

A Games Statistics Analysis of Indonesian Basketball League Participant Team of 2018/2019

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Abstract: The purpose of this study is to find the result of Games Statistics Analysis of Indonesian Basketball League Participant Team of 2018/2019. This study is a quantitative one and employed descriptive method and also survey approach. The data was from secondary data resource. The secondary data resource used here is the document from the statistics result of Indonesian Basketball League. The result shows that statistical components have their own influence to the team wins, including; Field Goal amounting to 12.80%, Assist amounting to 12.64%, 3 Point amounting to 11.99%, 2 Point amounting to 10.38%, Turnover amounting to 10.04%, Rebound amounting to 9.89%, Steal amounting to 9.89%, Free Throw amounting to 7.78, Foul amounting to 7.46%, and Block amounting to 7.13%. Therefore, it can be concluded that the order of statistics component influencing the wins includes (1) Field Goal, (2) Assist, (3) 3 Point, (4) 2 Point (5) Turnover, (6) Rebound and Steal, (7) Free Throw, (8) Foul, (9) Block.

1 INTRODUCTION

The scope of sports which includes; educational sport, recreational/traditional sport, and achievement sport, has been regulated in Undang-Undang Republik Indonesia Nomor 3 Tahun 2005. Educational sports is held as part of the educational process, while recreational/traditional sports are carried out as part of the recovery process health and fitness, while achievement sports are intended as an effort to improve the abilities and potential of sportsmen in order to increase the dignity and national dignity. In government achievement sport, the national and local government, and/or the people have the duty of performing, overseeing, and controlling the activity of achievement sport. Therefore the government organizes sporting achievements from early childhood to professionals.

One of the achievement sport performing a sport activity from early age to professional is basketball. Basketball at an early age up to amateurs can be carried out within the scope of the region while for professionals carried out within the national scope. Indonesia has a basketball league, named Indonesian Basketball League (IBL). IBL is a professional league that is held to fulfill sports activities in basketball. In addition to make a scouting system

and players talent development, IBL can also be used as a tool to develop the club. One of the ways to make the club getting better is using statistics.

Statistics are important in basketball because it can show a case overview to the players, coach, and club in the game. Lots of events escaped observation, but they can be recorded in statistics. Although statistics have now become an integral part of basketball, there are still many players, coaches, and clubs which have not fully understood the importance of statistics in basketball. In fact, statistics are part of the coach's job in evaluating players during games to determine the training program discussed with the club or tactics to win the game. It can be a reference to perform the next games.

2 MATERIALS AND METHODS

2.1 Types of Study

This study is a quantitative one, namely “research that is closer to the objective aspects of measurement” (Sumanto, 1995). It analyzed the statistics of Indonesian Basketball League 2018/2019 participant teams in the form of

numerical data (numbers) objectively. It employed descriptive method, which is intended to describe the phenomenon of existing phenomena, which happen currently or in the past. It does not make manipulation or alteration on independent variables, but describes a condition as it is. "Depictions of conditions can be individual or use numbers" (Sukmadinata, 2006). "Descriptive research aims to explain a certain condition" (Morissan, 2012). This study explains the condition of Indonesian Basketball League participant team based on statistics that are described using numbers or numerical data.

This research employed a survey approach, which is a "critical observation/investigation to get clear and good information on a particular problem" (Musa and Nurfitri, 1988). "Research that seeks to explain or record conditions to explain what is currently" (Morissan, 2012). This research surveyed were the results of games statistics analysis of the Indonesian Basketball League participant team 2018/2019.

2.2 The Source of Research Data

This research uses secondary data sources, namely data sources obtained from parties outside the research target. Sources of data can be books, documents, informants, respondents' population, samples, or research subjects. The secondary data is data that has been obtained by researchers, "data published in statistical journals, and information available from sources of publications or non-publications both from within or outside the organization, and all that can be useful for researchers" (Sugiyono, 2009). It used secondary data in the form of documents from the statistics results of Indonesian Basketball League 2018/2019.

