comfortable isolating from anywhere on the court having similar efficiency from all spots. Inside the three-point line, he's quite effective: he shot 3-for-4 from mid-range and 4-for-10 around the basket in isolation situations. Remember, though, that the small sample size means we should be cautious in interpreting these numbers.

Sometimes, what isn't shown in the stats tells us more than what is. Since he hasn't taken any threes in isolation, you might test him by giving him a step to see if he'll take that semi-contested three.

However, as soon as you sense a screen coming, you need to react quickly. Jump to the ball and fight over the screen to prevent him from getting an open three if you go under.

## Off-Screens

Matt had 13 off-screen plays out of 290 total offensive plays, accounting for 4.4% of his offensive load. Since this is a relatively small sample size, take it with a grain of salt.

Given the low number of plays, it's clear that Matt running off screens isn't a major part of RIT's offensive strategy. He's not a significant threat to curl off screens or hit shots off flares. Importantly, when he does run straight off screens, he's taken three three-pointers and missed all of them. In each instance, he moved off his right shoulder through the screen. So if the defender reads Matt running off his left shoulder, it's generally safe to go under.

When defending Matt in off ball screens, going under them shouldn't cause too much trouble. Watching more game film could provide a clearer picture of how often they use Matt in

off-screen actions and what types of plays they run afterward. Keep in mind that this data is based on situations where he gets shots, so additional film study might reveal more about his tendencies in these scenarios.

## Hand-Offs

Matt had 18 Hand-off plays out of 290 total offensive plays, making up 6.3% of his offensive load. Sample size needs to be considered.

The location of the handoff didn't play much of a role in the frequency or efficiency of the types of shots Matt tried to score off of. However he did get more shots from stationary hand offs (13 plays) rather than dribble hand-offs (5 plays). Shooting only 1 for 2 from three and the other 11 times getting to the basket shooting 44.4%.

On stationary hand offs with big men I'd advise trailing Matt and sending help off non shooters. Comparable to the defense we'd play on Matt in a pick-and-roll situation. However dribble handoffs between Matt and other guards may be better to switch it entirely or if the matchup is non favorable just simply go under.

Either way handoffs aren't the greatest threat when guarding Matt.

## Cuts

Matt took only 9 shots off cuts, accounting for just 3% of his offensive load. While this sample size isn't big enough for in-depth analysis, I'll still unpack the stats I saw.

It seems that cutting isn't a big part of Matt's game—whether he doesn't cut hard or doesn't look for the ball, he doesn't do it often. However, don't lose sight of him. On those 9 cuts, he was highly effective, making 8 out of 9 shots (87%) when he got to the basket.

## Post & Rollman

Matt had only two plays where he took a shot from the post. This indicates that he doesn't pose a threat in post-up situations down low. Matt also had no plays the entire season where he was the roll man. This indicates that he doesn't pose a threat as a screen-and-roller.

# 1 Playtype Analysis

## 1.1 Pick-and-Roll (PNR)

### 1.1.1 PNR Shot Statistics

Total Pick N Roll Shot Statistics

Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
77	12	6	50.0	44	17	38.64	11	3	27.27	14	7

PNR Usage Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Accept	56	6	3	50.0	34	13	38.24	11	3	27.27	13	3
Reject	13	1	0	0.0	8	3	37.5	0	0	-	1	3

PNR Direction / Location Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
High	41	7	3	42.86	23	11	47.83	7	3	42.86	7	4
Left	16	2	2	100.0	11	4	36.36	2	0	0.0	2	1
Right	20	3	1	33.33	10	2	20.0	2	0	0.0	5	2

PNR Combination Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
High - Reject	9	1	0	0.0	6	2	33.33	0	0	-	0	2
High - Off	30	4	3	75.0	17	9	52.94	7	3	42.86	7	2
Left - Reject	2	0	0	-	1	0	0.0	0	0	-	0	1
Left - Off	11	0	0	-	9	3	33.33	2	0	0.0	2	0
Right - Reject	2	0	0	-	1	1	100.0	0	0	-	1	0
Right - Off	15	2	0	0.0	8	1	12.5	2	0	0.0	4	1

