

TEAM CLASSIFICATION CALCULATOR

VERSION 4.0

ABOUT:

The classification of teams in a group in FIBA basketball is based on various criteria prescribed in the rules. The classification gets cumbersome as the number of teams in a group increases and multiple criterions have to be applied. This may lead to inaccurate results unless accurately done.

The Team Classification Calculator combats this problem by calculating all the data automatically and gives the ranking of the teams to the user. This results in faster and accurate results in no time and the user is able to see clearly how the calculation is done in progressing steps.

This calculator works for a maximum of 26 teams and can be used only on desktops or laptops as Microsoft Excel app on mobile devices does not support macros.

IMPROVEMENTS:

V4.0:

- Added options for Double league format where each team plays the other teams twice. So, now there are two options – SINGLE LEAGUE, DOUBLE LEAGUE.
- The TEAM CODE column can now be edited to include a short name for teams making it easier for the user to enter the scores of the matches. The short name has the limitation of a maximum of 3 characters.
- Allow user to add new groups using the ADD GROUP button without resetting and starting from scratch.

V3.0:

The ranking under the classification table will now contain the team names rather than the team code. This makes it easier for the user to have a clear understanding of the result rather than matching the team codes to the team names in the earlier version which was tedious one.

V2.0:

A new workbook had to be created for each group in a category. For e.g., if there are 8 groups in the Men category, a new workbook had to be created for every group.

This was tedious and time consuming when dealing with multiple groups. This issue has been addressed by allowing the user to create all groups of a category in the same workbook. This helps easier shuffling between groups and reduces the creation of multiple workbooks.

The user can generate the pdf for each individual group as well as for all the groups together in a single pdf.

RULE:

Classification is based on the FIBA rules, as stated at D.1Procedure under D.1.1, D.1.2, D.1.3, D.1.4, and procedure for Forfeit under D.3.1 & D.3.2.

D.1 Procedure

- D.1.1 Teams shall be classified according to their win-loss record, namely 2 classification points for each game won, 1 classification point for each game lost (including lost by default) and 0 classification point for a game lost by forfeit.
- D.1.2 The procedure is to be applied for all competitions with a round-robin system.
- D.1.3 If 2 or more teams have the same win-loss record of all games in the group, the game(s) between these 2 or more teams shall decide on the classification. If these 2 or more teams have the same win-loss record of the games between them, further criteria shall be applied in the following order:
 - Higher game points difference of the games between them.
 - Higher number of game points scored in the games between them.
 - Higher game points difference of all games in the group.
 - Higher number of game points scored in all games in the group.

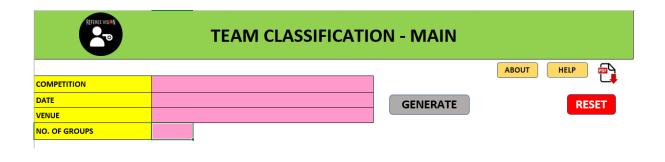
If still tied before all games have been played in the group, tied teams shall share the same ranking. If these criteria still cannot decide at the end of the group phase, a draw shall decide on the final classification.

D.1.4 If at any level of these criteria one or more team(s) are already classified, the procedure of D.1.3 shall be repeated from the beginning for all the remaining teams not classified yet.

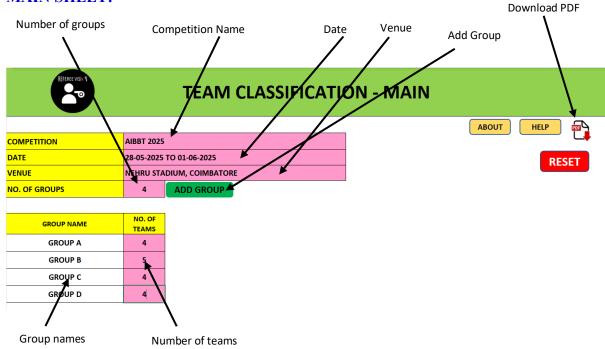
D.3 Forfeit

- D.3.1 A team which without valid reason, fails to show up for a scheduled game or withdraws from the playing court before the end of the game, shall lose the game by forfeit and receive 0 classification point.
- D.3.2 If the team forfeits for a second time, the results of all games played by this team shall be nullified.

