



FIBA STATISTICIANS' MANUAL 2018

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Throughout the FIBA Statisticians' Manual 2018, all references made to a player, coach, official etc. in the male gender also apply to the female gender. It must be understood that this is done for practical reasons only.

The statisticians' responsibility is to record what has happened on the court. The manual provides hard and fast guidelines to help the statistician avoid guessing. For any situation not covered by this manual, the statistician must use his best judgement to record the play.

In example situations, team A refers to the offensive team, team B to the defensive team. Official Interpretations appear within every section. A thorough understanding of the Official Basketball Rules is necessary in order to perform the statisticians' role.

ONE – FIELD GOALS

A field goal attempt (FGA) is charged to a player any time he shoots, throws or tips a live ball at his opponent's basket in an attempt to score a goal.

A field goal made (FGM) is charged to a player any time a FGA taken by him results in a goal being scored, or being awarded because of illegal interference with the ball (goal tending) by a defensive player.

- A FGA can occur from anywhere on the court, regardless of the shooting motion.
- A FGA at the end of a period counts as a FGA, if the ball was released before the buzzer.
- A player fouled in the act of shooting is not charged with a FGA unless the field goal is made.
- A field goal attempt (FGA) is not charged to the shooter if the shot is nullified because of illegal interference with the ball (goal tending) by an offensive player.
- A FGA is not charged if the player is shooting the ball when a team-mate commits a violation or foul, just prior to the ball being released. When this foul or violation is committed after the ball has been released, a FGA is charged.
- A tip (also called put-back) by an offensive player counts as a FGA (and an offensive rebound) if the player's tip was under control. If the tip is successful, FGA and FGM are credited regardless of control.
- In the case of a shot being blocked before the ball is released, a FGA is recorded.

When a field goal is the result of a defensive player accidentally scoring in his team's own basket, the score will be charged to the court captain of the opposition team. The court captain, will be charged with both a FGA and a FGM. In case the own goal occurred during a rebound situation after a missed FGA of the offensive team, his team will be credited with an offensive team rebound. In situations other than rebound ones, if the same team was in possession before scoring an own basket, a turnover needs to be given to the player scoring the own basket.

Fast-break Points

Are points scored quickly (max. 8 seconds) and at full speed by a team before their opponent has had time to set their half-court defence following a change in possession. The change of possession may be due to a turnover, defensive rebound or a FGM and are all counted as fast-break points. The points can come from a FGM and / or FTM(s) - including those resulting from any foul committed during a fast-break situation. Fast-break points are also possible after an offensive rebound (for example after a missed layup during a fast-break), assuming that at the moment the team scored after the offensive rebound the defence was still not set.

Examples

1. A5 shoots but fouls B5 (a) before the ball is in flight or (b) after the ball is in flight and field goal is not made or (c) after the ball is in flight and field goal is made.

(a) No FGA A5; turnover (offensive foul) A5; personal foul A5; foul drawn B5. (b) FGA A5; personal foul A5, defensive team rebound Team B; foul drawn B5. (c) FGA/FGM A5; personal foul A5; foul drawn B5.

If in doubt about whether the foul occurred before or after the ball was in flight, the actions of the officials will indicate the correct ruling. If the foul occurred before the ball was in flight, it will be signalled as a "team control foul". If the foul occurred after the ball was in flight, the official will not indicate team control.

2. A2 shoots a FGA, and in the fight for the rebound B5 accidentally tips the ball into his own basket.

FGA A2; Offensive team rebound Team A; FGA/FGM is charged to the court captain of the offensive team (Team A);

3. With one second left in the third period, B4 captures a defensive rebound in his own half, then turns and tosses the ball at the opponents' basket with the ball being released (a) before the buzzer (b) after the buzzer

- (a) FGA B4; if the basket is made also charge him with a FGM.
- (b) No action is recorded.

4. A1 shoots a FGA and the ball lodges on the basket support.

FGA A1. A team rebound is charged to the team gaining possession of the ball according to the alternating possession arrow.

5. Team B is in the penalty for the current period. A1 is driving to the basket and is fouled by B5 (a) before the shot; (b) in the act of shooting; (c) after the ball has been released. In all situations he misses the shot and two free-throws are awarded to him.