2.3 Subjects

The subjects of this research are the teams that compete in the Indonesian Basketball League. Therefore, the "subject of the research is a source of information that was explored to reveal the facts in the field" (Arikunto, 2006). The teams participating in the Indonesian Basketball League amounted to 10 teams. 4 teams are from Jakarta, 1 team from East Java, 2 teams from West Java, 1 team from Central Java, 1 team from South Sumatra, and 1 team from Yogyakarta. The ones from Jakarta are Pelita Jaya Basketball Club Jakarta, Stapac Jakarta, Satria Muda Pertamina Jakarta, and NSH Jakarta. The ones from East Java include Pacific Caesar Surabaya. The ones

from West Java include Prawira Bandung and Siliwangi Bogor. The one from Central Java is Satya Wacana Salatiga. The team from South Sumatra is Hangtuh South Sumatra. The one from Yogyakarta is Bank BPD DIY Bima Perkasa Yogyakarta. The 10 teams competed in the Indonesian Basketball League 2018/2019 in Indonesia.

2.4 Data Collection Instrument

The type of instrument for data collection according to Mulyasa is broadly divided into two types, namely (1) Test Instruments, (2) Non Test Instruments. This study employed non-test data collection instruments, namely instruments in the form other than the form of questions, but usually in the form of documentation as a portfolio. It used statistics documents Indonesian Basketball League 2018/2019.

2.5 Data Collection Technique

The data collection technique in this research was by using documents, namely records of past events. Interpretatively, it can be interpreted that the document is a record of past events written or printed, can be letters, diaries, and documents. Documents from this data were taken from www.iblindonesia.com which had been made by the Indonesian Basketball League match statistics team 2018/2019.

2.6 Statistical Analysis

After the data were collected, they need to be processed or analyzed. The data analysis was a very critical work in the research process. The researcher must carefully determine the pattern of analysis for the research data. The steps in data analysis include: the data collection stage, the editing stag (at this stage, it is done to check the clarity and completeness of the data collection), the coding phase (this means that at this stage the process of identifying and classification processes of each statement contained in data collection is based on the variables being studied), the tabulation stage (carry out data entry or data entry into master tables in research), the testing phase (at this stage the data will be tested for quality, namely testing the validity and reliability of data collection. The data used in this research has been tested for validity by the games statistics team at www.iblindonesia.com), the stage of describing data (presenting in the form of

frequency tables or diagrams and in various measures of central tendency and dispersion size).

This study used descriptive data analysis techniques, which is an analytical technique used to analyze data by describing or describing data that has been collected as a minimum without any intention of making generalizations from the results of the research. Descriptive statistical data analysis techniques include presentation of data in graphs, tables, percentages, frequencies, diagrams, mean, and modes. Descriptive data analysis used in this research was the mean, percentage, and quartile:

1. Mean to calculate the average

$$\bar{x} = \frac{\sum x}{n}$$

$\sum X$ = Amount of Value
 n = Number of matches

The mean is used to calculate Field Goals Made, Field Goal Attempt, 2 Point Made, 2 Point Attempt, 3 Point Made, 3 Point Attempt, Free Throw Made, Free Throw Attempt, Offensive Rebound, Defensive Rebound, Total Rebound, Assist, Turnover, Steal, Block, Personal Foul, Point.

2. Percentage

$$P = \frac{n}{N} \times 100\%$$

n = Amount of Value
 N = Number of Opportunities

The percentage are used to calculate the Goal Field, 2 Points, 3 Points, Free Throw. 3. Quartile
 Quartiles are used to calculate the category of Goal Field, 2 Points, 3 Points, Free Throw. Effective Rebound, Defensive Rebound, Total Rebound, Assist, Turnover, Steal, Block, Personal Foul, Point.

3 RESULT

3.1 Category Level

To find out the level of the category carried out in this research, it is started by knowing the statistics results of the Indonesian Basketball League participant team when competing in 1 season which took place in several cities on 30 November 2018-23 March 2019 and then put into the quartile formula.

Table 1: Field Goal.

Team	Field Goal	Category
Stapac Jakarta	46%	High
Pelita Jaya Basketball Club Jakarta	42%	High
Satria Muda Pertamina Jakarta	42%	High
Pacific Caesar Surabaya	41%	Above Average
Bank BPD DIY Bima Perkasa Yogyakarta	41%	Above Average
Hangtuh Sumatera Selatan	41%	Above Average
Prawira Bandung	41%	Above Average
Satya Wacana Salatiga	39%	Below Average
NSH Jakarta	38%	Low
Siliwangi Bogor	37%	Low

Based on table 1, the results of measuring the Field Goal category was obtained using quartiles. It can be seen that the Field Goal category of the Indonesian Basketball League participant team include 3 teams in the high category, 2 teams in the above average category, 5 teams in the below average category, and 2 teams in the low category.

