ТЕОРІЯ І МЕТОДИКА ПІДГОТОВКИ СПОРТСМЕНІВ

https://doi.org/10.15802/2071-1476-2026-1-14

УДК: [796.015.136+796.015.32]:796.323.2(045)

ALGORITHM OF TACTICAL PREPARATION OF A PROFESSIONAL BASKETBALL TEAM DURING THE COMPETITIVE PERIOD

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Внесок авторів: A – дизайн дослідження; B – збір даних; C – статистичний аналіз; D – підготовка рукопису; E – збір коштів.
Authors' Contribution: A – Study design; B – Data collection; C – Statistical analysis; D – Manuscript, Preparation; E – Funds Collection

Анотація

Introduction. The article addresses the current state of the problem of improving the tactical preparation of professional basketball teams during the competitive period. The features of scouting and game-plan development used in modern basketball to increase the effectiveness of team actions are examined. The scientific and methodological literature lacks scientifically substantiated algorithms that describe step-by-step preparation of a professional basketball team for the next match; therefore, developing such an algorithm is a relevant research direction for modern basketball practice. **The aim of the study is** to scientifically substantiate an algorithm for the tactical preparation of a professional basketball team within the between-game microcycle of the competitive period as preparation for the next match, based on team strategy, training practices, and analysis of basketball games. **Methods.** The study was conducted on the basis of BC «Cherkaski Mavpy» during the 2024–2025 season. Methods included analysis of scientific and methodological literature, pedagogical observation, data generalization and systematization, and mathematical statistics. A total of 134 training sessions with an overall duration of 202.5 hours and 38 official competitive-period matches were analyzed. Opponent video analysis was carried out using FastModel Sports. **Results.** A single-cycle macrocycle structure of preparation for a Ukrainian Superleague basketball team was identified, with

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a 4-week preparatory period and a 7-month competitive period. A regular change in the ratio of training types was established when transitioning from the preparatory to the competitive period: a substantial increase in the share of tactical preparation due to a reduction in the volume of physical preparation, which corresponds to the task of achieving maximal sports results. An algorithm for tactical preparation integrating strategic planning and training practices was scientifically substantiated. Five stages of game-plan formation were defined: video analysis of 2–3 opponent games with categorization of 100–120 clips by defensive and offensive elements; analysis of statistical indicators; formation of a game strategy («game plan»); familiarization of the team with the opponent's style of play; differentiated breakdown of defensive, offensive, and individual opponent characteristics («Defensive» scouting, «Individual» scouting, «Offensive» scouting); implementation of the game plan in the team's training process. The role of scouting as the informational basis for strategic and tactical decision-making was substantiated. **Conclusions.** An algorithm for the team's tactical preparation for matches during the competitive period was scientifically substantiated, integrating team strategy, training practices, and analysis of competitive performance based on modern trends in basketball tactics and the use of modern software (FastModel Sports). The content and sequence of the stages of tactical preparation for a game were revealed: from opponent video analysis with categorization of game episodes by types of offense and defense to the development of a «game plan» that considers the strengths and weaknesses of the opposing team. The role of scouting as a system-forming element of tactical preparation was determined, providing the informational basis for strategic and tactical decisions by the coaching staff.

Keywords: basketball, tactical preparation, competitive period, algorithm, planning, microcycle, professional basketball team, analysis of opponent game activity, scouting, game plan.