- (a) Personal Foul B5; Foul Drawn A1. No FGA is credited.
- (b) Shooting Foul B5; Foul Drawn A1. No FGA is credited.
- (c) FGA A1; Offensive team rebound Team A; Personal Foul B5; Foul Drawn A1.

6. A3 is blocked by B2 during a jump shot before the ball is released. He lands with the ball in his hands and is called for a travel violation.

FGA A3; Blocked shot B2; Offensive rebound A3; Turnover (travelling) A3

7. A1's pass is intercepted by B1. B1 throws a long pass to B2. B2 misses the layup. After taking the rebound, B2 passes the ball to B3 who makes a three-point shot. At the time of the shot the defense was still not set.

Turnover A1, Steal B1, FGA B2, Offensive Rebound B2, 3FGA and 3FGM B3, Assist B2. The 3FGM counts as Points off turnovers, Second Chance Points and Fast-break Points.

8. A1 misses a FGA and B1 retrieves the rebound. Immediately after taking the rebound, B1 is fouled by A3 and is awarded two FT's because of team fouls. He makes one of two FT's.

FGA A1, Defensive Rebound B1, Personal Foul A3, Foul Drawn B1, two times FTA and FTM B1 (NOT recorded as fast-break points)

9. A1 misses a FGA and B1 retrieves the rebound. After an outlet pass to B2, B2 is initiating a fast-break and is fouled by A2 to stop the fast-break. B2 is awarded two FT's because of team fouls and makes both.

FGA A1, Defensive Rebound B1, Personal Foul A2, Foul Drawn B2, two times FTA and FTM B2 (count as fast-break points).

10. A1's pass is intercepted by B2. B2 goes coast to coast, but misses the layup and rebounds his own shot. Afterwards team B sets up a set play. Later during the same possession, A1 knocks the ball loose from B3, the ball goes out of bounds and is awarded to team B for the throw in. Team B takes a timeout. With the shot clock expiring, B2 hits a difficult three-point shot from 10 metres.

Turnover (bad pass) A1, Steal B2, FGA B2, Offensive Rebound B2, Timeout Team B, 3FGA and 3FGM B2 (recorded as second chance points and points off turnovers)

TWO – FREE-THROWS

A free-throw attempt (FTA) is charged to a player when that player shoots a free-throw, unless there is a violation by a defensive player and the shot misses. That is, a player should not be charged for a FTA that is influenced by the illegal actions of an opponent, unless the shot results in a free-throw made (FTM).

A FTM is charged to a player any time a free-throw attempt by that player results in a score of one point being awarded.

If there is a violation during the free-throws, the statistician should very clearly observe what the officials are awarding, who the violation was called on and what the result of the call is. The following statistics apply:

- When a player on the defensive team commits a violation
 - If the free-throw is successful, the score will count despite the defensive violation, so charge the free-throw shooter with a FTA and a FTM.
 - If the free-throw misses, do not charge the free-throw shooter with a FTA because they will be given a substitute free-throw. Ignore the missed free-throw and charge a FTA (and a FTM if successful) for the substitute free-throw.
- When the shooter commits a violation

- If the free-throw is successful, it will be cancelled.
- A FTA is charged to the shooter
- If the free-throw was the last of a series, the defensive team will be awarded possession out-of-bounds. Charge the defensive team with a team rebound.
- When a team-mate of the shooter commits a violation
 - The officials will not cancel a successful free-throw when an offensive player violates, so charge a FTA and a FTM to the free-throw shooter.
 - If the free-throw misses, the free-throw shooter is still charged with a FTA. If the free-throw was the last of a series, the defensive team will be awarded possession out-of-bounds. Charge the defensive team with a team rebound.

In all of the above situations, NO turnovers have occurred.

If a wrong player is attempting a free-throw, the official will cancel the FTM's and/or FTA's as a result of the error.

If a technical foul has resulted in free-throws being taken immediately before the start of a period, the FTA (and FTM if successful) shall be charged in the new period.

In all such "special" situations it is important that the statisticians follow the decisions of the referees and communicate with the table officials where necessary.

Examples

1. A1 shoots a free-throw and during the shot, B3 commits a free-throw violation. (a) The free-throw is made or (b) the free-throw misses.

(a) FTA and FTM A1. (b) Do not charge A1 with a FTA – a substitute free-throw will be awarded.

