Introduction: Basketball match-play has a high demand on player’s neuromuscular system due to a high volume of explosive high-intensity actions (Svilar, 2018). These demands may lead to fatigue and be detrimental to performance across the season (Edwards, 2018).

Objective: The primary objective of this article was to examine the seasonal variations on game demands and players’ neuromuscular performance during the Non-conference (NON-CONF) and Conference (CONF) seasons in NCAA Division I Men’s Basketball.

Methodology: Seven NCAA Division I Basketball players’ (20 ± 1.2 years, 1.95 ± 0.1 m, and 94 ± 15 kg) match activity profiles were tracked (McInnes, 1995) in 17 home games (7 NON-CONF; 10 CONF); furthermore, players performed a repeat hop test on a force platform the day before competition to assess neuromuscular performance.

Results: Results indicated no significant differences in Total Distance, Peak Speed, Acceleration and Deceleration loads when comparing NON-CONF and CONF match-play. Regarding neuromuscular performance, Jump Height ($p = 0.03; ES = 0.43$) was negatively affected during CONF. Moreover, a trend towards a decline in Peak Force ($p = 0.06; ES = 0.38$) was found in CONF.

Conclusion: Match-play demands remained constant across the season. However, neuromuscular performance was impaired during the CONF potentially due to the higher game density during this phase.

Bibliographic References: