



2024 IIHF Coaching Symposium

Talent ID & Talent development

by Torsten Loibl



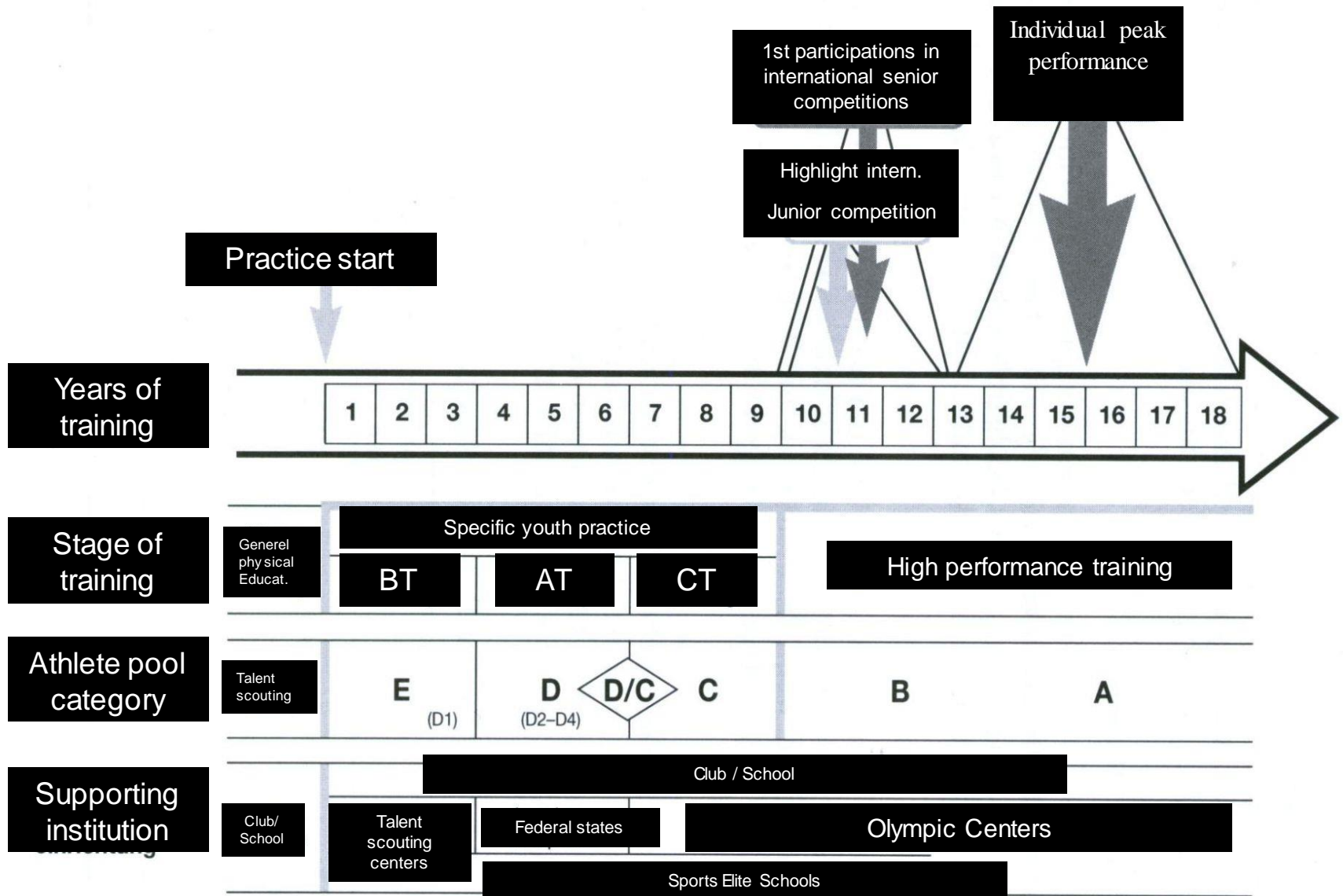
Torsten
Loibl



Talent ID & development made Germany win the Basketball WC

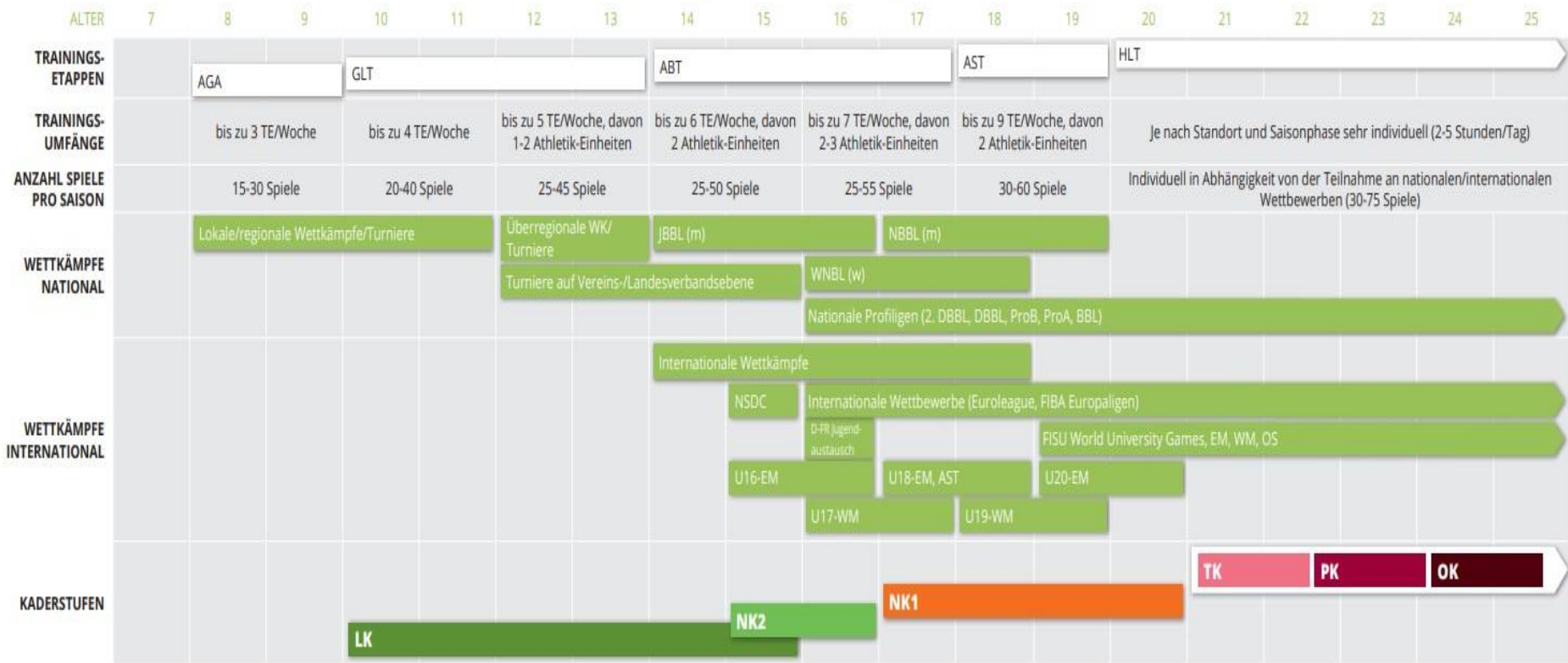


Talent Development System (DBB)



LTAD (Long Term Athlete Development)

Langfristiger Leistungsaufbau



Example Junior High School player (14 and 15 years old)

- 6 practices/week (Learning age concept)
- 2 of them are age specific athletic training sessions
- 25 – max. 50 games/year
- Club plays in JBBL (Bundesliga U16)
- International: U16 FIBA Europe



Example High School player (16 and 17 years old)

- 7 practices per week
- 2-3 of them are age specific athletic training sessions
- 25 – max. 55 games/year
- Club plays in JBBL (Bundesliga U16) or NBBL (Bundesliga U19)
- International: U17 World Cup FIBA
Europe U18



Example High School player (18 and 19 years old)

- 9 practices per week
- 2 of them are age specific athletic training sessions
- 30 – max. 60 games/year
- Club plays NBBL (Bundesliga U19), ProB, ProA or Bundesliga
- International: U19 World Cup FIBA Europe U18



The German federation's way to the top

- Role of Bundesliga: Germany lost two generations by using too many foreign players in Bundesliga
- Clubs have used more young German players in the past years
- Focus on youth development
- Strong youth competitions (JBBL, NBBL)
- All players of World Cup team are

„Made in Germany“!



What makes a player a prospect?



Foto: Sven Kuczera

1.) Play style: Active with Joy

- Strong will to initiate
- Loves contact
- Loves the 1on1 fight
- Quick reading of game situations
- Anticipation ability
- Joy to play & enthusiasm!



Enthusiam



2.) Personality – Check list

Players who

- want to take responsibility
- have self confidence
- take risks
- have (positive) aggressions and emotions
- are self critical
- can keep discipline and concentration
- have **leadership**



Leadership

- essential but undervalued



3.) Motor learning abilities

Big coordinative capacities

- Reaction