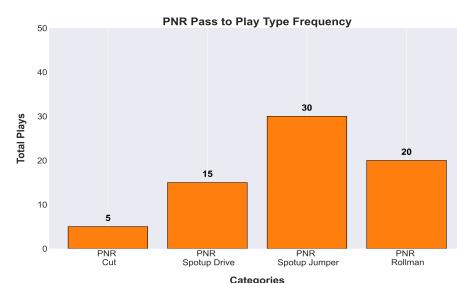
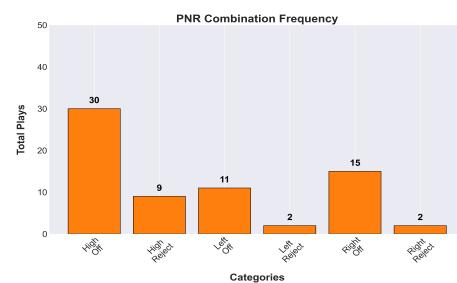
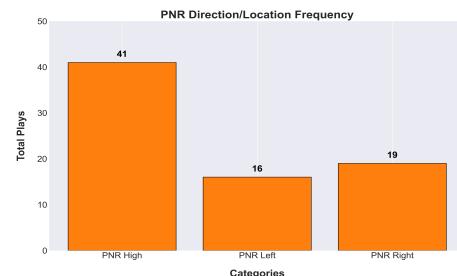
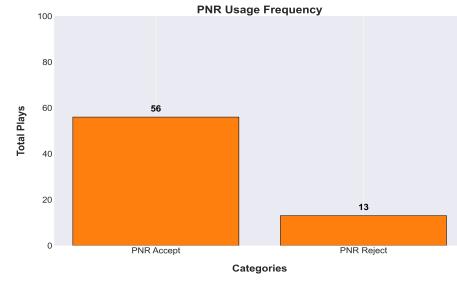
### 1.1.2 PNR Common Passer Statistics

Total Pick N Roll Passer Statistics

Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
70	37	9	20.24	24	13	62.26	3	1	50.0	4	5

PNR to Different PlayType Statistics

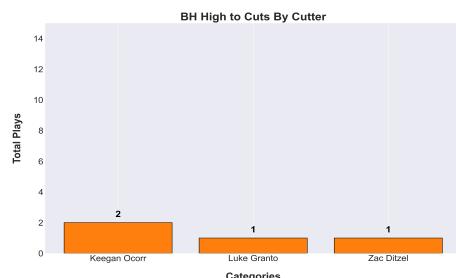
PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Cuts	5	0	0	-	4	4	100.0	0	0	-	0	1
S.U Drives	15	3	0	0.0	6	3	50.0	0	0	-	4	2
S.U Shots	30	28	8	27.78	2	0	0.0	2	0	0.0	0	0
Rollman	20	6	1	16.67	12	6	48.57	1	1	100.0	0	2



### 1.1.3 BH High PNR Passer Statistics

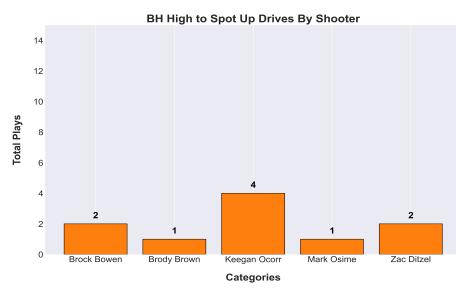
BH High - Cuts Player Statistics

Player	Plays	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Keegan Ocorr	2	1	1	100.0	0	0	-	0	1
Luke Granto	1	1	1	100.0	0	0	-	0	0
Zac Ditzel	1	1	1	100.0	0	0	-	0	0



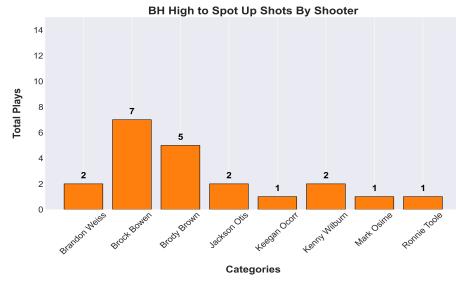
BH High - Spot Up Drives Player Statistics

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Brock Bowen	2	1	0	0.0	1	1	100.0	0	0	-	0	0
Brody Brown	1	0	0	-	0	0	-	0	0	-	1	0
Keegan Ocorr	4	0	0	-	1	1	100.0	0	0	-	2	1
Mark Osime	1	0	0	-	1	0	0.0	0	0	-	0	0
Zac Ditzel	2	1	0	0.0	1	1	100.0	0	0	-	0	0



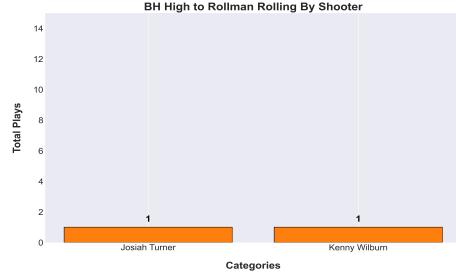
BH High - Spot Up Shots Player Statistics

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Brandon Weiss	2	2	1	50.0	0	0	-	0	0	-	0	0
Brock Bowen	7	7	4	57.14	0	0	-	0	0	-	0	0
Brody Brown	5	5	0	0.0	0	0	-	0	0	-	0	0
Jackson Otis	2	2	1	50.0	0	0	-	0	0	-	0	0
Keegan Ocorr	1	1	0	0.0	0	0	-	0	0	-	0	0
Kenny Wilburn	2	1	1	100.0	1	0	0.0	0	0	-	0	0
Mark Osime	1	1	0	0.0	0	0	-	0	0	-	0	0
Ronnie Toole	1	1	0	0.0	0	0	-	0	0	-	0	0