INTERFACE:



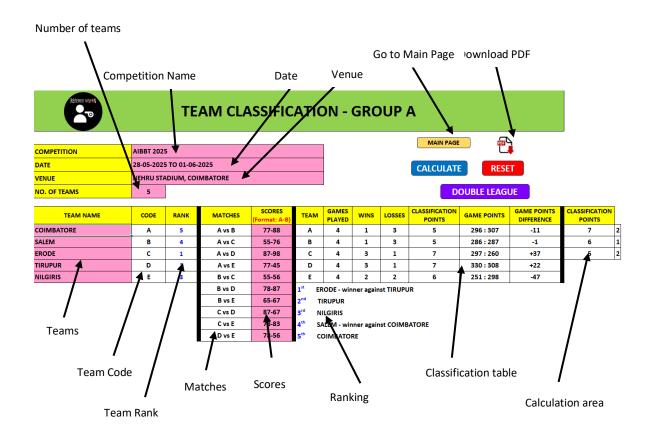
MAIN SHEET:



GROUP SHEET:



GROUP SHEET: SINGLE LEAGUE



GROUP SHEET: DOUBLE LEAGUE

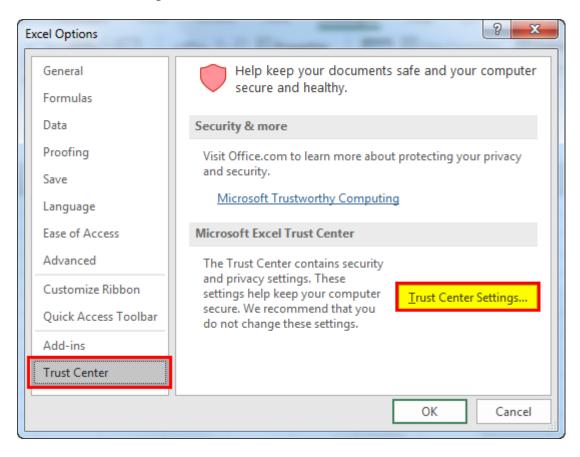


USAGE PROCEDURE:

- 1. Enable macros in Microsoft Excel if not already enabled
 - In the File tab, click "options."

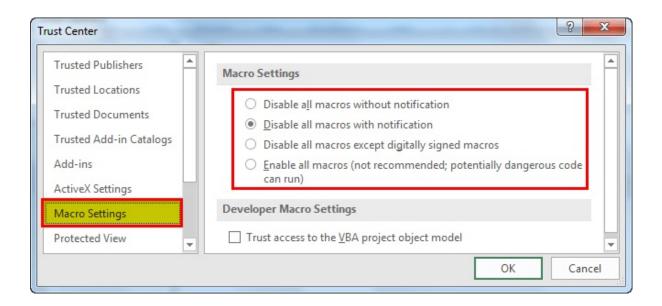


In the "Excel options" dialog box, click "Trust Center Settings" in the "Trust Center" option.

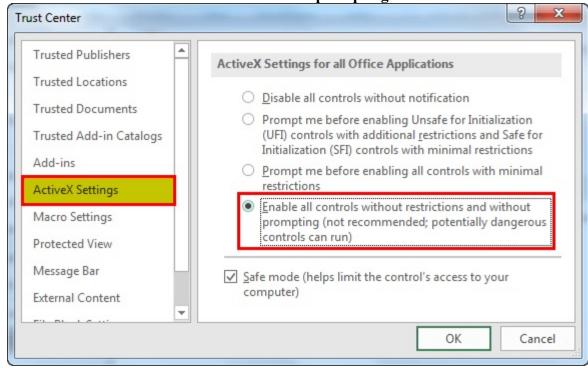


• From the "macro settings," select "Disable all macros with notification" .Notification appears stating that macros of the current file are disabled.

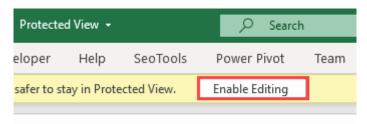
Click "Ok" to apply the selected macro settings.