2. A5 shoots the last free-throw in a series and during the shot, A4 commits a violation. (a) The free-throw is made or (b) the free-throw misses.

(a) FTA and FTM A5. (b) FTA A5, Defensive Rebound Team B. No Turnover is charged.

THREE - REBOUNDS

Apart from the exceptions listed below, any missed FGA or last FTA is followed by a rebound. A rebound is the controlled recovery of a live ball by a player or a team being entitled to the ball for a throw-in after a missed FGA or last FTA.

Rebounds are divided into Offensive and Defensive. Offensive rebounds are charged when possession is retained by the same team who missed the FTA or FGA, while defensive rebounds are charged when possession is gained by the team who did not attempt to score.

The recovery may be accomplished by:

- Being first to gain control of the ball, even if the ball has touched several hands, bounced or rolled along the floor.
- Tipping the ball in a controlled attempt to score a goal.
- Tipping or deflecting the ball in a controlled manner to a team-mate.
- Retrieving a rebound simultaneously with an opposing player and having their team be awarded the ball as a result of the alternating possession.

A team rebound is charged to the team entitled to possession of the ball when:

- The ball goes out of bounds after a missed FGA or FTA and before any player gains control of the ball.
- A foul occurs after a missed FGA or FTA and before any player gains control of the ball.
- After a missed FTA or FGA two or more players from the same team are involved in a held-ball.
- The ball lodges between the ring and the backboard or on the basket support.
- An own basket occurs during a rebound situation (a defensive player tipping the ball accidentally in his own basket).

There are no rebounds charged:

- After any missed FTA where the ball will not be live.
- At the end of a period when the buzzer sounds after a missed FGA or FTA and before a team gains possession.
- After a missed FGA where the ball does not touch the ring, the twenty-four second device sounds and the officials blow their whistle to signal a twenty-four second violation before a player has a controlled recovery of the ball.

In situations in which a player rebound is followed immediately by a turnover by that same player (for example gaining control while being in the air and landing out of bounds), a team rebound can be given to the other team instead.

Examples

1. A missed shot is retrieved simultaneously by A5 and B4.

Rebound A5 or B4, depending on the alternating possession arrow

2. After a missed shot by A3, A5 jumps and catches the ball, but falls and loses control. The shot clock is reset to 14. After A5 loses control, the ball is retrieved by B4.

Defensive Rebound B4. Note: even if this results in a contradiction between the decision of the referees (resetting the shot clock to 14 sec means they assumed A5 had control of the ball) and the statistics (awards the rebound to the player who finally assumed control, B4), this is the correct decision.

3. After a missed shot, B4 catches the ball at almost the same time as A5 fouls him.

The statistician must decide if B4 had control of the ball for a split-second before being fouled. If so, charge the rebound to B4. Otherwise, Team B is charged with a defensive team rebound.

4. A4 jumps and attempts a shot that is blocked by B5 without the ball leaving A4's hands. A4 lands with the ball and is called for a travelling violation.

FGA A4, Block B5, Offensive Rebound A4, Turnover A4 (Violation).

5. After a missed shot B2, B4 and A4 contest the rebound, getting both hands on the ball in a held-ball situation. (a) Team A are entitled to the alternating possession or (b) Team B are entitled to the alternating possession.

(a) Off. Rebound A4. (b) Def. Rebound Team B.

6. A3 misses a FGA and as players are fighting for the rebound (a) A4 is called for an over the back foul on B2 (b) B1 is called for a holding foul on A1 (c) B4 tips the ball out of bounds.

(a) Def. Rebound Team B. (b) Off. Rebound Team A. (c) Off. Rebound Team A.

7. A1 misses a FGA shortly before the twenty-four second device sounds, and the ball does not touch the ring (a) B2 catches the ball immediately before the device sounds (b) A2 catches the ball before the device sounds (c) A2 catches the ball after the device sounds.

All situations: FGA A1. (a) Def. Rebound B2. (b) Off. Rebound A2; Team Turnover (24 seconds) Team A. (c) Team Turnover (24 seconds) Team A. No rebound is charged as the ball is dead.

8. A2 misses the first of two free-throws.

There is no rebound as A2 is entitled to a second free-throw and the ball is dead.