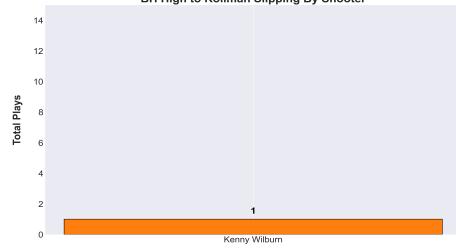
BH High - Rollman Rolls Player Statistics

Player	Plays	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Josiah Turner	1	1	1	100.0	0	0	-	0	0
Kenny Wilburn	1	1	0	0.0	0	0	-	0	0



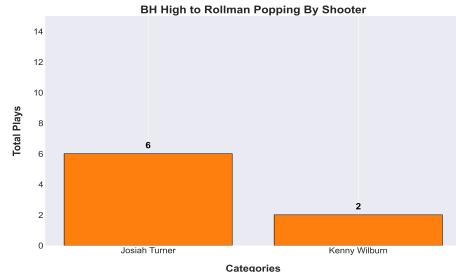
BH High - Rollman Slips Player Statistics

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Kenny Wilburn	1	1	0	0.0	0	0	-	0	0	-	0	0



BH High - Rollman Pops Player Statistics

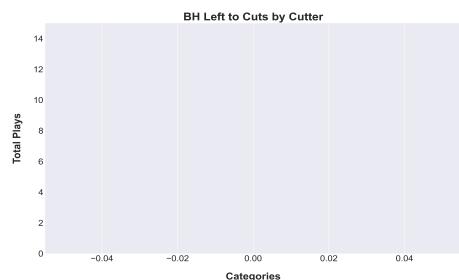
Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Josiah Turner	6	3	0	0.0	2	0	0.0	0	0	-	0	1
Kenny Wilburn	2	2	1	50.0	0	0	-	0	0	-	0	0



### 1.1.4 BH Left PNR Passer Statistics

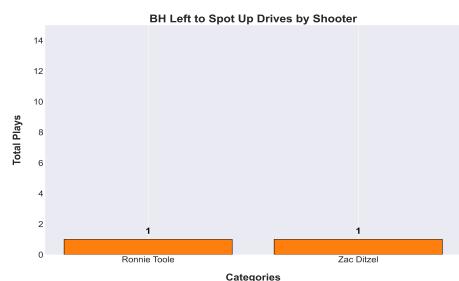
BH Left - Cuts Player Statistics

Player	Plays	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul



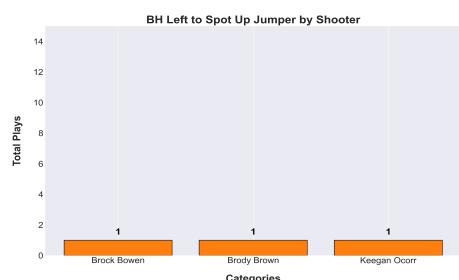
BH Left - Spot Up Drives Player Statistics

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Ronnie Toole	1	0	0	-	1	0	0.0	0	0	-	0	0
Zac Ditzel	1	0	0	-	1	0	0.0	0	0	-	0	0



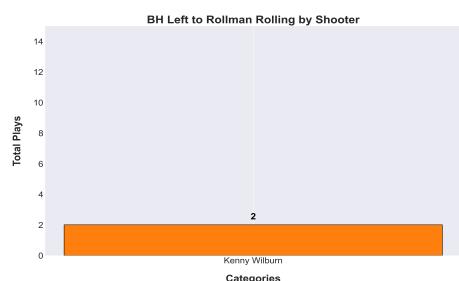
BH Left - Spot Up Shots Player Statistics

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Brock Bowen	1	1	0	0.0	0	0	-	0	0	-	0	0
Brody Brown	1	1	0	0.0	0	0	-	0	0	-	0	0
Keegan Ocorr	1	1	0	0.0	0	0	-	0	0	-	0	0



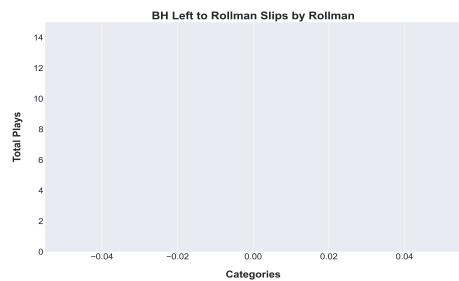
BH Left - Rollman Rolls Player Statistics

Player	Plays	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Kenny Wilburn	2	2	1	50.0	0	0	-	0	0