АЛГОРИТМ ТАКТИЧНОЇ ПІДГОТОВКИ ПРОФЕСІЙНОЇ БАСКЕТБОЛЬНОЇ КОМАНДИ У ЗМАГАЛЬНОМУ ПЕРІОДІ

Анотація

Вступ. Стаття присвячена сучасному стану проблеми вдосконалення тактичної підготовки професійних баскетбольних команд під час змагального періоду. Вивчено особливості здійснення скаутингу та формування плану на гру, що використовуються в сучасному баскетболі для підвищення ефективності командних дій. У науково-методичній літературі бракує науково-обґрунтованих алгоритмів, що описують покрокову підготовку професійної баскетбольної команди до наступного матчу, тому його розробка є актуальним напрямом дослідження для практики сучасного баскетболу. **Мета дослідження –** науково обґрунтувати алгоритм тактичної підготовки професійної баскетбольної команди у міжігровому мікроциклі змагального періоду, як підготовки до наступного матчу на основі командної стратегії, тренувальних практик та аналізу ігор у баскетболі. **Методи дослідження.** Дослідження проведено на базі БК «Черкаські Мавпи» у сезоні 2024-2025 років. Використовувалися методи аналізу науково-методичної літератури, педагогічного спостереження, узагальнення та систематизації даних, математичної статистики. Проаналізовано 134 тренувальні заняття загальною тривалістю 202,5 годин і 38 офіційних матчів змагального періоду. Здійснено відео-аналіз суперників із застосуванням FastModel Sports. **Результати дослідження**. Встановлено одноциклову структуру макроциклу підготовки баскетбольної команди суперліги України, з підготовчим періодом 4 тижні та змагальним 7 місяців. Встановлено закономірну зміну співвідношення видів підготовки при переході від підготовчого до змагального періоду: суттєве зростання частки тактичної підготовки за рахунок зменшення обсягів фізичної, що відповідає завданням досягнення максимальних спортивних результатів. Науково обґрунтовано алгоритм тактичної підготовки, що інтегрує стратегічне планування і тренувальні практики. Визначено 5 етапів формування ігрового плану: відео-аналіз 2-3 ігор суперника з категоризацією 100-120 кліпів за елементами захисту та нападу, аналіз статистичних показників, формування стратегії на гру («game-plan»); ознайомлення команди з особливостями гри суперника; диференційований розбір захисних, нападаючих та індивідуальних особливостей супротивника («Defensive» scouting, «Individual scouting», «Offensive» scouting); імплементація ігрового плану у тренувальний процес команди. Обґрунтовано роль скаутингу як інформаційної основи для прийняття стратегічно-тактичних рішень. **Висновки.** Науково обґрунтовано алгоритм тактичної підготовки команди до матчів у змагальному періоді, що інтегрує командну стратегію, тренувальні практики та аналіз змагальної діяльності на основі сучасних тенденцій тактики баскетболу і використання сучасного програмного забезпечення FastModel Sports. Розкрито зміст та послідовність етапів тактичної підготовки до гри: від відео-аналізу суперника з категоризацією ігрових епізодів за видами нападу та захисту до формування «ігрового плану» з урахуванням сильних і слабких сторін команди-противника. Визначено роль скаутингу як системоутворюючого елементу тактичної підготовки, що забезпечує інформаційну основу для прийняття стратегічно-тактичних рішень тренерським штабом.

Ключові слова: баскетбол, тактична підготовка, змагальний період, алгоритм, планування, мікроцикл, професійна баскетбольна команда, аналіз ігрової діяльності суперника, скаутинг, ігровий план.

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Introduction

Scientific works by domestic and foreign specialists have addressed the problems of the training system for highly qualified professional basketball teams [1, 2], however, insufficient scientific research has focused on tactical training during the competitive period, taking into account modern trends in the development of basketball tactics and the latest computer-based artificial intelligence technologies worldwide.

The construction of the training process in team sports games traditionally relies on the basic principles and regularities of periodization theory and predict the organization of one or two cycles, each of which includes three periods: preparatory, competitive, and transitional. An analysis of scientific sources and Internet materials shows that most studies are devoted specifically to the preparatory period [3, 4], which is fully justified, since during this time, the foundation for the implementation of athletes' preparedness is formed. The level of training effectiveness is directly reflected in competitive results.

In the preparation of qualified athletes in team sports who represent clubs participating in the domestic national championship, there is a certain specificity, particularly the considerable duration of the competitive period. It is known that the cumulative training effect has temporal limitations, whereas the competitive period in sports games, and in basketball, according to the competition calendar, lasts on average 7-8 months, which is several times longer than the preparatory period. In this regard, a key problem arises – the need to continuously maintain an optimal level of sport form while simultaneously eliminating shortcomings that manifest during official matches [5, 6].

The complexity of this problem is exacerbated by the unevenness of the competition calendar. Thus, during the year, men's Superleague basketball teams must play 28 matches of the regular Ukrainian championship, and for teams that advance to the playoff stage, the number of games increases further. At the same time, matches are distributed unevenly in the calendar: sometimes within a month, teams play only 2-4 games, with intervals between them of up to 10-15 days. At the same time, there are periods when, over an analogous time span, teams participate in 5–8 games, including Ukrainian Cup matches, and then the break between games is only 4-5 days.