9. A2 misses a FGA, and before any player retrieves the rebound, the period ends.

FGA A2. Do not charge any rebound as the ball is dead.

10. A3 misses a FGA and misses the rim; The ball hits the floor and A5 picks up the loose ball.

FGA A3, Off. Rebound A5.

11. A1 misses a FGA. A4 is fighting for the rebound with several other players. He tips the ball backwards out of the paint where it is picked up by A3.

FGA A1; Off. Rebound A3.

12. A1 misses a FGA. A4 is fighting with several other players for the rebound and is able to tip the ball in a controlled manner to A5 who makes immediately a 3FGM.

FGA A1; Off. Rebound A4; 3FGA and 3FGM A5; Assist A4.

13. A4 misses a FGA. A5 is jumping for the rebound, gains control but lands out of bounds.

FGA A4; Def. Rebound Team B.

14. A2 misses a FGA. A3 is fighting for the rebound and in the last moment before falling out of bounds he tips the ball at B4's leg from which the ball goes out of bounds. Team A is rewarded with a throw-in afterwards.

FGA A2; Off Rebound A3.

15. After an unsportsmanlike foul A3 misses the second FTA.

No rebound.

FOUR - TURNOVERS

A turnover is a mistake by an offensive player or team that results in the defensive team gaining possession of the ball, including:

- A bad pass
- Ball handling or fumbling
- Any kind of violation or offensive foul

A turnover can only be committed by the team in control. A team is in control of the ball when:

- A player of that team is holding or dribbling a live ball.
- The ball is at its disposal for a throw-in during an out-of-bounds situation.
- The ball is at the disposal of a player for a free-throw.
- The ball is being passed between team-mates.

If the offensive team is forced into a held-ball by the actions of a defensive player, the result of the alternating possession rule will determine the statistics to be charged:

- If the offensive team gains possession as a result of the alternating possession rule - NO statistics are charged.
- If the defensive team gains possession as a result of the alternating possession rule - charge a turnover to the offensive player at fault and a steal to the defensive player that initiated the turnover.

Turnover types:

Ball Handling

An offensive player loses possession while holding or dribbling the ball, or failing to catch a pass that should have been caught.

Violation

A violation by an offensive player or team e.g. travelling, 3 or 5 second violations, backcourt violation, out of bounds, 8 or 24 second violations. 5 second violations during an inbounds play as well as all 8 and 24 second violations are recorded as team turnovers, all other turnovers are recorded as turnovers for a player.

Offensive Foul

An offensive player commits a foul.

Any Technical, Unsportsmanlike or Disqualifying Foul committed by a player or team in possession are turnovers. If committed by a player on the court they are recorded as a player turnover, otherwise as a team turnover.

Passing

A team loses possession due to a bad pass. The turnover should always be charged to the passer unless the statistician considers that the pass should have been caught, in which case the turnover should be charged to the receiver.

In some situations a turnover could be classified as more than one type, for example when a bad pass causes a team-mate to commit a violation by stepping out of the playing court to catch the ball. The statistician must recognise how the turnover was originally caused. In this example, the bad pass caused the violation, so the player attempting the pass should be charged a turnover (Passing).

There are certain situations where two or more turnovers happen almost instantaneously. The statistician must decide if control of the ball was gained by a team before again losing control. For turnovers, if there is any doubt about whether a player had control of the ball, the statistician should assume that he did not.

Examples

1. A1 has the ball stolen from him by B1 as he is dribbling down the court.

Turnover (Ball Handling) A1, Steal B1.

2. A2 passes the ball and it goes straight out of bounds.

Turnover (Passing) A2.

3. A1 makes a good pass but A4 drops the ball, resulting in B4 picking the ball up.

Turnover (Ball Handling) A4, Steal B4.

4. A2 commits a violation (travelling, double dribble, etc.) that results in the opposition receiving the ball.

Turnover (Violation) A2.

5. A5 commits a foul whilst his team is on offence (charge, moving screen etc.)

Turnover (Offensive Foul) A5.

6. Team A fails to get a shot off and commits a twenty-four second violation.

Turnover (Violation) team A.

7. A2 picks up the ball after dribbling and is closely guarded by B2. He is unable to shoot or pass the ball and commits a five second violation.

Turnover (Violation) A2.