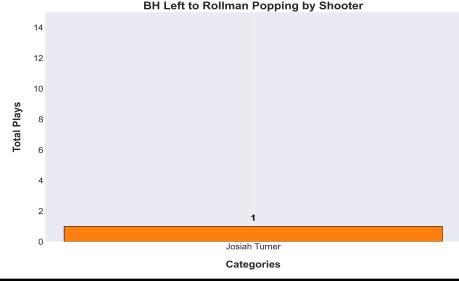
BH Left - Rollman Slips Player Statistics

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul



BH Left - Rollman Pops Player Statistics

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Josiah Turner	1	0	0	-	1	0	0.0	0	0	-	0	0



### 1.1.5 BH Right PNR Passer Statistics

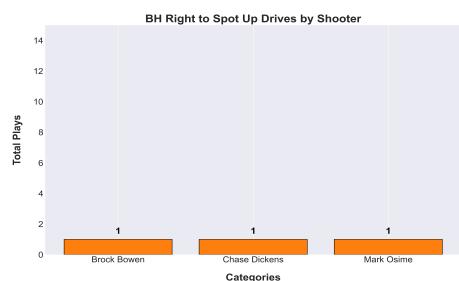
BH Right - Cuts Player Statistics

Player	Plays	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Nolan Smith	1	1	1	100.0	0	0	-	0	0



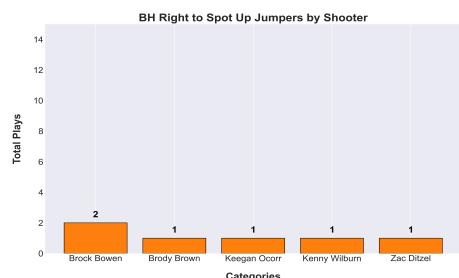
BH Right - Spot Up Drives Player Statistics

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Brock Bowen	1	0	0	-	0	0	-	0	0	-	1	0
Chase Dickens	1	1	0	0.0	0	0	-	0	0	-	0	0
Mark Osime	1	0	0	-	0	0	-	0	0	-	0	1



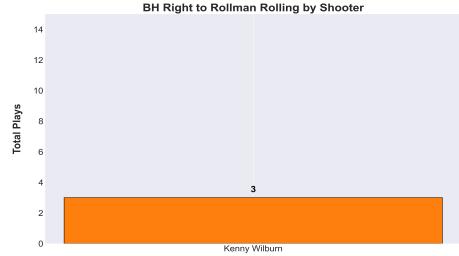
BH Right - Spot Up Shots Player Statistics

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Brock Bowen	2	2	1	50.0	0	0	-	0	0	-	0	0
Brody Brown	1	1	0	0.0	0	0	-	0	0	-	0	0
Keegan Ocorr	1	1	0	0.0	0	0	-	0	0	-	0	0
Kenny Wilburn	1	0	0	-	1	0	0.0	0	0	-	0	0
Zac Ditzel	1	1	0	0.0	0	0	-	0	0	-	0	0



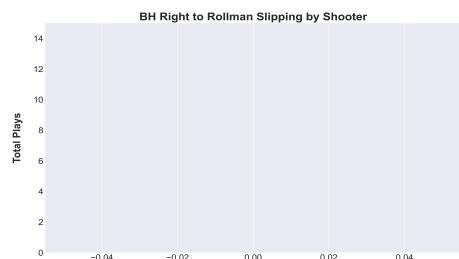
BH Right - Rollman Rolls Player Statistics

Player	Plays	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Kenny Wilburn	3	3	3	100.0	0	0	-	0	0



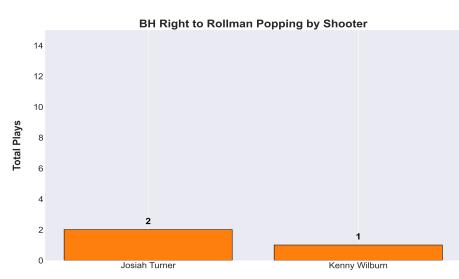
BH Right - Rollman Slips Player Statistics

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul



BH Right - Rollman Pops Player Statistics

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Josiah Turner	2	0	0	-	1	1	100.0	1	1	100.0	0	1
Kenny Wilburn	1	0	0	-	1	0	0.0	0	0	-	0	0