The currently formed chaotic system of organizing the competitive period, without due consideration of the importance of rational planning of the training process in relation to competitive activity, leads to a decrease in performance indicators in official games and limits players' ability to fully realize their playing potential due to the lack of effective preparation and appropriate conditions for recovery. Such conditions require modeling tactical training across different types of microcycles with a clear specification of the content and orientation of loads, which would make it possible to create conditions not only for full recovery but also for a rational combination of training means and preparation methods.

The research hypothesis assumes that the development of a consistent algorithm for the tactical preparation of a professional basketball team during the competitive period – taking into account the specifics of the competition calendar and introducing a systematic approach to video-analysis of opponents and the formation of game plans based on scouting reports – will make it possible to increase the effectiveness of the team's competitive performance by enabling well-grounded strategic and tactical decision-making.

The purpose of the study is to scientifically substantiate an algorithm for the tactical preparation of a professional basketball team within the between-game microcycle of the competitive period, as preparation for the next match based on team strategy, training practices, and the analysis of previous games.

Materials and Methods of the Study

Participants: A total of 165 training sessions and 42 matches of the Ukrainian Superleague professional basketball team «Cherkaski Mavpy» during the 2024-2025 season were analyzed, involving 12 basketball players. Competition results were taken from official game protocols available on the website of the Basketball Federation of Ukraine [15].

Procedure: The structure and content of the training process of a Ukrainian Superleague professional basketball team were analyzed throughout the preparatory and competitive periods of the annual cycle; the ratio of different types of preparation (tactical, technical, physical) was determined at different stages of the competitive period; a model of the team's cyclical preparation process was developed, integrating strategic planning, training practices, and competition results; the structure and stages of game-plan formation were defined based on video-analysis of opponents and scouting reports; the role of scouting as a system-forming element of the tactical preparation of a professional basketball team was substantiated.

Methods: the study employed the following research methods: analysis of specialized scientific and methodological literature (examining the current state of the problem of tactical preparation of professional basketball teams; defining the theoretical foundations of training process periodization and the specific features of competitive-period planning in team sports games); pedagogical observation (examining the structure and content of training sessions of BC «Cherkaski Mavpy» at specific stages of the competitive period; recording training duration and determining the time allocated to different types of preparation: tactical, technical, and physical); video-analysis (analyzing the game activity of opponent teams with categorization of game episodes by defensive

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and offensive elements; preparing scouting reports and identifying opponents' strengths and weaknesses using FastModel Sports software); data generalization and systematization (structuring information on the training process; developing a model of the team's cyclical preparation process; and defining the stages of game-plan formation based on the analysis of competitive activity); methods of mathematical statistics (processing quantitative indicators of the training process; determining mean values and percentage ratios of different preparation components during the preparatory and competitive periods).

Research Results. The annual training cycle for preparing qualified basketball players follows a single-cycle structure. It consists of the preparatory, competitive, and transitional periods. The duration of these periods is determined by the preparation time for the main competitions and the time spent directly participating in them.

The duration of the preparatory period for BC "Cherkaski Mavpy" was 4 weeks (Table 1). It began in early September and ended in accordance with the start of the competitions, in late September. During this time, 31 training sessions were conducted, totaling 48.5 hours; on average, each lasted 93.9 minutes.

The main objectives of the preparatory period were to increase the functional reserves of the body, develop physical qualities, restore and improve the technical and tactical skills of the basketball players, as well as provide psychological preparation for participation in competitive activity.

As a result of processing the working documentation, we determined the percentage distribution of the training load of the Ukrainian Superleague basketball team "Cherkaski Mavpy" by types of preparation during the preparatory and competitive periods of the annual macrocycle (Fig. 1).

Thus, the largest share in the preparatory period was allocated to tactical preparation – 46.4%, while 32.0% was devoted to technical preparation. Exercises aimed at improving general and special physical fitness accounted for 21.6% of the time. During this period, the team played 4 friendly matches.

The competitive period is the longest in the annual training cycle of highly qualified basketball players, and it is related to the competition format. The main competitions for basketball players are the Ukrainian Championship and the Ukrainian Cup. Accordingly, participation in them covers 7 months (29 weeks), during which 134 training sessions were conducted. The total volume of training activity was 202.5 hours, and the average duration of a training session was relatively shorter than in the previous stage, 90.7 minutes (Table 1).