8. A1 is in possession of the ball when A4 and B4 simultaneously commit double fouls.

As the foul penalties cancel and Team A is awarded the ball out-of-bounds, no turnover exists. Both A4 and B4 are charged with a foul and a foul drawn.

9. A3 is holding the ball when B3 knocks it loose. A3 and B3 dive on the floor and a held-ball situation between the two players occurs. (a) Team A are entitled to the alternating possession. (b) Team B are entitled to the alternating possession.

(a) No statistics are charged. (b) Turnover (Ball Handling) A3, Steal B3.

10. A2 is called for a technical foul (a) while A3 is dribbling the ball (b) immediately after B5 has stolen the ball from A3.

(a) Technical foul A2; Turnover A2.

(b) Turnover (ballhandling) A3, Steal B5. Technical foul A2. No turnover A2 as his team was not in possession when the technical was called.

11. A4 is trapped in the corner by B5. While trying to save the situation, A4 (a) is called for a travelling violation; (b) throws a pass to A1 which is deflected by B5 and intercepted in the end by B1; (c) throws a pass to A1 which is intercepted by B1 without being touched by B5.

(a) Turnover (travelling) A4

- (b) Turnover (bad pass) A4; Steal B5
- (c) Turnover (bad pass) A4; Steal B1

12. A3 is attempting a pass to A5, which is deflected by B3. A5 and B5 are fighting for the loose ball. (a) B5 seems to be in control for a split of a second before stepping out of bounds; (b) B5 seems to be in control for a split of a second before A5 takes the ball away from him; (c) B5 picks up the loose ball, dribbles twice and throws a pass which is intercepted by A4.

- (a) We assume there was no change of possession, no statistics are recorded.
- (b) We assume there was no change of possession, no statistics are recorded.
- (c) Turnover A3 (bad pass); Steal B5; Turnover (bad pass) B5; Steal A4.

13. A1 throws a bad pass to A2. While trying to save the ball, A2 tips the ball to his own backcourt where it is picked up by A3, who is called for a backcourt violation.

Turnover (Bad pass) A1

FIVE - ASSISTS

An assist is a pass that leads directly to a team-mate scoring.

- A pass to a player inside the paint, who scores from inside the paint is always considered an assist.
- A pass to a player outside the paint, who scores without dribbling is always an assist.
- A pass to a player outside the paint, who scores after one or more dribbles, is considered an assist if the shooter does not need to beat his defender. We don't award an assist if the shooter beats his defender in a 1-on-1 situation who is facing him and is located directly in front of him, between him and the basket. Helpside defenders are not relevant in this sense. An assist is still given in situations when the offensive player is driving by his defender in a 1-on-1 situation if
 - He drives to the basket immediately after receiving the pass AND
 - His defender is caught off-balance

The same principle applies in fast-break situations, with a pass to a player at half-court

Scoring includes free-throws. If the player who receives the pass is fouled in the act of shooting and makes at least one free-throw, an assist is awarded in the same way as for a FGM.

Additionally the following general rules always apply:

- Only one assist can be given each time a player scores.
- Only the last pass before a shot can be an assist (even if the second to last pass created the play).
- The distance and type of shot and the ease with which a player scores, are not relevant.

- No assist shall be given in a fast-break situation if the player receives the pass in his own half-court before driving to the basket (coast to coast).
- No assist is given if the pass is clearly deflected and ends up with a different player than the one it was initially intended for.

Examples

1. After capturing a defensive rebound, A5 makes a full-court pass to A4 who misses a lay-up but has enough time to easily score from the rebound.

No assist, there has been a FGA and offensive rebound between the pass and the score.

2. A5 passes to A4 who hesitates, looks to pass to A3, who is cutting, and then takes and makes the shot.

FGA and FGM A4, Assist A5.

3. A5 passes to A4 who takes one dribble to find balance, and then takes the shot, making it.

Charge an assist to A5, provided A4 was not guarded by a defender facing him.

4. A4 makes a great full-court pass to A5, who only has to hand-off the ball to A3 for an uncontested lay-up that is made.

Even though the pass from A4 created the basket, it was not the last pass before the score. Charge the assist to A5.

5. A3 passes to A5, who is guarded closely by B3, pump fakes, spins, takes one dribble and dunks the ball. He received the pass (a) inside the paint (b) outside the paint.