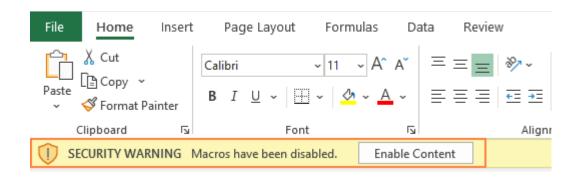
In the "ActiveX settings" option (under "Trust Center Settings"), select "enable all controls without restrictions and without prompting."



Click "Enable Editing" when the excel worksheet opens in Protected View.



Click "Enable Content" when asked on opening the excel worksheet.



2. Enter the Competition name, Date and Venue in the respective fields. These are mandatory fields if the user wants to download the pdf file.

Date must be in DD-MM-YYYY format



3. Enter the number of groups in the respective field



GENERATE 4. Click the GENERATE button. This will generate the group table with default group names and number of teams and also new group sheets. The GENERATE button will be hidden after this step.

GROUP NAME	NO. OF TEAMS
GROUP A	
GROUP B	
GROUP C	
GROUP D	

By default, group names are GROUP A, GROUP B and so on. This can be changed by the user.

At the bottom of the excel sheet you can see the new group sheets have been created.



The sheet for GROUP A will be as shown below.



5. The user can now enter the number of teams in each group.

GROUP NAME	NO. OF TEAMS
GROUP A	5
GROUP B	5
GROUP C	4
GROUP D	4

This will automatically populate the number of teams in the respective group sheets.

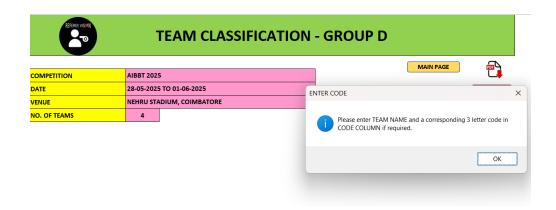
The GROUP A sheet will now be seen as shown below:



- 6. Click the SINGLE LEAGUE / DOUBLE LEAGUE button.
 - If you click on SINGLE LEAGUE button, a pop-up message alerting the user that all the content on this sheet will be cleared will appear.



Clicking Yes will show another pop-up asking the user to enter the TEAM NAMES and a corresponding 3 letter code in CODE column if required.



Clicking OK button will generate the fields to enter the TEAM NAMES and SCORES.

The SINGLE LEAGUE button will be hidden and only the DOUBLE LEAGUE button will be visible.

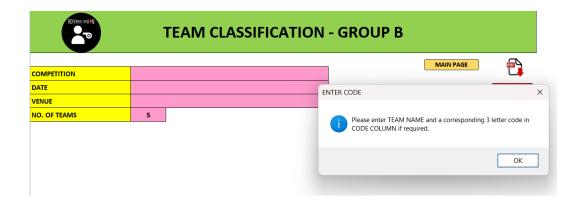
The user can the option to change to DOUBLE LEAGUE format if required.



If you click on DOUBLE LEAGUE button, a pop-up message alerting the user that all the content on this sheet will be cleared will appear.



Clicking Yes will show another pop-up asking the user to enter the TEAM NAMES and a corresponding 3 letter code in CODE column if required.

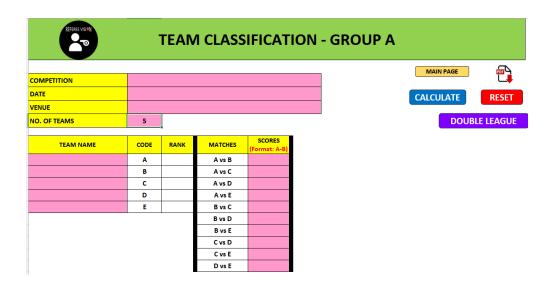


Clicking OK button will generate the fields to enter the TEAM NAMES and SCORES.



The DOUBLE LEAGUE button will be hidden and only the SINGLE LEAGUE button will be visible.

The user can the option to change to SINGLE LEAGUE format if required.