During the competitive period (Fig. 1b), the objectives of comprehensive preparation are addressed (with the emphasis shifted toward tactical preparation), aimed at achieving maximum sporting results. Depending on the structure of the calendar of the main competitions, this period is divided into competitive mesocycles. Within the competitive period, competitive, between-game, and recovery microcycles are planned.

Throughout the competitive period, only tactical preparation showed an upward trend, rising by 9.2 percentage points to 55.6% of the total training time. As for the relative share of technical and physical preparation, it decreased by 2.5 p.p. (to 29.5%) and by 6.7 p.p. (to 14.9%), respectively. During the competitive period, the team played 38 matches, winning 19 of them.

Due to the fact that in the competitive period the break between official games most often exceeds 7 days, between-game microcycles are planned between competitive microcycles. These are usually 7-day microcycles with five or six train-

Table 1

Schematic structure of organizing the training process of qualified basketball players during the preparatory and competitive periods

Seasonal training cycle of a professional basketball team				
Periods	Preparatory			Competitive
Months	1			7
Weeks	4			30
Practices	31			134
Overall volume in hours	48.5			202.5
Practice duration, minutes	93.9			90.7
Stages	General-preparatory		Special-preparatory	Competitive
Mesocycles	Introductory	Control-preparatory	Pre-competitive	Competitive
Microcycles	Introductory, Ordinary	Shock, Recovery, Shock	Pre-competitive, Ordinary, Pre-competitive	Alternation of Competitive, Between-game and Recovery

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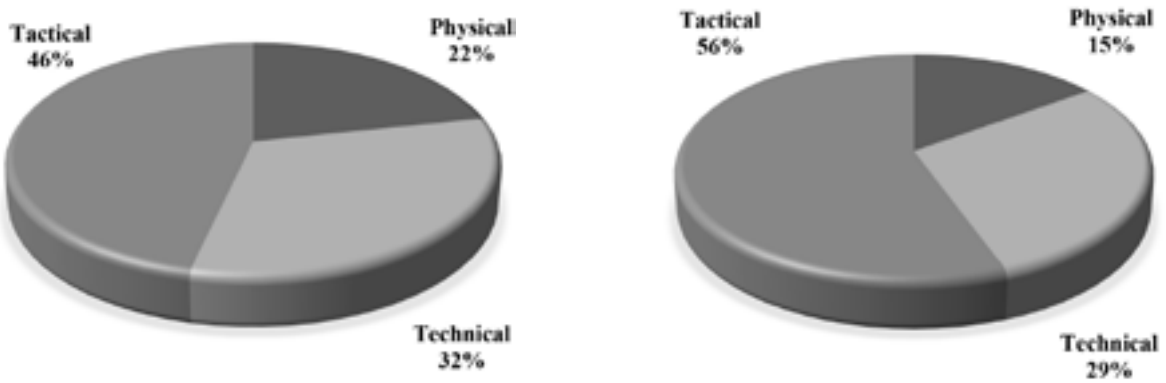
ing days. As L. Poplavskyi notes [7], during this period three groups of tasks are addressed: recovery after games; corrections to the team's play and correction of errors in technical and tactical preparation; and increased fitness (special physical preparation). Model between-game microcycles are planned in the preparation of qualified basketball players in any combination, depending on the tasks and the players' condition, as well as the competition calendar.

The performance of a basketball team depends on the quality of its preparation – therefore, the head coach is responsible for the appropriate tactical preparation of the players. Game analysis is a source of information for identifying the areas on which the subsequent training process should focus. The formation of a team's strategy can be taken as the starting point for preparing a basketball team. The strategy of a basketball team consists of a set of offensive and defensive game combinations, that is a structured sequence of coordinated game actions used during competitive activity [8].

Game results influence decisions regarding future adjustments to the team's strategy and training practices. The integration of team strategy (planning), training sessions (error correction and preparation for games), and competitive activity (game results) is shown in Figure 2 as a "Cyclical team learning process"[9].