FGA and FGM A5. (a) Assist A3; (b) no Assist.

6. B1 steals the ball, makes a pass to B2 who is at the centre court line in front of the defence, and then B2 dribbles to the opponents basket for an unopposed lay-up.

Charge B1 with an assist.

7. After a missed shot A2 gets the defensive rebound. He passes the ball to A3 at his own three-point line, who goes coast to coast and scores with an uncontested layup.

No assist as A3 received the pass in his own half-court

8. After a missed shot A2 gets the defensive rebound. He makes a long pass to A3 at half-court in front of the defence. (a) B3 fouls A3 to stop the fast-break and is called for an unsportsmanlike

foul. (b) B4 commits a personal (shooting) foul while A3 attempts a layup. In both situations A3 is awarded two free-throws and makes the first and misses the second one.

- (a) Unsportsmanlike Foul B3, Foul Drawn A3, FTA and FTM A3 (no assist).
- (b) Personal Foul B4, Foul Drawn A3, FTA and FTM A3, Assist A2.

9. A1 inbounds the ball at the baseline underneath his opponents' basket, and passes to A3 who scores a FGM.

Charge A1 with an assist.

10. Immediately following a pass from A2, A3 is fouled in the act of shooting. A3 misses the first free-throw, and makes the second.

Charge A2 with an assist, A3 with two FTA's and one FTM.

SIX - STEALS

A steal is awarded to a defensive player when his action causes a turnover by an opponent. A steal must always include touching the ball, but does not necessarily have to be controlled.

- Intercepting or deflecting a pass
- Taking the ball away from an opponent holding or dribbling the ball
- Picking up a loose ball after a mistake of an offensive player

No steal is charged if the ball becomes dead and the defensive team is awarded possession of the ball out of bounds - even if the turnover was caused by the action of the defensive player.

The only time a steal can be charged when the ball becomes dead, is when the actions of a defensive player causes a held-ball to occur and his team wins possession as a result of the alternating possession rule.

If a steal is charged to a defensive player, there must be a corresponding turnover charged to an offensive player. (The opposite does not apply – a turnover does not always mean a steal has occurred).

In all situations with more than one defensive player being involved, the player who first deflected the ball and initiated the turnover is charged with the steal.

Examples

1. A5 is dribbling when he mishandles the ball and it bounces toward B4, who recovers it without moving.

Turnover (Ball Handling) A5, Steal B4.

2. A5 is dribbling the ball when B5 knocks it away to B2.

Turnover (Ball Handling) A5, Steal B5.

3. B2 applies hard defensive pressure that causes A2 to commit a violation without B2 touching the ball.

Turnover (Violation) A2 but no steal.

4. B5 deflects a pass from A4 intended for A5 who, in a reflex action, tries to catch the ball, but can only deflect it over the sideline. Team B is awarded the right to a throw in from the sideline.

Turnover (Passing) A4 but no steal.

5. B5 deflects a pass from A4, intended for A5, into the open court where A5 and B2 both grab the ball and a held-ball is called. Team B is awarded the ball for a throw in from the sideline (alternating possession rule).

Turnover (Passing) A4, Steal B5. A5 and B2 receive no statistics.

6. A2 passes the ball directly out of bounds.

No steal is charged, whilst A2 is charged with a turnover (Passing).

7. A1 is dribbling the ball and unintentionally dribbles the ball off his foot. The ball rolls along the playing court and is picked up by B2.

Turnover (Ball Handling) A1, Steal B2.

8. Team A gain possession of the ball following the opening jump ball.

No steal is charged as no team was in possession of the ball before the jump ball.

9. A4 misses a FGA. The ball hits the rim, bounces off the floor and is caught by B2.

No steal is charged. Charge A4 with an FGA and B2 with a defensive rebound.

10. A1 is driving to the basket. Help-side defender B2 anticipates this play and provokes an offensive foul being called against A1.

Turnover (offensive foul) A1. No steal is recorded.

SEVEN –BLOCKED SHOTS

A blocked shot is awarded to a player any time he appreciably makes contact with the ball to alter the flight of a FGA and the shot is missed. It recognises a clear rejection or deflection of a shot by a defensive player. The ball may or may not have left the hand of the shooter for the block to be counted.

The act of shooting, for statistical purposes, shall be an upward and/or forward motion toward the basket with the intention of trying for a goal.