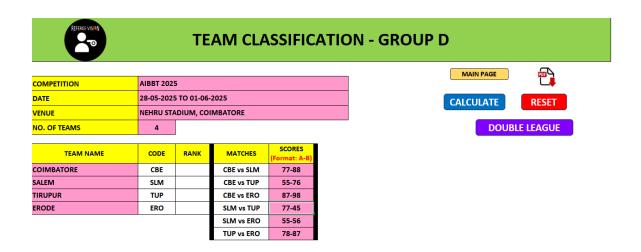


TEAM NAMES	CODE	RANK	MATCHES	SCORES (Format: A-B)
	Α		A vs. B	
	В		A vs. C	
	С		A vs. D	
	D		B vs. C	
			B vs. D	
			C vs. D	

You can leave the CODE column as it is or you can enter short names for the teams for entering the match scores in a much easier manner. The short name is limited to a maximum of 3 characters.

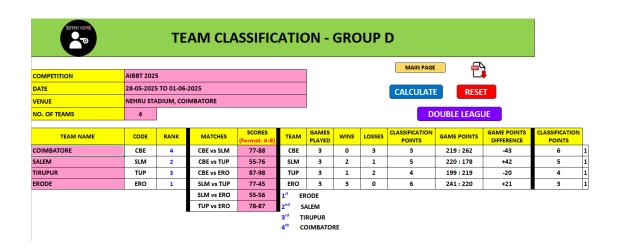
TEAM NAME	CODE	RANK	MATCHES	SCORES (Format: A-B)
COIMBATORE	CBE		CBE vs SLM	
SALEM	SLM		CBE vs TUP	
TIRUPPUR	TUP		CBE vs ERO	
ERODE	ERO		SLM vs TUP	
			SLM vs ERO	
			TUP vs ERO	

7. Enter the TEAM NAMES and SCORES. Scores must be entered in (Score A-Score B) format.



TEAM NAME	CODE	RANK	MATCHES	SCORES (Format: A-B)
COIMBATORE	CBE		CBE vs SLM	77-88
SALEM	SLM		CBE vs TUP	55-76
TIRUPUR	TUP		CBE vs ERO	87-98
ERODE	ERO		SLM vs TUP	77-45
			SLM vs ERO	55-56
			TUP vs ERO	78-87

CALCULATE 8. Click CALCULATE button. This will generate the classification table and calculate the rankings of the teams



TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE
Α	3	0	3	3	219 : 262	-43
В	3	2	1	5	220 : 178	+42
С	3	1	2	4	199 : 219	-20
D	3	3	0	6	241 : 220	+21

ERODE

SALEM

TIRUPUR

COIMBATORE

TEAM NAME	CODE	RANK
COIMBATORE	Α	4
SALEM	В	2
TIRUPUR	С	3
ERODE	D	1

9. The calculation part of the classification table is shown below. This calculation part will not be present in the pdf file after download as it is used only for calculation purposes.

The calculation is performed as follows

TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE	CLASSIFICATION POINTS	
Α	3	2	1	5	265 : 220	+45	5	2
В	3	2	1	5	235:270	-35	4	2
С	3	1	2	4	240 : 245	-5		_
D	3	1	2	4	210:215	-5		

- Teams with equal classification points undergoes another classification.
- b. In the above table we have teams A and B with 5 classification points each and teams C and D with 4 classification points each.
- The below table should be read as follows

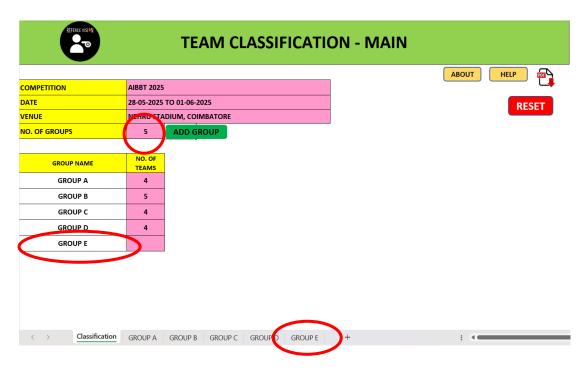
ı	CLASSIFICATION	
	POINTS	
	5	2
	4	2

Classification points – 5 Number of teams with 5 classification points - 2 Classification points -4 Number of teams with 4 classification points -2

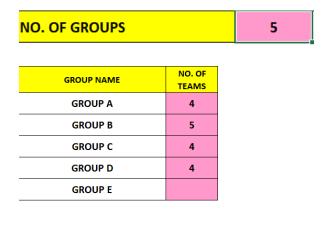
- d. Since the two teams A and B have the same win-loss record, the result of the game between A and B will decide their rankings. The same applies to teams C and D.
- 10. The user can add additional groups by using the ADD GROUP button in the MAIN page.