## 1.2 Spot Ups

### 1.2.1 Spot Up Shot / Drive Statistics

Total Spot Up Statistics

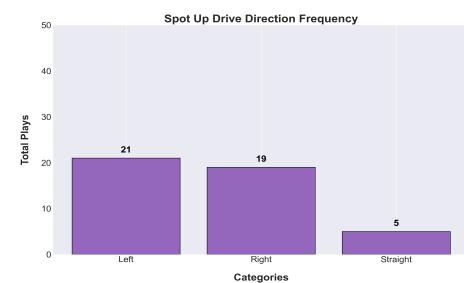
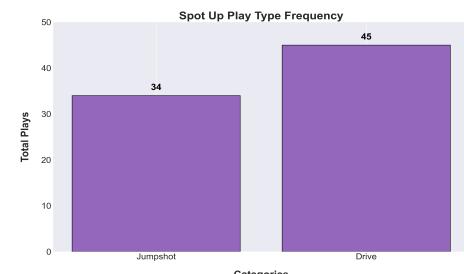
Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
79	33	12	36.36	35	20	57.14	14	7	50.0	6	5

Spot Up Statistics

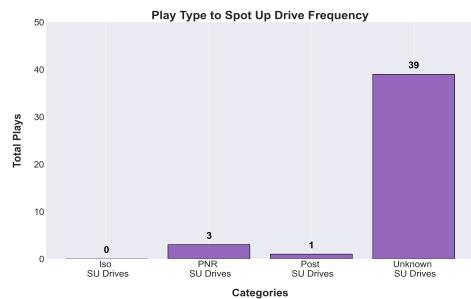
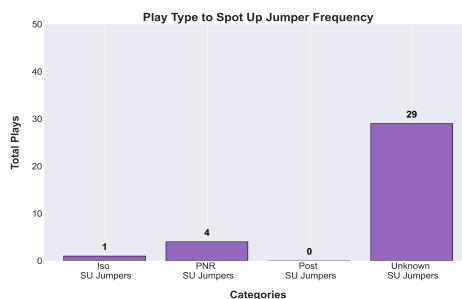
PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Jumpshot	34	33	12	36.36	0	0	-	0	0	-	0	1
Drive	45	0	0	-	35	20	48.89	14	7	50.95	6	4

Drive Direction Statistics

Direction	Plays	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Left	21	15	9	60.0	5	3	60.0	3	3
Right	19	15	10	66.67	7	3	42.86	3	1
Straight	5	5	1	20.0	2	1	50.0	0	0



### 1.2.2 Stats on where Player gets Spot Ups from



Different Playtype to Jumpshot Statistics

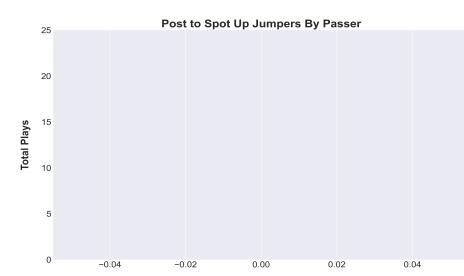
PlayType	Plays	3PA	3PM	3P%	MiA	MiM	Mi%	TO	Foul
Iso	1	1	0	0.0	0	0	-	0	0
PNR	4	4	2	33.33	0	0	-	0	0

Different Playtype to Drive Statistics

PlayType	Plays	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
PNR	4	2	1	50.0	0	0	-	2	0
Post	2	2	2	100.0	1	1	100.0	0	0

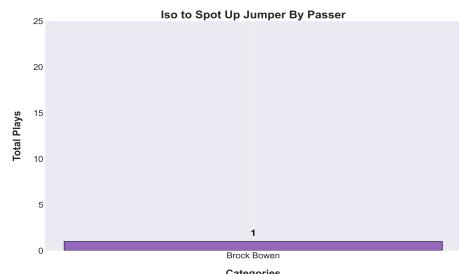
Post - Jumpshot Stats by Passer

Player	Plays	3PA	3PM	3P%	MiA	MiM	Mi%	TO	Foul



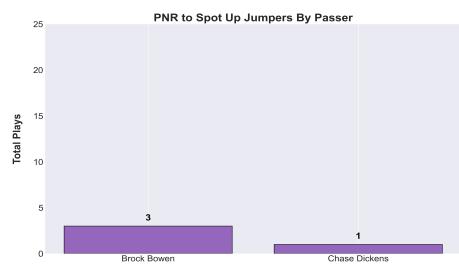
### Iso - Jumpshot Stats by Passer

Player	Plays	3PA	3PM	3P%	MiA	MiM	Mi%	TO	Foul
Brock Bowen	1	1	0	0.0	0	0	-	0	0



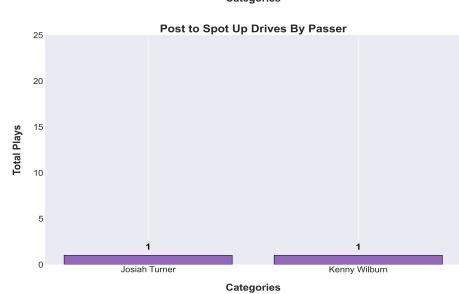
### PNR - Jumpshot Stats by Passer

Player	Plays	3PA	3PM	3P%	MiA	MiM	Mi%	TO	Foul
Brock Bowen	3	3	2	66.67	0	0	-	0	0
Chase Dickens	1	1	0	0.0	0	0	-	0	0