- Differencing
- Balance
- Adaptability
- Orientation
- Rhythm
- Coupling



4.) Athletic abilities

High level „Early Abilities“

- Quickness abilities
- Jumping abilities

(fast twitch muscle types)

- Flexibility



5.) Fundamentals/skills of the game

- All basic fundamentals are stabile (Footwork, passing, dribbling, shooting, rebounding)
- At teast one SPECIAL ability (excellent shooter, super fast, defensive „Stopper“, strong rebounder „board cleaner“)
- Understanding of offensive and defensive spacing
- **Important to consider: Training experience!!!**



6.) Body constitution

- Size far above average
- Need average level of athletic and coordinative abilities
- Important to consider:
Expected final adult height!!!
- Strong (undersized) body with extreme physical abilities



Keys for talent scouting

- Play style
- Personality
- Motor learning ability
- (early) Athletic abilities
- Fundamentals / special skill
- Body constitution / size



TALENT SCOUTING - Evaluation Form

_____	_____
Name of player	Date of birth
_____	_____
Size (cm)	Standing reach (cm)
_____	_____
Weight	Practice start (year)

Parameter for future potential

Expected adult height (cm)	
Special quality	
Motor Learning Ability (Coordination tests)	
Comments by scouter	

PERSONALITY

√	1	2	3	4	5
	Taking responsibility / Leadership				
	Self confidence				
	Positive attitude				
	Self-critical				
	(positive) aggressions				
	Keeps discipline and concentration				

PLAY STYLE

√	1	2	3	4	5
	Joy to play				
	Loves contact				
	Will to initiate				
	Anticipation ability				
	1on1 fight (love of the hard battle)				
	Transition ability				

BASKETBALL FUNDAMENTALS

√	1	2	3	4	5
	Shooting (tests)				
	Dribbling (ball handling and penetration)				
	Passing (skills and vision)				
	Footwork (pivoting, stopping, change direction)				
	Footwork 1on1 (offense/defense)				
	SPECIAL QUALITY (make note above!)				

(Early) Athletic abilities

√	1	2	3	4	5
	Sprint (tests)				
	Jump (tests for vertical & long jump)				
	Acceleration / Explosive 1 st step				
	Flexibility (tests)				

Q&A