ADD GROUP

Clicking on ADD GROUP button will create one additional group as shown below. The NO. OF GROUPS field will also be updated.



A new group will be added to the GROUP NAME list and a new sheet will be added.



11. The user cannot change the following fields in each group sheet.

COMPETITION	AIBBT 2025							
DATE	28-05-2025 TO 01-06-2025							
VENUE	NEHRU STA	NEHRU STADIUM, COIMBATORE						
NO. OF TEAMS	4							

MAIN PAGE To change the above fields, the user has to use the button to go to the main page and change the fields in this sheet. The fields will be automatically updated in all the sheets.



12. Click Download PDF button.



NOTE:

The download button the main page will generate the pdf consisting of all the sheets in the workbook.

The download button each individual group sheet will generate the pdf of that particular group.

In Excel versions greater than 12.0 (Excel 2010 & above)

Clicking on the Download PDF button will download the file in the same directory as the Worksheet in the format ("Competition field value" "Date field value"_Team_Classification_1_"Group Name").



COMPETITION	AIBBT 2025							
DATE	28-05-2025 TO 01-06-2025							
VENUE	NEHRU STA	NEHRU STADIUM, COIMBATORE						
NO. OF TEAMS	4							

In the above example, the file name will be

AIBBT 2025 28-05-2025 TO 01-06-2025 Team Classification 1 GROUP D

If such a file is already present, it will automatically create a new file

AIBBT 2025 28-05-2025 TO 01-06-2025 Team Classification 2 GROUP D and so on.

NOTE: The calculation section will not be present in the downloaded file.

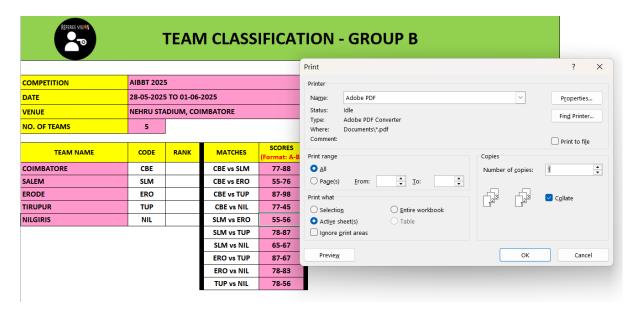
The pdf file will be displayed as shown below



In Excel versions less than 12.0 (Excel 2007 & below)

Clicking on the Download PDF button will open the Print Dialog box.

The user can choose to save the file as pdf using Adobe PDF option or click the Preview button at the bottom to take printout.



NOTE: The calculation section will not be present if the Preview option is used to take the printout.

13. Click RESET button.

RESET

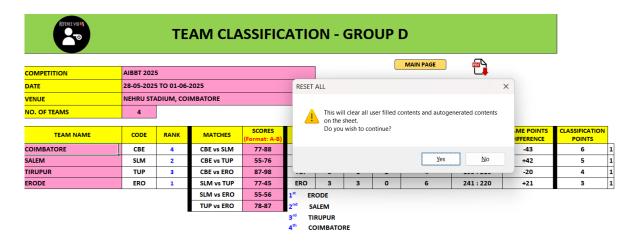
NOTE:

The reset button on each individual group sheet will revert the sheet to its default setting.

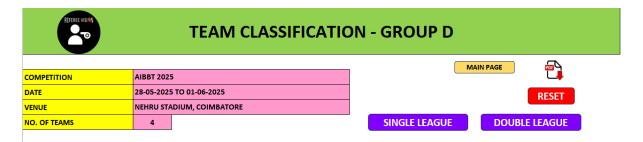
The reset button on the main page will delete all the group sheets and revert the main sheet to its default setting.

A message box will pop-up with user warning.

The user can click YES to proceed with reset or NO to exit reset.