Considering the scientific and methodological recommendations of previous researchers [2-9], we scientifically substantiated an algorithm of tactical preparation within the between-game microcycle, i.e., preparation for the next match during the competitive period, including the plan and its stages. The algorithm of the tactical preparation process during the competitive period is presented in Figure 3. At the first stage, an important aspect for the head coach in making optimal strategic and tactical decisions is analyzing the upcoming opponent.

This algorithm includes five consecutive stages:



a) Preparation period **b) Competitive period**

Figure 1. Percentage distribution of the training load of professional basketball team «Cherkaski Mavpy» by types of preparation during the preparation and competitive periods of the annual macrocycle, %

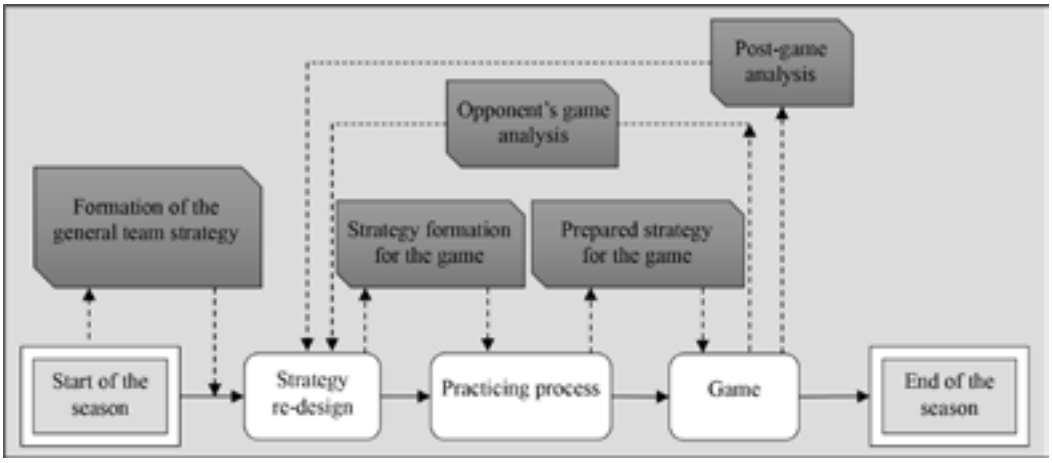


Figure 2. Basketball team learning cycle: schematic representation of the main stages of the preparation–performance process [9]

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Stage I – analysis of statistical indicators of the opponent team's players and video-analysis of the opponent team's games

Stage II – formation of the game strategy ("game-plan")

Stage III – familiarization of the team with the opponent's playing characteristics

Stage IV – differentiated breakdown of the opponent's defensive, offensive, and individual characteristics ("Defensive scouting», "Individual scouting", "Offensive scouting")

Stage V – implementation of the game plan into the team's training process

At the first stage of preparation for the next match, the video-analysis of the opponent team's last 2-3 games (as well as previous head-to-head games) begins, through which the main features of its offense and defense are identified. Accordingly, each game is divided into separate video-segments (100–120 clips per game), which are systematized as follows:

- Defense
  - Transition defense
  - Defense against on-ball screens
  - Defense against off-ball screens
  - Zone defense (pressing)
- Offense
  - Fast break
  - Secondary offense
  - Set plays/combination actions (half-court plays; inbound plays from the sideline and baseline)

An important aspect is the analysis of the opponent team's statistical indicators, namely: points scored off steals and in fast breaks; shooting accuracy on two-point and three-point field goals; the number of long-range shots and free throws; the number of offensive rebounds; assists; steals; and turnovers.

At the second stage of the tactical preparation algorithm for the next match, after categorizing all video segments (on the basis of which the team's main defensive schemes and its most successful offensive actions are identified) and determining the team leaders based on statistical data, a «game-plan» is formed.

The main purpose of the team's «game-plan» is to correctly select its own set plays/combination actions to exploit and attack the opponent's defensive weaknesses effectively. Regarding defensive schemes, it is necessary to minimize the total number of attacks that the opponent's leaders can carry out. Accordingly, aggressive defensive approaches ("doubling" the ball handler) should be applied against the opponent team's leading players. However, when forming the game-plan, the head coach should always develop a «backup» plan (additional or new set plays and other defensive schemes) and apply it during the game in case the «primary plan» proves ineffective.

Taking into account the tactical features of the game-plan and the game schedule, the coaching staff develops the structure and content of the team's training process and, if necessary, adjusts the game-plan to ensure more effective execution during practice of game situations.