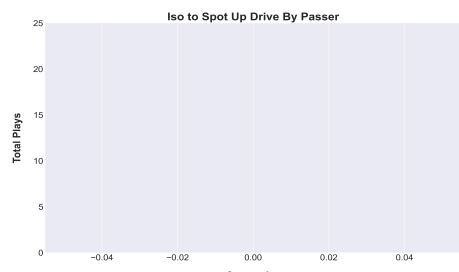
### Post - Drive Stats by Passer

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Josiah Turner	1	0	0	-	1	1	100.0	1	1	100.0	0	0
Kenny Wilburn	1	0	0	-	1	1	100.0	0	0	-	0	0



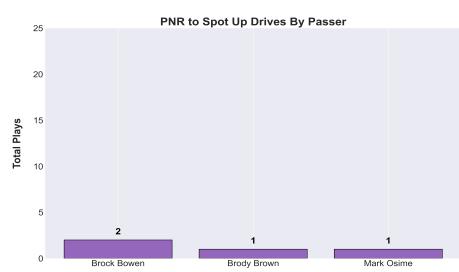
### Iso - Drive Stats by Passer

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Brock Bowen	2	0	0	-	1	1	100.0	0	0	-	1	0
Brody Brown	1	0	0	-	0	0	-	0	0	-	1	0
Mark Osime	1	0	0	-	1	0	0.0	0	0	-	0	0



### PNR - Drive Stats by Passer

Player	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Brock Bowen	2	0	0	-	1	1	100.0	0	0	-	1	0
Brody Brown	1	0	0	-	0	0	-	0	0	-	1	0
Mark Osime	1	0	0	-	1	0	0.0	0	0	-	0	0



## 1.3 Off Screens

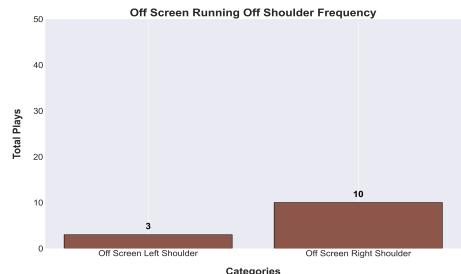
### 1.3.1 Off Screen Shot Statistics

#### Total Off Screen Shot Statistics

Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	EFG%	TO	Foul
13	3	0	0.0	9	4	44.44	2	0	0.0	33.33	1	0

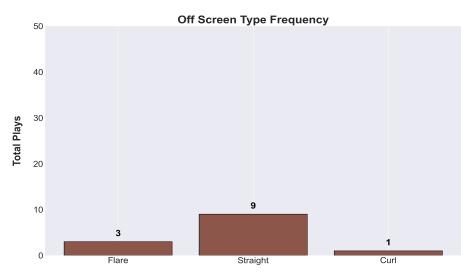
### Shots Running Off Specific Shoulder Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Left	3	0	0	-	3	1	33.33	1	0	0.0	0	0
Right	10	3	0	0.0	6	3	50.0	1	0	0.0	1	0



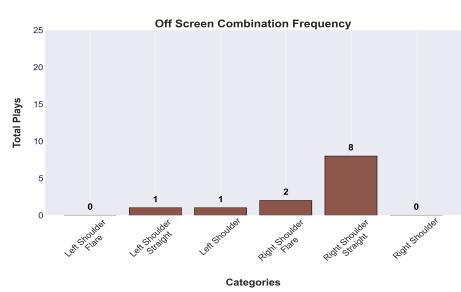
### Off Screen Type Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Flare	3	0	0	-	3	1	33.33	1	0	0.0	0	0
Straight	9	3	0	0.0	5	3	60.0	1	0	0.0	1	0
Curl	1	0	0	-	1	0	0.0	0	0	-	0	0



### Off Screen Combination Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Left - Straight	1	0	0	-	1	1	100.0	0	0	-	0	0
Left - Curl	1	0	0	-	1	0	0.0	0	0	-	0	0
Right - Flare	2	0	0	-	2	1	50.0	0	0	-	0	0
Right - Straight	8	3	0	0.0	4	2	50.0	1	0	0.0	1	0



## 1.4 Handoffs

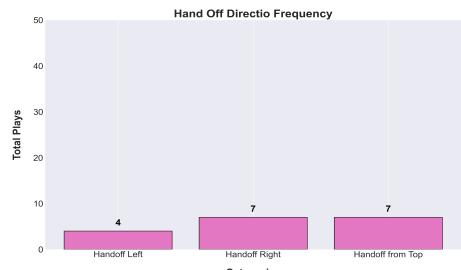
### 1.4.1 Hand Off Shot Statistics

#### Total Hand Off Shot Statistics

Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
18	2	1	50.0	13	7	53.85	2	0	0.0	2	1