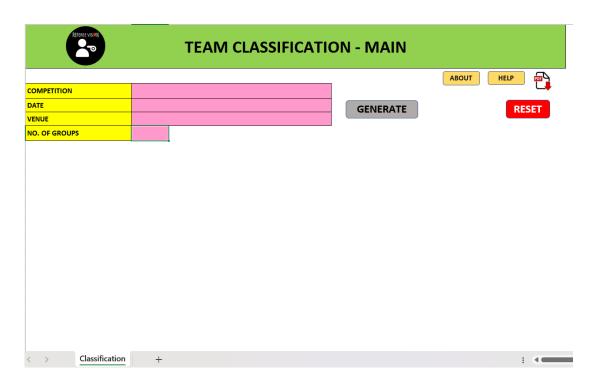


Thia will reset only that sheet to its default setting as shown below



RESETTING MAIN SHEET:





It can be observed that the all the group sheets at the bottom have been deleted.

14. Clicking on

HELP

button will display the help manual pdf

TEAM CLASSIFICATION CALCULATOR Manual V4.0



TEAM CLASSIFICATION CALCULATOR **VERSION 4.0**

ABOUT:

The classification of teams in a group in FIBA basketball is based on various criteria prescribed in the rules. The classification gets cumbersome as the number of teams in a group increases and multiple criterions have to be applied. This may lead to inaccurate results unless accurately done.

The Team Classification Calculator combats this problem by calculating all the data automatically and gives the ranking of the teams to the user. This results in faster and accurate results in no time and the user is able to see clearly how the calculation is done in progressing steps.

This calculator works for a maximum of 26 teams and can be used only on desktops or lantons as Microsoft Excel ann on mobile devices does not sunnort macros

ADDITIONAL CALCULATION EXPLANATIONS WITH EXAMPLES:

EXAMPLE 1:

TEAM NAMES	CODE	RANK	MATCHES	SCORES (Format: A-B)	TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE	CLASSIFICATION POINTS			
	А	1	A vs. B	100-55	Α	3	3	0	6	310 : 215	+95	6	1		
	В	2	A vs. C	90-85	В	3	1	2	4	230 : 265	-35	4	3		
	С	3	A vs. D	120-75	С	3	1	2	4	235 : 245	-10				
	D	4	B vs. C	100-85	D	3	1	2	4	210 : 260	-50				
			B vs. D	75-80	1 st A										
			C vs. D	65-55											
CLASSIFICATION OF THE GAMES BETWEEN, B, C, D															
					TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE	CLASSIFICATION POINTS		GAME POINTS DIFFERENCE	
					В	2	1	1	3	175 : 165	+10	3	3	+10	1
					C	2	1	1	3	150 : 155	-5			-5	2
					D	2	1	1	3	135 : 140	-5				_
				•	2 nd B				3 rd C - winner	against D		_			
					4 th D										

a. A has the highest classification point and hence ranked 1.

CLASSIFICATION	
POINTS	
6	1
4	3

- b. Teams B, C and D have 4 classification points each.
- c. B, C and D are classified again.
- d. In the new table, the three teams have the same classification points of 3 each. Hence, we move on to the next criterion (Game Points Difference)

CLASSIFICATION POINTS		GAME POINTS DIFFERENCE	
3	3	+10	1
		-5	2

- e. In this criterion, we see that team B has +10 and teams C and D have -5 each.
- f. Team B has the highest game point difference and ranked 2.
- g. Teams C and D has the same game point difference and hence the winner of the headto-head between these teams is ranked 3 and the loser is ranked 4.

EXAMPLE 2:

TEAM NAMES	CODE	RANK	MATCHES	SCORES (Format: A-B)	TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE	CLASSIFICATION POINTS					
	Α	4	A vs. B	85-90	Α	3	0	3	3	215 : 310	-95	5	3				
	В	1	A vs. C	55-100	В	3	2	1	5	265 : 260	+5	3	1				
	С	2	A vs. D	75-120	С	3	2	1	5	255 : 210	+45						
	D	3	B vs. C	100-90	D	3	2	1	5	260 : 215	+45						
			B vs. D	75-85	4 th A												
			C vs. D	65-55													
					CLASSIFI	CATION O	F THE GA	MES BET	WEEN, B, C, D								
					TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION	GAME	GAME POINTS	CLASSIFICATION	1	GAME POINTS		GAME POINTS	
									POINTS	POINTS	DIFFERENCE	POINTS	Ш	DIFFERENCE	Ш	I Ollaro	ч
					В	2	1	1	POINTS 3	POINTS 175 : 175	DIFFERENCE 0	POINTS 3	3	DIFFERENCE 0	3	175	1
					B C		1	1					3		3		1
					B C D	2	1 1 1	1 1	3	175 : 175	0		3		3	175	1 1 1
					С	2	1 1 1	1 1 1	3	175 : 175 155 : 155	0		3		3	175 155	1 1 1