At the third stage of the tactical preparation algorithm for a professional basketball team within the between-game microcycle, the team is familiarized with the opponent's playing characteristics. Preparing a team for success on the basketball court involves combining various tactical preparation methods. One of the most effective, but often

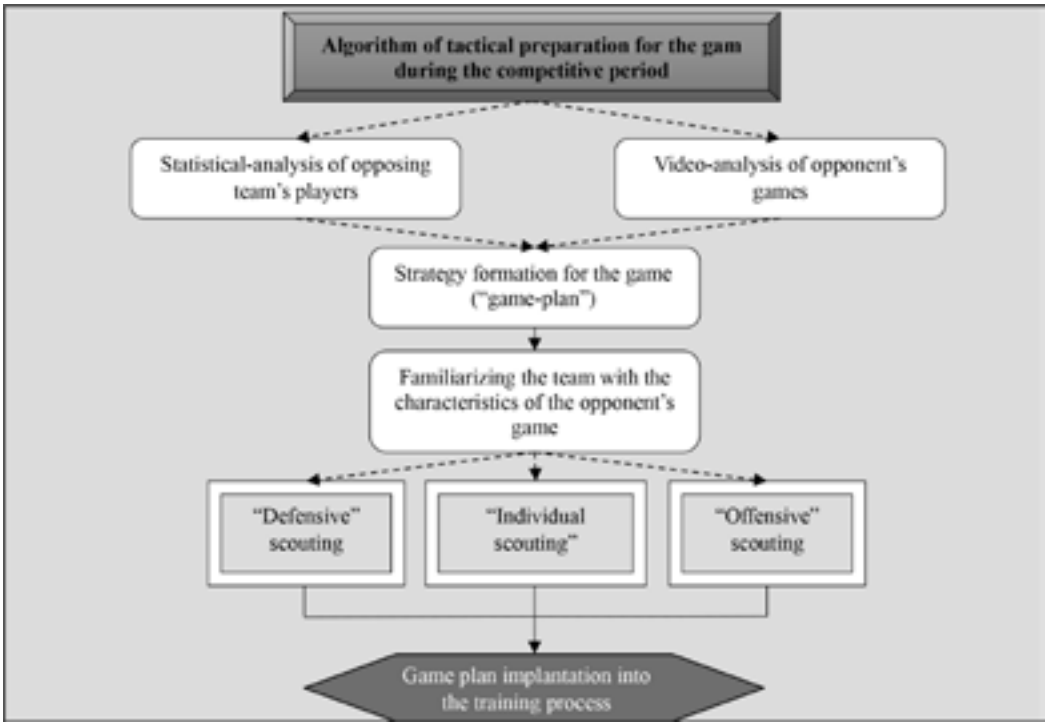

Figure 3. Algorithm of tactical preparation of a professional basketball team within the between-game microcycle (preparation for the next match)

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underestimated, tools is scouting. Scouting (from English "scouting") is the analysis and presentation of the most important characteristics of opponent teams and their players during game activity to improve the performance of one's own team [11]. Scouting has become an integral part of preparation for all games in professional leagues.

Scouting enables coaches to obtain information they regularly use more effectively. By analyzing video materials, it is possible to identify trends of opponent teams, determine patterns and cause-and-effect relationships, as well as specific actions that require attention. In this way, teams are better prepared for matches, as they can identify where opponents most often make mistakes and which aspects of their own game need improvement [12].

The analysis of the tactical preparedness of teams and individual basketball players is carried out using computer programs developed by FastModel Sports. This software enables users to draw, organize, and share their own tactical actions (FastModel) using digitized playbooks ("playbook", also available in printed form), which can also be integrated with scouting reports (created using the FastScout program) [13].

A complete, detailed scouting report [14] provides information about the opponent to help players prepare for the game. Team scouting includes the following areas: statistical data on the opponent and its players; players' skills and capabilities; analysis of defensive strategies; analysis of offensive strategies. Team and individual player statistics should include: average scoring; number of assists and offensive rebounds; field-goal percentage; number of free-throw attempts and makes, and free-throw percentage; three-point shooting percentage; and the number of three-point attempts and makes per game (Fig. 4).