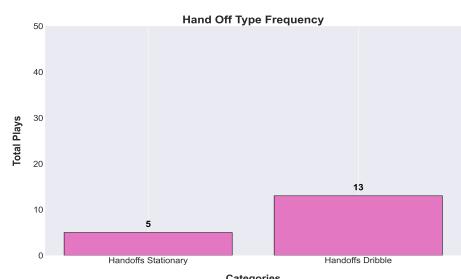
#### BH Hand Off Direction/Location Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Left	4	1	0	0.0	3	1	33.33	1	0	0.0	0	0
Right	7	1	1	100.0	5	3	60.0	1	0	0.0	1	0
Top	7	0	0	-	5	3	60.0	0	0	-	1	1



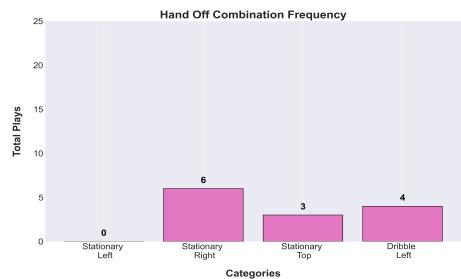
#### Hand Off Type Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Stationary	5	0	0	-	4	3	75.0	0	0	-	0	1
Dribble	13	2	1	50.0	9	4	44.44	2	0	0.0	2	0



### Hand Off Combination Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Right - Stationary	1	0	0	-	1	1	100.0	0	0	-	0	0
Top - Stationary	4	0	0	-	3	2	66.67	0	0	-	0	1
Left - Dribble	4	1	0	0.0	3	1	33.33	1	0	0.0	0	0
Right - Dribble	6	1	1	100.0	4	2	50.0	1	0	0.0	1	0
Top - Dribble	3	0	0	-	2	1	50.0	0	0	-	1	0



## 1.5 Isolation

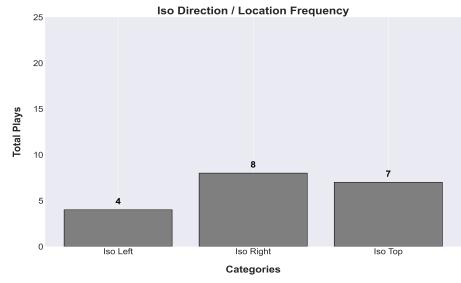
### 1.5.1 General Iso Stats

#### Total Iso Statistics

Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
19	0	0	-	14	7	50.0	4	3	75.0	1	4

#### Iso Direction/Location Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Left	4	0	0	-	3	2	66.67	1	1	100.0	0	1
Right	8	0	0	-	5	3	60.0	2	1	50.0	1	2
Top	7	0	0	-	6	2	33.33	1	1	100.0	0	1



## 1.6 Cuts

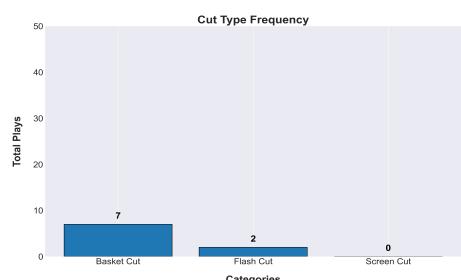
### 1.6.1 General Cutter Stats

#### Total Cutter Statistics

Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
9	0	0	-	8	7	87.5	0	0	-	1	0

#### Cut Type Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
Basket	7	0	0	-	6	5	83.33	0	0	-	1	0
Flash	2	0	0	-	2	2	100.0	0	0	-	0	0



## 1.7 Transition

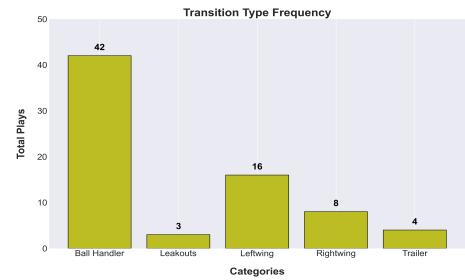
### 1.7.1 General Transition Stats

Total Transition Statistics

Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
73	9	3	37.5	37	22	75.11	7	4	66.67	15	11

Transition Type Statistics

PlayType	Plays	3PA	3PM	3P%	2PA	2PM	2P%	MiA	MiM	Mi%	TO	Foul
BH	42	1	0	0.0	20	11	55.0	4	2		11	10
Leakouts	3	0	0	-	2	2	100.0	0	0	-	0	0
Left Wing	16	1	1	100.0	11	5	45.45	2	1	50.0	3	1
Right Wing	8	3	0	0.0	4	4	100.0	1	1	100.0	1	0
Trailer	4	4	2	50.0	0	0	-	0	0	-	0	0