a. A has lowest classification points (i.e. 3) and ranked 4

CLASSIFICATION	
POINTS	
5	3
3	1

- b. B, C and D share the same classification points. Hence a new table with games played between B, C and D is created.
- c. B, C and D share the same classification points in the new table. Hence, we move on to the next criterion (Game Points Difference)

CLASSIFICATION		GAME POINTS		GAME	
POINTS		DIFFERENCE		POINTS	
3	3	0	3	175	1
				155	1
				140	1

- d. B, C and D have the same game points difference. Hence, we move on to the next criterion (Game Points Scored)
- e. B has the highest scored games points and ranked 1 followed by C with rank 2 and D with rank 3.

EXAMPLE 3:

TEAM NAMES	CODE	RANK	MATCHES	SCORES (Format: A-B)	TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE	CLASSIFICATION POINTS			
	Α	2	A vs. B	71-65	Α	5	3	2	8	398:392	+6	8	5		
	В	3	A vs. C	85-86	В	5	3	2	8	403:399	+4	5	1		
	С	1	A vs. D	77-75	С	5	3	2	8	455 : 423	+32				
	D	5	A vs. E	80-86	D	5	3	2	8	383:379	+4				
	E	4	A vs. F	85-80	E	5	3	2	8	384:380	+4				
	F	6	B vs. C	88-87	F	5	0	5	5	380 : 430	-50				
			B vs. D	80-75	6 th F										
			B vs. E	75-76											
			B vs. F	95-90	CLASSIFI	CATION OF	THE GA	MES BET	WEEN A, B, C, D,	E					
			C vs. D	95-100	TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE	CLASSIFICATION POINTS		ME POINTS	
			C vs. E	82-75	А	4	2	2	6	313:312	+1		5	+2	1
			C vs. F	105-75	В	4	2	2	6	308:309	-1		-	+1	1
			D vs. E	68-67	c	4	2	2	6	350 : 348	+2			-1	3
			D vs. F	65-60	D	4	2	2	6	318:319	-1		_		
			E vs. F	80-75	E	4	2	2	6	304:305	-1				
					1 st C		_	_	2 nd A		_				
					CLASSIFI	CATION OF	THE GA	AMES BET	WEEN, B, D, E						
					TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE	CLASSIFICATION POINTS		ME POINTS FFERENCE	
					В	2	1	1	3	155 : 151	+4		3	+4	1
					D	2	1	1	3	143:147	-4			0	1
					Е	2	1	1	3	143:143	0			-4	1
				1	3 rd B				4 th E			•			_
					5 th D										

- a. F has the least classification points and is ranked 6.
- b. A, B, C, D and E share the same classification points and hence a new table with games played between these teams is created.

CLASSIFICATION POINTS	
8	5
5	1

c. A, B, C, D and E share the same classification points in the new table also. Hence, we move on the next criterion (Game Points Difference)

CLASSIFICATION POINTS		GAME POINTS DIFFERENCE	
6	5	+2	1
		+1	1
		-1	3

- d. C has the highest game points difference (+2) and is ranked 1. A with game point difference of +1 is ranked 2.
- e. B, D and E share the same game points difference (-1) and hence a new table has to be created with games played between B, D and E.

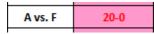
CLASSIFICATION POINTS		GAME POINTS DIFFERENCE	
3	3	+4	1
		0	1
		-4	1

- f. B, D and E share the same classification points in the new table. Hence we move on to the next criterion (Game Points Difference).
- g. B has the highest value (+4) and is ranked 3. E with next highest value (0) is ranked 4 followed by D with lowest value (-4) and is ranked 5.