Table 2: 2 Point.

Team	2 Point	Category
Stapac Jakarta	53%	High
Pelita Jaya Basketball Club Jakarta	50%	High
Satria Muda Pertamina Jakarta	50%	High
Hangtuh Sumatera Selatan	49%	Above Average
Bank BPD DIY Bima Perkasa Yogyakarta	48%	Above Average
Pacific Caesar Surabaya	47%	Below Average
Satya Wacana Salatiga	46%	Below Average
Prawira Bandung	45%	Below Average
NSH Jakarta	43%	Low
Siliwangi Bogor	43%	Low

Based on table 2, the results of measuring the 2 Point category was obtained using quartiles, it can be seen the 2 Point category of the Indonesian Basketball League participant team include 3 teams in the high category, 2 teams in the above average

category, 3 teams in the below average category, and 2 teams in the low category.

Table 3: 3 Point.

Tim	3 Point	Category
Stapac Jakarta	32%	High
Pacific Caesar Surabaya	32%	High
Prawira Bandung	31%	Above Average
Hangtuh Sumatera Selatan	31%	Above Average
NSH Jakarta	30%	Above Average
Pelita Jaya Basketball Club Jakarta	28%	Below Average
Satya Wacana Salatiga	28%	Below Average
Satria Muda Pertamina Jakarta	26%	Below Average
Siliwangi Bogor	24%	Low
Bank BPD DIY Bima Perkasa Yogyakarta	23%	Low

Based on table 3, the results of measuring the 3 Point category was obtained using quartiles, it can be seen the 3 Point category of the Indonesian Basketball League participant team include 2 teams in the high category, 3 teams in the above average category, 3 teams in the below average category, and 2 teams in the low category.

Table 4: Free Throw.

Team	Free Throw	Category
Hangtuh Sumatera Selatan	72%	High
NSH Jakarta	67%	High
Satria Muda Pertamina Jakarta	65%	Above Average
Siliwangi Bogor	64%	Above Average
Bank BPD DIY Bima Perkasa Yogyakarta	64%	Above Average
Satya Wacana Salatiga	62%	Below Average
Stapac Jakarta	62%	Below Average
Prawira Bandung	62%	Below Average
Pacific Caesar Surabaya	61%	Low
Pelita Jaya Basketball Club Jakarta	61%	Low

Based on table 4, the results of measuring the Free Throw category was using quartiles, it can be seen the Free Throw category of the Indonesian Basketball League participant team, including 2

teams in the high category, 3 teams in the above average category, 3 teams in the below average category, and 2 teams in the low category.

Table 5: Total Rebound.

Team	Total Rebound	Category
Satria Muda Pertamina Jakarta	47	High
Pelita Jaya Basketball Club Jakarta	46	High
Bank BPD DIY Bima Perkasa Yogyakarta	46	High
Siliwangi Bogor	45	Above Average
Stapac Jakarta	45	Above Average
Satya Wacana Salatiga	44	Above Average
NSH Jakarta	42	Below Average
Pacific Caesar Surabaya	39	Below Average
Hangtuh Sumatera Selatan	38	Low
Prawira Bandung	36	Low

Based on table 5, the results of measuring the Total Rebound category was obtained using quartiles, it can be seen that the Total Rebound category of the Indonesian Basketball League participant team, include 3 teams in the high category, 3 teams in the above average category, 2 teams in the below average category, and 2 teams in the low category.

Table 6: Assist.

Team	Assist	Category
Satria Muda Pertamina Jakarta	20	High
Stapac Jakarta	19	High
NSH Jakarta	18	Above Average
Prawira Bandung	18	Above Average
Pelita Jaya Basketball Club Jakarta	17	Above Average
Pacific Caesar Surabaya	17	Above Average
Bank BPD DIY Bima Perkasa Yogyakarta	16	Below Average
Siliwangi Bogor	15	Low
Satya Wacana Salatiga	15	Low
Hangtuh Sumatera Selatan	15	Low

Based on table 6, the results of measuring the Assist category was obtained using quartiles, it can be seen that the Assist category of the Indonesian Basketball League participant team include 2 teams in the high category, 4 teams in the above average category, 1 teams in the below average category, and 3 teams in the low category.