## Data Disclaimers

- **Legal Data Collection:** All data presented in this document was legally scraped from Synergy using a program developed by Kyle Krebs.
- **Purpose of Report:** This report aims to offer detailed insights into specific player statistics, facilitating players and coaches in comprehensively understanding the behavioral patterns of their opponents.
- **Use of Report:** This report is intended to demonstrate my skills in data analysis and report generation. Please note that all personal names and team names have been anonymized to protect privacy and maintain confidentiality when showing 3rd parties.
- **Data Accuracy:** While efforts have been made to ensure the accuracy of the data, there may still be some errors in the numbers. If you identify any discrepancies, please feel free to reach out to me.
- **Permission Granted:** I have received permission from coaches to use and analyze data that has been scraped from Synergy.
- **Content Generation:** All content generated in the following report was created by Kyle Krebs.

## Contact Information

For questions or concerns regarding this report or data privacy, please contact:

**Kyle Krebs**

**Email:** kak4294@rit.edu

**Phone:** 845-418-9959

## General Stat Information & Statistic Definitions

**!! IMPORTANT PLEASE READ !!** All statistics measured in this report were actions that had ended in either a shot taken, foul drawn, or turnover. With this information we are able to interpret where players get their shots from. This doesn't track total amount of times a player does a specific action, it only tracks when those actions end in the way I said above.

**Offensive Load:** Measures the total number of offensive actions a player performs, including shots taken, fouls drawn, and turnovers.

**Efficiency:** Measured by a players performance of their 3pt%, 2pt%, Midrange%, Turnovers, and Fouls Drawn

### Pick-and-Roll

**Usage:** Determines whether a player goes off a screen or rejects it.

**Direction/Location:** Direction pertains to the stats in the 'Left' / 'Right' rows as they give us the direction the ball handler is going. Location pertains to the stats in the 'High' row as it tells us the screen occurs when the screener is completely outside the 3 point line. Direction is unknown in High pick-and-rolls.

**PNR to Different Playtypes:** Each row pertains to another action to which the ball handler had passed it to another player out of the pick-and-roll that proceeded to execute the given action.

## Post Ups

**Location:** Pertains to the spot of the floor where the player had started his post up.

**Shot Type:** Tells us which shoulder the player had shot over, or if the player faced up on the post up.

**Post to Different Playtypes:** Each table pertains to another action to which the post player had passed it to another player out of the post that proceeded to execute the given action.

## Rollman

**Play Type:** Represents whether the Rollman popped, slipped, or rolled to basket after screen.

**Slip to Drive:** Goes over direction that player drove after slipping a screen and driving

**Pop to Drive:** Goes over direction that player drove after popping and driving

## Spot Ups

**Jumpshots:** Defined as a catch and shoot jump shot received from a pass of a teammate.

**Drives:** Defined as when someone catches the ball on the outside of the 3 point line and took at least one dribble to get a shot/turnover of some sort.

**Drive Direction:** Defined as the which way the player had dribbled the ball after catching the pass in a spot up position.

**Different Playtype to Jumpshot/Drive:** Pertains to an action that a player in a spot up position receives a pass from.

## Off Screens

**Running off Specific Shoulder:** Refers to the shoulder that the shooter hits the screener with when running off a screen.

**Type:** Refers to one of three options, Flare: when someone sets a screen away from the player with the ball to help a teammate get open for a shot or move. Curl: when a player comes off a screen and catches the ball going directly to the basket. Straight: when a player runs directly off a screen to catch the ball at the three point line.

## Handoffs

**Direction/Location:** Direction refers to 'Left' / 'Right' rows, where the shooter receives the hand offs moving in the given direction. Location refers to the 'Top' row where direction is not specified, yet the location of the hand off happens at the center of the court above the 3 point line.

**Type:** Refers to what the person handing the ball off is doing when the shooter receives the hand off. Stationary: staying in one spot. Dribble: continuously dribbling towards shooter in hand off.

## Iso

**Location:** Refers to where on the court the isolation occurs. Left refers to left wing and left corner. Right refers to right wing and right corner. Top refers to center of the court above the three point line.

## Cuts

**Type:** Refers to one of three options. Basket: when a player gets a pass running towards the basket. Flash: when a player catches a pass running towards an open space on the court. Screen: when a player receives a pass running off a screen to which he runs towards the basket.

## Transition

**Type:** BH refers to Ball Handler, where a player gets the ball in transition and dribbles down the court leading them to get themselves a shot or turn the ball over. Leakouts refer to a player running up the court ahead of the ball receiving a pass and getting a shot/turnover. Left Wing refers to a player getting a pass at the left side of the court in transition leading to a score/turnover. Right Wing refers to a player getting a pass at the right side of the court in transition leading to a score/turnover. Trailer refers to a player running up the court behind the ball where he receives a pass from a player in front of them with the ball.