EXAMPLE 4: (FORFEIT – ONE MATCH)

TEAM NAMES	CODE	RANK	MATCHES	SCORES (Format: A-B)	TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE	CLASSIFICATION POINTS			
	Α	2	A vs. B	71-65	Α	5	3	2	8	333:312	+21	8	5		
	В	3	A vs. C	85-86	В	5	3	2	8	403 : 399	+4	4	1		
	С	1	A vs. D	77-75	С	5	3	2	8	455 : 423	+32		_		
	D	5	A vs. E	80-86	D	5	3	2	8	383 : 379	+4				
	E	4	A vs. F	20-0	E	5	3	2	8	384 : 380	+4				
	F	6	B vs. C	88-87	F	5	0	5	4	300 : 365	-65				
			B vs. D	80-75	6 th F										
			B vs. E	75-76											
			B vs. F	95-90	CLASSIFI	CATION OF	THE GA	MES BET	WEEN A, B, C, D,	E					
			C vs. D	95-100	TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE	CLASSIFICATION POINTS		GAME POINTS DIFFERENCE	
			C vs. E	82-75	Α	4	2	2	6	313:312	+1	6	5	+2	1
			C vs. F	105-75	В	4	2	2	6	308 : 309	-1			+1	1
			D vs. E	68-67	С	4	2	2	6	350 : 348	+2			-1	3
			D vs. F	65-60	D	4	2	2	6	318:319	-1				
			E vs. F	80-75	E	4	2	2	6	304 : 305	-1				
		,			1 st C				2 nd A						

- a. Forfeited matches are entered with score (20-0) in the SCORES section in favor of the winning team
- b. In the above table, match A vs F has been forfeited by F and hence the score is 20-0 in favor of A.



The Scores of the forfeited matches (20-0) will be indicated in RED to enable easy identification of such matches.

c. In the first table, F has 5 losses and since one of the losses is by forfeit, F gets 0 classification point for that match and hence the total classification points of F is 4.

EXAMPLE 5: (FORFEIT – TWO MATCHES)

TEAM NAME	CODE	RANK	MATCHES	SCORES (Format: A-B)	TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE	CLASSIFICATION POINTS	
	Α	1	A vs. B	73-71	Α	4	3	1	7	320 : 312	+8	7	2
	В	2	A vs. C	85-86	В	4	3	1	7	334 : 329	+5	6	2
	С	4	A vs. D	77-75	С	4	2	2	6	373 : 344	+29	4	1
	D	3	A vs. E	90-96	D	4	2	2	6	330 : 327	+3	0	1
	E		A vs. F	85-80	E	FORFE	ITED TW	ICE - ALL G	AMES PLAYED BY T	HE TEAM ARE	NULLIFIED		
	F	5	B vs. C	88-87	F	4	0	4	4	320 : 365	-45		
			B vs. D	80-79	1 st A	winner ag	ainst B		2 nd B			_	
			B vs. E	20-0	3 rd D	- winner a	gainst C		4 th C				
			B vs. F	95-90	5 th F								
			C vs. D	95-96									
			C vs. E	20-0									
			C vs. F	105-75									
			D vs. E	68-67									

a. E has forfeited two matches against B and C.

B vs. C	88-87
B vs. D	80-79
B vs. E	20-0
B vs. F	95-90
C vs. D	95-96
C vs. E	20-0
C vs. F	105-75

b. If a team forfeits twice in a group, the results of all matches played by that team will be nullified as indicated by the message "FORFEITED TWICE – ALL GAMES PLAYED BY THE TEAM ARE NULLIFIED "and the team will not be assigned any rank.

CODE	RANK
Α	1
В	2
С	4
D	3
E	
F	5

c. Hence, if we observe the first table

TEAM	GAMES PLAYED	WINS	LOSSES	CLASSIFICATION POINTS	GAME POINTS	GAME POINTS DIFFERENCE
Α	4	3	1	7	320:312	+8
В	4	3	1	7	334:329	+5
С	4	2	2	6	373:344	+29
D	4	2	2	6	330:327	+3
E	FORFEITED TWICE - ALL GAMES PLAYED BY THE TEAM ARE NULLIFIED					
F	4	0	4	4	320:365	-45

Each team is considered to have played only 4 matches instead of the normal count of 5 matches since the results of all matches played by E have been nullified.

d. E will have 0 classification points in the calculation part of the table.

CLASSIFICATION	
POINTS	
7	2
6	2
4	1
0	1

If you identify an error or any discrepancy in this material, please notify at AJOYLAWRENCE@GMAIL.COM