Table 7: Turnover.

Team	Turnover	Category
Prawira Bandung	13	Low
Siliwangi Bogor	14	Low
Hangtuh Sumatera Selatan	14	Low
Bank BPD DIY Bima Perkasa Yogyakarta	14	Low
Pacific Caesar Surabaya	15	Above Average
Satya Wacana Salatiga	15	Above Average
NSH Jakarta	15	Above Average
Stapac Jakarta	15	Above Average
Pelita Jaya Basketball Club Jakarta	17	High
Satria Muda Pertamina Jakarta	17	High

Based on table 7, the results of measuring the Turnover category was obtained using quartiles, it can be seen that the Turnover category of the Indonesian Basketball League participant team include 4 teams in the low category, 4 teams in the above average category, and 2 teams in the high category.

Table 8: Steal.

Team	Steal	Category
NSH Jakarta	13	High
Prawira Bandung	11	High
Stapac Jakarta	10	Above Average
Siliwangi Bandung	9	Below Average
Hangtuh Sumatera Selatan	9	Below Average
Bank BPD DIY Bima Perkasa Yogyakarta	9	Below Average
Pelita Jaya Basketball Club Jakarta	8	Low
Pacific Caesar Surabaya	8	Low
Satria Muda Pertamina Jakarta	8	Low
Satya Wacana Salatiga	7	Low

Based on table 8, the results of measuring the Steal category was using quartiles, it can be seen

that the Steal category of the Indonesian Basketball League participant team include 2 teams in the high category, 1 teams in the above average category, 3 teams in the below average category, and 4 teams in the low category.

Table 9: Block.

Team	Block	Category
Satria Muda Pertamina Jakarta	4	High
Pacific Caesar Surabaya	4	High
Prawira Bandung	4	High
Pelita Jaya Basketball Club Jakarta	4	High
Satya Wacana Salatiga	3	Low
Bank BPD DIY Bima Perkasa Yogyakarta	3	Low
Siliwangi Bogor	3	Low
Stapac Jakarta	3	Low
Hangtuh Sumatera Selatan	3	Low
NSH Jakarta	2	Low

Based on table 9, the results of measuring the Block category was obtained using quartiles, it can be seen that the Block category of the Indonesian Basketball League participant team include 4 teams in the high category and 6 teams in the low category.

Table 10: Personal Foul.

Team	Personal Foul	Category
Hangtuh Sumatera Selatan	15	Low
Satya Wacana Salatiga	15	Low
Prawira Bandung	15	Low
Pacific Caesar Surabaya	16	Below Average
Siliwangi Bogor	16	Below Average
Satria Muda Pertamina Jakarta	18	Above Average
Pelita Jaya Basketball Club Jakarta	18	Above Average
Bank BPD DIY Bima Perkasa Yogyakarta	19	Above Average
Stapac Jakarta	20	High
NSH Jakarta	22	High

Based on table 10 the results of measuring the Personal Foul category was obtained using quartiles, it can be seen that the Personal Foul category of the

Indonesian Basketball League participant team include 3 teams in the low category, 2 teams in the below average category, 3 teams in the above average category, and 2 teams in the high category.

3.2 The Percentage of Statistical Components of the Winnings

To find out the percentage of statistical components of the winnings carried out in this study, it is started by knowing the results of the statistics component of the Indonesian Basketball League participating team when competing in 1 season in several cities 30 November 2018-23 March 2019 then sorted from the highest to the most low so that the statistics component that has the most influence on victory can be known.

Table 11: The percentage of Statistical Components of the Winnings.

Statistics Component	Percentage
Field Goal	12.80%
Assist	12.64%
3 Point	11.99%
2 Point	10.38%
Turnover	10.04%
Rebound	9.89%
Steal	9.89%
Free Throw	7.78%
Foul	7.46%
Block	7.13%

Based on table 11, the percentage of statistical components of the winnings, it can be seen that the statistics component that has the most influence on wins during competing in 1 season located in several cities on 30 November 2018 March 23 2019.