Statistics provide a clearer understanding of the opponent. For example, if an opponent team makes 35% of its three-point shots and averages 20 such attempts per game, this indicates that the team is dangerous on the perimeter (three-point line). A vivid example in the 2024/2025 season of the Ukrainian Superleague was BC "Dnipro" (Dnipro), which made an average of 36.2% of long-range shots on 23.8 attempts per game.

It should be noted that the number of made three-point shots should order the ranking of the team's best shooters, whereas the ranking for free throws should be ordered by free-throw percentage. Accordingly, if a team is losing in the closing moments of a match, knowing the free-throw accuracy rankings makes it possible to commit a foul on the player with the lowest free-throw percentage so that the probability of a miss is the highest. Statistical data for specific players (usually 8 or 10 players in most basketball teams) should be broken down by the categories listed above, adding average minutes played and the indicators of rebounds, assists, turnovers, blocked shots, and fouls (Fig. 5).

Regarding the description field, it specifies the offensive and defensive strengths and weaknesses of a particular player. At the same time, the players of the starting five are listed first in the scouting report.

Discussion

As a result of the analysis of studies [3, 4, 5, 6], it is noted that a specific feature of planning tactical preparation in team sports games is that the final result depends not on individual parameters of players' preparedness, but on the entire set of the team's technical, physical, and tactical preparation integrated into a unified system of interactions. At the same time, the analysis of scientific sources showed that most studies focus on the preparatory pe-


PERSONNEL

#98 Mykhailo Horobchenko | Pos. PG | HT: 6'1 | WT: 165 | Yr: 1998 | HAND: RIGHT

MPG	PPG	2PM-A	2PT %	3PM-A	3PT %	FTM-A	FT %	Off. Reb	Def. Reb	Total Reb	AST	TO	STL	BLK	PF
30.3	10.1	2.1-4.6	46.4%	1.5-3.8	40.2%	1.2-1.6	78.6%	0.7	3.0	3.9	6.1	2.4	1.4	0.2	1.8

- ONLY POINT GUARD in the team - put pressure on him
- Main creator of the team
- Run transition well. Coast to coast. Early drives and kicks
- PnR game: drives to the basket and pull-up 2pt shots to the both sides. Likes floaters
- Good at sealing his defender after PnR action. Likes to do rejects
- Has great court vision, reads the game well
- Can make 3pt spot up shots
- Can be aggressive on the ball. Likes to steal the ball from behind (after spin move)

#33 Maksym Zakurdaev | Pos. SG | HT: 6'5 | WT: 194 | Yr: 1993 | HAND: RIGHT

MPG	PPG	2PM-A	2PT %	3PM-A	3PT %	FTM-A	FT %	Off. Reb	Def. Reb	Total Reb	AST	TO	STL	BLK	PF
25.44	10.4	1.7-3.1	56.2%	1.8-5.0	35.9%	1.6-2.0	78.9%	0.8	1.8	2.6	2.8	1.3	1.0	0.3	2.4

- Experienced shooting guard
- BACKUP POINT GUARD in the team. NOT CONFIDENT ball-handler - put pressure on him.
- Run transition well. Likes to shoot 3 in transition
- Great 3pt shooter: spot up, after off-screen actions and off the dribble. NO UNDER
- Likes to do curls on off-ball screens situations
- PnR game: drives to the basket and pull up 3 pt shots to both sides. Likes floaters
- ISO game: likes to do step-back shots

Figure 4. Statistical section of the scouting report of an opponent basketball team (example: BC "Dnipro") [13]

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Figure 5. Descriptive section of the scouting report for individual basketball players («Individual scouting») [13]

riod, whereas the competitive period, which lasts 7-8 months, remains insufficiently studied in terms of rational planning for different types of preparation, especially tactical preparation.

In the previous stage of the research, we identified the main directions for improving the tactical preparation process for professional basketball teams. Among the most relevant are: scientific substantiation of the structure and content of tactical preparation of a professional basketball team during the competitive period depending on roster formation, the tactical styles of opponent teams, and modern trends in individual, group, and team tactics in world basketball; and the development of an algorithm for mastering offensive and defensive tactics for Superleague basketball players during the competitive period, which includes the means and methods of teaching and improvement, forms of training organization, means and timing of control, and effectiveness criteria [16, 17, 18, 19].

