NHA / PERFORMANCE INTELLIGENCE / 01

Northlight BC

Fictional team analysis | Three-game demonstration | Staff edition

Every player, opponent, result, number and role is invented. This sample demonstrates a professional reporting structure and reconciled arithmetic. It is not a real club, real scouting or NBBF data.

Sample	Offence	Possession control
3 games / 2 wins / 1 loss	253 points / 84.3 PPG	57 assists / 41 turnovers
600 player-minutes	60/114 2P / 31/88 3P	29 ORB / 109 eligible opportunities

Three decisions for the staff

Balance closeouts with two-point containment: 43.6% of attempts are threes, but 60 two-point makes also matter. Assign rebound responsibility after help: offensive rebounding is 26.6% of opportunities. Rehearse a second outlet: the loss contains 16 of the 41 turnovers, but that association is not proof of causation.

The five highest-minute players account for 72.5% of team player-minutes. Prepare for the core group and a separate bench phase. No validated substitution log supports specific pairs, lineups, closing groups or on/off claims.

Complete roster

Per-game production across three appearances each. Shooting cells are pooled makes/attempts.

Player	MIN	PTS	OR	DR	AST	TO	ST	BL	PF
Elias Nord	34.0	12.7	0.3	1.3	6.3	3.7	0.3	0.3	3.3
Jonas Berg	31.0	11.7	0.0	0.7	2.7	2.3	3.3	0.0	1.7
Lukas Strand	28.0	13.0	1.0	5.0	0.7	1.0	0.7	1.7	2.0
Mikael Holm	26.7	11.3	1.0	4.7	1.7	1.7	1.7	0.7	2.0
Oskar Vik	25.3	11.0	4.3	7.7	0.7	1.7	0.7	0.3	2.3
Noah Dahl	18.3	10.3	0.0	1.3	5.0	0.7	0.7	0.3	1.7
Emil Solberg	14.3	4.3	0.3	3.7	1.3	1.3	0.7	0.0	1.0
Adam Lund	10.7	5.7	1.7	0.7	0.3	0.7	0.3	0.0	1.3
Leo Hansen	8.0	2.3	1.0	3.0	0.3	0.3	0.0	0.0	1.3
Oliver Moen	3.7	2.0	0.0	0.0	0.0	0.3	0.0	0.3	1.0

Player	2P	3P	FT
Elias Nord	9/13	5/18	5/8
Jonas Berg	7/15	5/15	6/7
Lukas Strand	8/11	7/17	2/3
Mikael Holm	8/21	4/11	6/7
Oskar Vik	13/23	0/1	7/9
Noah Dahl	8/11	3/10	6/7
Emil Solberg	0/1	4/11	1/2
Adam Lund	4/10	2/3	3/4
Leo Hansen	2/8	0/1	3/5
Oliver Moen	1/1	1/1	1/1

Efficiency & offensive load

Pooled percentages; minute-adjusted usage is an estimate of activity while on court.

Player	TS%	eFG%	USG%*	AST/TO	3PA/FGA	PTS/40
Elias Nord	55.0%	53.2%	20.1%	1.73	58.1%	14.9
Jonas Berg	52.9%	48.3%	19.4%	1.14	50.0%	15.1
Lukas Strand	66.5%	66.1%	17.3%	0.67	60.7%	18.6
Mikael Holm	48.5%	43.8%	22.6%	1.00	34.4%	17.0
Oskar Vik	59.0%	54.2%	19.5%	0.40	4.2%	17.4
Noah Dahl	64.4%	59.5%	21.4%	7.50	47.6%	22.5
Emil Solberg	50.5%	50.0%	17.7%	1.00	91.7%	12.1
Adam Lund	57.6%	53.8%	23.6%	0.50	23.1%	21.2
Leo Hansen	31.3%	22.2%	22.9%	1.00	11.1%	11.7
Oliver Moen	123.0%	125.0%	14.1%	0.00	50.0%	21.8

Usage and efficiency must be read together. A low-volume high-TS player is not automatically a primary creator. Shooting percentages need their attempt counts. PTS/40 is production adjusted for time, not an expected score under a larger role.

No individual offensive or defensive rating is presented as an observed on-court result. Those measures require reliable possession and lineup reconstruction or clearly named modelling assumptions.

Minutes & deployment

These are three observed games in a synthetic scenario, not a predicted next-game rotation.