In situations where the ball is knocked loose before it is in flight:

- In case the ball was above shoulder height a FGA, Blocked Shot and Rebound are recorded.
- In case the ball was below shoulder height, a Turnover and Steal are recorded if the defensive team gains possession; if in the same situation the offensive team stays in possession, then no statistics are recorded.

Like for any other missed FGA, a rebound must follow a blocked shot unless immediately following the blocked shot, the period ends or a twenty four second violation occurs.

Examples

1. A5 shoots and the ball is touched by B5 in an attempt to block the shot. The ball continues into the basket.

Since the ball continued into the basket, B5's touching it did not alter its flight appreciably. Ignore the touching, charge A5 with a FGA and a FGM, but do not charge B5 with a blocked shot.

2. A5 before going for a dunk attempt has the ball stripped at waist-height by B5, before it leaves A5's hands. The ball is recovered by B4.

Turnover (Ball Handling) A5, Steal B5.

3. A5 is driving through the restricted area and has the ball stripped by B5. The ball ends up with B4.

Turnover (Ball handling) A5, Steal B5.

4. A2 shoots a FGA which (a) is blocked by B4 whilst the ball is in upward motion, the ball going out of bounds (b) is blocked by B4 whilst the ball is on its way down towards the basket and is called as a defensive goaltending violation by the referees.

(a) FGA A2, Blocked Shot B4, Offensive team rebound Team A. (b) FGA and FGM A2.

5. A3 shoots a three-point jump shot which is blocked by B4. A3 catches the ball immediately and shoots another three-point jump shot which goes in.

3FGA A3, Blocked Shot B4, Offensive Rebound A3, 3FGA and 3FGM A3.

6. A2 attempts a three-point jump shot. The ball bounces off the rim and B1 prevents it from going in by tipping it away. A3 picks up the loose ball.

3FGA A2, Offensive Rebound A3. Note: a Blocked Shot can't be recorded after the ball has hit the rim.

7. A1 is driving to the basket and is fouled by B1 in the act of shooting. He manages to release the shot, which is blocked by help-side defender B2 (the shot would have counted if made).

Personal Foul B1, Foul Drawn A1. No other statistics apply in this situation (as the shooter is fouled, no FGA is recorded – and without a FGA there can't be a Blocked Shot).

EIGHT - FOULS

A foul is called on a player following a decision by a referee. Personal, technical, unsportsmanlike and disqualifying fouls can be called on a player. Technical and disqualifying fouls can be called on a coach or team bench personnel. It is important to differentiate between the types of fouls, should the statistics software allow this. Technical and disqualifying fouls called on the coach or team bench personnel are recorded against the coach and are not counted as team fouls.

In case the software allows to distinguish between "shooting" and "non-shooting" fouls, a shooting foul is any foul called by the officials as a foul "in the act of shooting". A foul resulting in FTs only because of team fouls is a non-shooting foul.

Fouls Drawn

Any time a player is fouled, a foul drawn is charged to that player. In the case of a disqualifying foul, if the foul is physically committed on a player, then a foul drawn is charged to the player who has been fouled.

Examples

1. A3 is dribbling the ball and commits a charge on B2.

Turnover (Offensive Foul) A3, Personal Foul A3, Foul Drawn B2 (no steal for B2).

2. A2 is holding the ball when he is fouled by B2.

Foul drawn A2, Personal Foul B2.

3. A1 commits a disqualifying foul by (a) insulting the referee (b) hitting B2 with his elbow

(a) Disqualifying Foul A1, Turnover A1; (b) Disqualifying Foul A1, Turnover A1, Foul Drawn B2

Annex A – Types of shots

In case the software requires the type of shot being entered, the following types or a subset thereof shall be available:

Jump shot

A shot taken by jumping up in the air and usually releasing the basketball at the peak of the jump. It is used most frequently for mid- to long-range shots, including three-point attempts.

Layup

A close-range shot usually involves the shooter banking the basketball off the backboard, but can also be over the front of the rim. It is commonly a one-handed shot made by holding the ball from below and releasing it using an upwards motion of the arm as close to the basket as possible. A layup can also be a quick shot where the offensive player catches the ball next to the basket.