4 DISCUSSION

The aspects related to team wins are not just enough to play well in the games, but also having to pay attention to the statistics component because it can help the team win the games. Based on the results of the study on the Indonesian Basketball League participant team, the fact is that each participating team competing in one of the cities in 30 November 2018-23 March 2019 had a different statistics component average so that a superior team can be known in each statistics component. Stapac Jakarta

is superior in field goals and 2 points. "Field goals are general terms in which numbers are printed in a game, including when the three points" (Perbasi, 2005), while 2 points are numbers obtained if the team enters the ball from the three point line (except the free throw). This makes Stapac Jakarta the highest field goal percentage of 46%. Stapac Jakarta can excel in the statistical component of the field goals compared to other Indonesian Basketball League participants because Stapac Jakarta can maximize all opportunities well so that it can be converted to as many points as possible, especially in the 2 point statistical component, this is important because more "field goals printed by a team during a match the chance to win in the match is even greater" (Oliver, 2004).

Satria Muda Pertamina Jakarta is superior in assist and rebound. "Assists are awards for players who pass to their teammates in such a way that their teammates can score" (Perbasi, 2005). Satria Muda Pertamina Jakarta can excel in the statistical component of assists compared to other Indonesian Basketball League participant teams because Satria Muda Pertamina Jakarta has a good point guard or playmaker in ball processing so that it can make other players look for space to more easily receive passing from the point guard. Satria Muda Pertamina Jakarta that excels in rebounding. Rebounding will help a team control the basketball hoop and win possession in each game. "Rebound is a skill that can be developed by each player, what is needed is a little heart stability, the right placement, and the selection of the right time to catch the ball" (Oliver, 2007). Of the total games that have been undertaken, Satria Muda Pertamina Jakarta has rebounded 47 games on average. Satria Muda Pertamina Jakarta can excel in the rebound statistical component compared to other Indonesian Basketball League participant teams because Satria Muda Pertamina Jakarta has smart players in pushing out opponents or commonly called block outs when there is a ball in the air, making it easier for players to master the ball because the opponent can't get the maximum out of the ball. This is important because Rebounding is one of the most important aspects of winning basketball games. Offensive rebounding gives your team extra chances, free throw opportunities, and frustrates the defense. Defensive rebounding is a key part of good defense in general, limiting the offense to just one shot. Defensive rebounding combined with a quick outlet pass can be an effective offensive weapon, getting the transition game and fast break going, for a lay-up at the other end.

Prawira Bandung had the lowest average turnover in the games is 13 times. NSH Jakarta that excels in steals. Steal is taking the ball that is being controlled by the attacker in the game. Of the total games that have been undertaken, NSH Jakarta steals in each game an average of 13 times. NSH Jakarta can excel in the statistical component of steals compared to other Indonesian Basketball League participant teams because NSH Jakarta has fast and agile players, so it can close the opponent's movement space even more so in keeping opposing players carrying the ball. That makes the opposing players uncomfortable in mastering the ball and resulting in reduced focus so that the ball can be captured by NSH Jakarta players more easily.

Hangtuah South Sumatra is superior in the free throw. "Free throw is an attempt to score a number from a predetermined area (free-throw line) carried out without the opposition player's face" (Perbasi, 2005). Of the total games that have been undertaken by Hangtuah South Sumatra, that makes Hangtuah South Sumatra has the highest percentage of free throws of 72%. Hangtuah South Sumatra can excel in the free throw statistical component compared to other Indonesian Basketball League participant teams because Hangtuah South Sumatra is one of the teams whose players are often violated by opposing players and when they get the chance to do free throws they can maximize it because they have calmness in executing the shot so that it can make other players also motivated to maximize the free throw if they get a chance and moreover there are many senior players who have experience in this team. This is important because "the more free throws printed by a team during a match the greater the chance to win in the match" (Oliver, 2004).

From the results of a study on Indonesian Basketball League participants who won the games with excellence in several statistics components, the facts about the influence of each statistics component on the team's victory showed that the statistics component had a sequence of influence on the team during the games. Each statistics component has a different influence on the team's victory in the games. In this study, there are 10 statistical components that can affect victory.

The first statistical component is the field goal with 12.80%. the field goal becomes the statistical component which has the first effect because by printing as many numbers as possible from the number of opportunities obtained will make the team play more effectively by not wasting a lot of opportunities. This can make the numbers printed by

the team higher and make the team's winning percentage even bigger.

The second statistical component is assists with 12.64%. Assist is a statistical component that has the second effect because by doing a lot of passing to score will be more effective than carrying the ball and entering it without passing. Passing can make the team more compact in carrying out attacks and minimize fatigue due to lack of running and only processing the ball. It also can make opponents deferred because of the fast and precise passing game that can make the opponent become more tired in defence.