Player	G1	G2	G3	Mean	Range	Min share
Elias Nord	33	34	35	34.0	33-35	17.0%
Jonas Berg	30	31	32	31.0	30-32	15.5%
Lukas Strand	27	29	28	28.0	27-29	14.0%
Mikael Holm	26	27	27	26.7	26-27	13.3%
Oskar Vik	25	25	26	25.3	25-26	12.7%
Noah Dahl	19	18	18	18.3	18-19	9.2%
Emil Solberg	15	14	14	14.3	14-15	7.2%
Adam Lund	12	10	10	10.7	10-12	5.3%
Leo Hansen	9	8	7	8.0	7-9	4.0%
Oliver Moen	4	4	3	3.7	3-4	1.8%

Nord and Berg increase from 33/30 to 35/32 minutes. The final three rotation players fall from 25 to 20 combined minutes. Ask whether this reflects opposition, score context or availability before labelling it a permanent coaching hierarchy.

Required additions in a real rotation audit

Validate starters and substitution pairs; reconcile each player to official minutes; report first entry/exit, median stint, quarter allocation, closing groups and pairs/five-player units. Show possessions and minutes next to every efficiency figure. Suppress incomplete reconstructions and flag small units rather than ranking them as stable.

Game log & change

The per-game evidence prevents pooled figures from hiding a single unusual performance.

Opponent	Score	2P	3P	FT	ORB	AST	TO
Harbour Falcons	84-77	20/38	10/29	14/18	9	18	13
Summit Bears	91-86	23/39	11/30	12/17	12	22	12
Aurora Wolves	78-82	17/37	10/29	14/18	8	17	16

The loss combines lower two-point conversion (45.9%) and 16 turnovers. Summit supplies 12 of 29 offensive rebounds. Three games cannot separate opponent quality, shot variance and a stable tendency. One additional three-point make changes the pooled percentage by 1.1 percentage points.

Real assignment: contextual comparisons

Add season versus recent games, home/away and opponent-strength context when samples support them. Report numerators, denominators and the selected date range. Avoid rankings from incompatible opponents or selective cutoffs. Use bootstrap intervals or sensitivity checks only when assumptions and repeated observations are appropriate.

Player dossiers

Evidence -> preparation question -> verification. Fictional role labels are scenario inputs, not inferred positions.

#11 Lukas Strand / Wing

39 points; 28.0 minutes per game; 7/17 threes; 2 assists / 3 turnovers. Review the origin of the largest shot volume, then code first advantage, help source and pressure decisions. Handedness, screen coverage, shot contest and defensive assignment remain unverified.

#4 Elias Nord / Lead guard

38 points; 34.0 minutes per game; 5/18 threes; 19 assists / 11 turnovers. Review the origin of the largest shot volume, then code first advantage, help source and pressure decisions. Handedness, screen coverage, shot contest and defensive assignment remain unverified.

#7 Jonas Berg / Scoring guard

35 points; 31.0 minutes per game; 5/15 threes; 8 assists / 7 turnovers. Review the origin of the largest shot volume, then code first advantage, help source and pressure decisions. Handedness, screen coverage, shot contest and defensive assignment remain unverified.

#14 Mikael Holm / Forward

34 points; 26.7 minutes per game; 4/11 threes; 5 assists / 5 turnovers. Review the origin of the largest shot volume, then code first advantage, help source and pressure decisions. Handedness, screen coverage, shot contest and defensive assignment remain unverified.

Action plan & verification

An intervention must have a measurable process target and a review condition.

Priority	Practice / staff task	Review
Decision security	Second outlet and a continuation action under pressure	Code avoidable live-ball errors by initiator and context.
Rebound assignments	Contact after help; nominate a safety player	Track eligible misses, uncontested ORB and transition cost.
Perimeter balance	Closeout to contain; second-side recovery	Review open catches allowed, not only made shots.
Player development	Choose one behaviour per player from the film queue	Compare the next comparable opportunities, with a named staff owner.

Evidence boundary & sources

All values are synthetic. Tables reconcile to the three game totals and 600 minutes. No tracking, injuries, availability, contracts or real clips are implied. A video module would add play types, shot maps, coverage and annotated clips only with suitable footage and agreed scope.

TS% = PTS / [2 × (FGA + 0.44 × FTA)]. eFG% = (FGM + 0.5 × 3PM) / FGA. USG%* = 100 × (FGA + 0.44 × FTA + TO) × 120 / [MIN × team (FGA + 0.44 × FTA + TO)]. Min share = MIN / 600. Per-40 = total × 40 / MIN. Zero denominators show a dash.

Research references: FIBA Statisticians’ Manual 2024 (assets.fiba.basketball); Hudl, Lineup Data: How Coaches Find the Right Connections (hudl.com). These inform definitions and report structure, not the invented numbers. Reviewed 23 October 2026.