The data obtained indicates a consistent increase in the share of tactical preparation from 46.4% in the preparatory period to 55.6% in the competitive period (by 9.2 percentage points), which is consistent with the results of studies by Voznіuk T. and Halaidiuk M. [3] and by Bezmylov [5] regarding the specificity of structuring the training process in team sports. At the same time, our results complement existing views by providing specific quantitative indicators of the redistribution of time among different types of preparation throughout the season.

An important contribution of studies [8, 9] is the identification of the role of game-analysis as a source of information for shaping a team's strategy. The cyclical algorithm for the team's tactical preparation that we developed, integrating strategic planning, training practices, and competition results, advances these provisions by detailing the stages of game-plan formation. In particular, it was established that categorizing 100–120 video clips from the opponent's last 2-3 games into defensive and offensive elements is optimal, as it enables identification of tactical patterns and well-grounded decision-making.

The results of Trunic N. and Milovanović M. [12], König S., Heckel J. [20] confirm the importance of scouting for increasing the effectiveness of team actions in basketball. However, the authors did not specify the methodology for creating scouting reports or for integrating them into the training process. Our study addresses this gap by proposing a structured scouting system using FastModel Sports software, which includes analysis of statistical indicators, individual players' skills, and the characteristics of the opponent team's defensive and offensive strategies.

Particular attention should be paid to the uneven competition calendar. As Sushko R. and Holovach I. [6] note, planning technology in basketball should consider the factors of globalization in elite sport. The chaotic competition organization identified by us, with intervals between matches ranging from 4 to 15 days, confirms the need for flexible planning with different types of microcycles (competitive, between-game, recovery), which enables maintaining an optimal level of sport form throughout a long season.

The practical significance of the developed algorithm lies in its potential to be implemented in the training process of professional teams at different qualification levels. The experience of working with BC "Cherkaski Mavpy"» during the 2024–2025 season (38 official matches, 19 wins) confirms the effectiveness of the proposed approach. At the same time, further research is needed to optimize the ratio of preparation types based on the

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team's qualification level, the specifics of the tournament, and players' individual characteristics.

Conclusions. As a result of the study, the specific features of structuring the training process of a professional basketball team during the competitive period were identified. It was found that the specifics of competitive basketball, in particular the long season and the uneven competition schedule, determine the need for flexible preparation planning using different types of microcycles – competitive, between-game, and recovery. A consistent change in the ratio of preparation types was observed when transitioning from the preparatory to the competitive period: a substantial increase in the share of tactical preparation, driven by reduced physical preparation volumes, which aligns with the objective of achieving maximum sporting results.

An algorithm for the team's tactical preparation for matches during the competitive period was scientifically substantiated; it integrates team strategy, training practices, and the analysis of competitive activity, based on modern trends in basketball tactics and the use of FastModel Sports software. The content and sequence of the stages of tactical preparation for a game were described: from video-analysis of the opponent with categorization of game episodes by types of offense and defense to the formation of a "game-plan" taking into account the strengths and weaknesses of the opponent team. The role of scouting as a system-forming element of tactical preparation was determined: it provides the informational basis for the coaching staff's strategic and tactical decision-making.

Prospects for further research include evaluating the effectiveness of the developed tactical preparation algorithm across a broader sample of professional basketball teams from different leagues and qualification levels to establish the universality of the proposed approaches. It is advisable to investigate correlations between the volume of tactical preparation, the number of scouting analyses conducted, and specific indicators of the team's competitive performance (win percentage, offensive efficiency, defensive effectiveness). Special attention should be given to developing differentiated preparation models for teams with different tactical foundations and playing styles, as well as to exploring the potential of integrating artificial intelligence and machine learning to automate vide- analysis and game-plan formation.

Conflict of interest. The authors note that there is no conflict of interest.

Sources of funding. This article did not receive financial support from any governmental, public, or commercial organization.

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Отримано/Received: 11.12.2025
Прорецензовано/Reviewed: 02.02.2026
Прийнято/Accepted: 19.02.2026
Опубліковано/Published – 30.03.2026

Як цитувати статтю / How to Cite:

Нагорний Д, Мітова О. Алгоритм тактичної підготовки професійної баскетбольної команди у змагальному періоді. Спортивний вісник Придніпров'я. 2026 Бер 30;(2):148-158. https://doi.org/10.15802/2071-1476-2026-1-14

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