The third statistical component is 3 points with 11.99%. 3 points become the third influential statistical component because the 3 points can widen the distance between the participants in the game and can also make the team more confident because it can widen or reduce the distance of points with the opponent, so that the opponent's confidence decreases slightly converting 3 points will have more psychological influence. A player who shoots 4 for 10 on all three-point baskets has a standard FG% of 40% and an eFG% of 40%.

The fourth statistical component is 2 points with 10.38%. 2 points become the fourth statistic component that has the fourth effect because it is the shot most done by all participating teams in the 1 season Indonesian Basketball League. The participant team prefers to shoot 2 points because the distance is closer to the ring, making the percentage of scoring bigger. In a real game of basketball, what matters is points scored per possession. A player whose eFG% is 60% is scoring at a rate equal to shooting 60% on two-point field goal attempts, a very respectable number.

The fifth statistical component is turnover with 10.04%. Turnover is a statistical component that has a fifth effect because by minimizing errors, the potential to score numbers still exists and that can prevent opponents from doing offence because the ball is still not moving. If there are a lot of mistakes, the psychological side of the team will be disrupted, making it easier for the opponent to potentially score. "The lower the turnover carried out by a team during a match, the greater the chance to win in the match" (Oliver, 2004).

The sixth statistical component is the rebound and steals, each with 9.89%. rebounding into the sixth statistical component of the Indonesian Basketball League participant's victory because rebounding is the beginning for a team to carry out an attack that can potentially score a team and prevent opponents from scoring. "It is an important

basis in basketball because it can help the attacking team produce shots that have high potential to score" (Oliver, 2007). "Rebound can reduce the number of opponent's shots" (Oliver, 2007). Steal is a statistical component that has a sixth effect because stealing can frustrate opponents to score and operate the moving ball so that it can create the potential to turn around to score.

The seventh statistical component is free throw with 7.78%. It is a statistical component which has the seventh effect because by free throw the participant team can print numbers easily without having to bother because it is done without guarding the opponent. It also harms the opposing team because players get fouls that have the potential to be expelled from the game if they have done foul 5 times. What is funny is that in basketball 80% is a great percentage. A team would be really happy shooting 80% and most are a good 5% points lower. There are just more moving parts affecting a free throw and it is a much smaller goal even though heat it self is easier.

The eighth statistical component is foul with 7.46%. Foul is the eighth statistical component because minimizing foul can make the opposing team not easily score without guarding is free throw. Besides that, it can make a player last until the end of the game because the player did not foul for 5 times.

The last statistical component is block with 7.13%. Block becomes a statistical component that has the last effect because the block only blocks or dispels opponent's shots which can make the opponent fail to score. So, the block is not very important for a team to win the game.

5 CONCLUSION

Based on the results of research on statistics analysis of 1 season Indonesian Basketball League participant teams that have been conducted, the following conclusions are obtained as follows: the sequence of statistics components that influence the winnings are: (1) Field Goal is 12.80%. (2) Assist is 12.64%. (3) 3 Points is 11.99%. (4). 2 Points is 10.38%. (5). Turnover is 10.04%. (6). Rebound and steals is 9.89%. (7). Free Throw is 7.78%. (8). Foul is 7.46%. and (9). Block of 7.13%. Stapac Jakarta has the highest Field Goal average is 46%, Satria Muda Pertamina Jakarta has the highest average assists in games is 20 times, Stapac Jakarta, Pacific Caesar Surabaya, and Pelita Jaya Basketball Club Jakarta has an average of 3 points the highest in the

games is 32%, Stapac Jakarta had the highest average of 2 points in the games is 53%, Prawira Bandung had the lowest average turnover in the games is 13 times, Satria Muda Pertamina Jakarta had the highest average rebound in the games is 47 times, NSH Jakarta has the highest Steal average in the games is 13 times, Hangtuh South Sumatra has the highest free throw average in the games is 72%, Prawira Bandung, Hangtuh South Sumatra, and Satya Wacana Salatiga has the lowest foul average in the games is 15 times, Satria Muda Pertamina Jakarta, Pacific Caesar Surabaya, and Prawira Bandung had an average block the highest in the games is 4 times.

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