Driving layup

A close-range shot following a dribble drive to the basket either when the defence is back and set, or on a fast break. The shot is usually banked off the backboard but can also be over the front of the rim.

Dunk

A dunk is a play in which a player brings the ball above the rim and slams it down into the hoop with one or two hands in which the player's hand(s) hit the top of the rim.

Putback Dunk

When a player on the offensive team grabs an offensive rebound and then immediately slams the basketball forcefully through the hoop, with one or two hands in which the player's hand(s) hit the top of the rim.

Putback tip-in

When a player on the offensive team grabs an offensive rebound and then immediately scores a field goal next to the basket. This often can have the offensive player jumping up and tipping the ball into the basket with one hand without coming back down onto the floor.

Alley-oop

A shot involving a player catching a pass in the air and finishing with a layup or dunk before landing back on the court.

Hook shot

A one-handed shot involving the player with the basketball turning side on to the basket with the shooting hand farthest from the basket, and then extending their shooting arm and flicking the basketball over their head in a circular motion towards the basket.

Floating Jump shot

The basketball is shot off one foot without stopping often like a driving layup but further away from the basket. It can be shot off the run, off the dribble, or off of a catch and it can be banked in or swished and often has a high arc to keep from being blocked.

Fadeaway jump shot

When the shot is taken while the player is jumping away from the basket. This shot is used to create space between the shooter and their defender and can be done from anywhere on the court and can be done jumping straight back or to the side.

Turnaround jump shot

When the player receives the ball with their back to the basket, then starts their shot facing away from the basket and then turns mid-air while jumping to shoot. They may turn all the way to face the basket but sometimes they only turn part way around and shoot while facing side on to the basket.

Step back jump shot

The player usually fakes a drive to the basket then stops and takes a step back to create space between them and the defender before shooting.

Pullup jump shot

The shooter stops quickly off the dribble and pulls up to shoot a jump shot while the defender(s) are usually still in a low position defending the drive.

Annex B – types of turnovers

The following list defines possible values for the types of turnovers:

- Bad pass
- Ball handling / fumbling
- Out of bounds
- Travelling
- 3 seconds
- 5 seconds
- 8 seconds
- 24 seconds
- Backcourt violation
- Offensive Foul
- Technical / disqualifying foul by team in possession
- Offensive goaltending

- Double dribble
- Carrying / palming
- Other

Annex C – Additional data

In this annex, some additional data is defined which is typically calculated by the software and therefore not directly relevant for the work of a statistician.

Time / minutes played

All substitutions are entered in the software and for each player, the playing time is calculated accordingly. In case minutes played are only shown in minutes (i.e. without seconds) the following rounding shall be applied:

- Minutes with less than 30 seconds shall be rounded down
- Minutes with 30 seconds or more shall be rounded up
- 0 minutes will be rounded up to 1 minute, regardless of the value of seconds
- Any value with 1 minute less than the maximum time (e.g. 39 minutes for a game played 4x10 minutes) will be rounded down for any value of seconds to indicate the player did not play the entire game
- A player who did not enter the court is indicated with “DNP” (did not play) instead of a value for minutes and seconds

For statistical purposes, a game with DNP does not count as a game played for the player.

Points In The Paint

The total number of points scored by a team from a FGM that originates inside the restricted area. This includes all jump shots, hook shots, lay-ups, dunks etc.

Points Off Turnovers

The total number of points scored by a team during the possession following an opponent turnover. This is the case regardless of the type of turnover, whether the ball goes out of bounds, and the points can come from a FGM or FTM(s).

This does not apply to a FGM or FTM in an additional possession, following a foul being called on a player of the defensive team after a FGA or FGM

Second Chance Points

The total number of points scored by a team following an offensive rebound and before their opponents regain possession. This is the case regardless of whether the ball goes out of bounds, and the points can come from a FGM or FTM(s).

This does not apply to a FGM or FTM in an additional possession, following a foul being called on a player of the defensive team after a FGA or FGM

Bench Points

The total number of points scored by a team excluding the starting five players.

Score Tied

The number of times the score was tied during the game (excludes 0-0).

Lead Changed

The number of times the lead changed from one team to the other during the game.

Largest Lead

The largest lead each team had during the game, and when this occurred (period and time).

Largest Scoring Run

The largest margin of consecutive points scored by a team without any points being scored by their opponent.