

## **ADVICE & GUIDANCE FOR BASKETBALL STATISTICIANS – September 2007**

At the end of the 2006-07 season FIBA Europe released a "Criteria for Statistics" document. It identified the problem areas with Basketball Statistics interpretation, which had been collated from FIBA games played throughout the season. The same criteria, interpretations and problems apply throughout the Basketball League and England Basketball competitions.

More help with interpretations and presentation of Game Stats at [www.statsman.co.uk](http://www.statsman.co.uk)

### **CRITERIA FOR STATISTICS**

Why is it important ?

- Vital for players, coaches, fans and media
- Data that is currently being collected is inconsistent
- Inconsistencies impact the image for the BBL and EB Leagues
- Statistics lose value and credibility
- Players are not represented fairly
- Improvement is necessary to ensure that there is a more consistent use of the same criteria for all games

### **CRITERIA FOR STATISTICS**

Focus – Seven areas have been identified as causing the greatest problems

1. Interpretations involving Field Goals
2. Assists
3. Blocked Shots
4. Rebounds
5. Free Throw Violations
6. Turnovers & Steals
7. Consistency of presentation of Final Stats

### **1. FIELD GOALS**

- Shooter is fouled, and no basket is scored, then do not give a FG attempt
- Goal-tending is called, then give a FGM to the player taking the shot
- Own basket = FGM to the court captain or nearest offensive player
- Tip In = FGA + Offensive Rebound **ONLY** if it is controlled
- Tip In = FGM + Offensive Rebound, if successful

## 2. ASSISTS

- Give an Assist **ONLY** after a successful shot. Shot is missed then no Assist
- Only the last pass counts for an Assist. Credit Assist to last passer before the score
- Only one Assist per score
- Not every last pass before a score counts as an Assist
- An Assist does not have to be a spectacular pass
- Every spectacular pass is not automatically an Assist

### CRITERIA FOR ASSISTS

- If the pass creates the score = Assist
- If the shooter creates the score = No Assist
- The scorer cannot be credited with an Assist – a pass must lead to the score
- The scoring shot must be made directly from the pass
- No other significant action by the Scorer can take place eg fake, drive etc
- If the scorer dribbles once or twice before an open lay-up or dunk, then an Assist can still be credited to the passer (eg on a fast-break, or long outlet pass leading directly to a score)

## 3. BLOCK or STEAL

- Differentiate between a FGA (for offensive player) and Blocked Shot (for the defensive player) or a Turnover (for the offensive player) and Steal (for the defensive player)
- The interpretation is similar to the referee's decision for "act of shooting"
- Usually the ball has to be above the shoulder to be counted as a FGA + Block
- A Blocked Shot is ALWAYS followed by a rebound – offensive or defensive, awarded to a player or a team
- Otherwise give a Turn-over and Steal
- If in doubt it is a Turn-over and Steal
- A quick decision is required

## 4. REBOUNDS

- Every missed shot (FGA) is rebounded by an individual player or the Team (if no one player can be identified as securing the rebound)
- Only one rebound can be credited for each missed shot
- Team or Player ?
  - if the ball goes out of bounds, after a shot, it is always a Team Rebound
  - in all other situations the rebound should be awarded to a player as either an offensive rebound (by the attacking team) or defensive rebound (by the defending team)
- Tipping the Ball
  - a controlled tip awarded as a rebound to the player tipping the ball; slaps or uncontrolled tips should be ignored
  - after uncontrolled tipping by one or many players trying to gain the ball, the rebound should be awarded to the player eventually grabbing (and controlling) the ball – often know as "hands in the crowd".

## 5. FREE THROW VIOLATIONS

- By the Shooter
  - If a violation is called on the first or second (of three) Free Throw, then credit the shooter with a FTA, but not a violation
  - If the violation is called on the last or only Free Throw, then credit the shooter with a FTA, but not a violation, and the defensive team with a Defensive Team Rebound
- By a Defensive Player
  - If a violation is called on a defensive player and the Free Throw is made, then ignore the violation and credit the shooter with a FTM
  - If a violation is called on a defensive player and the Free Throw is missed, then the Free Throw is ignored, and the award of a statistic awaits the re-take of the Free Throw.

## 6. TURNOVERS & STEALS

- For each Steal there MUST be a Turnover
- BUT not for every Turnover is there a Steal
- There is no such statistic as a Team Steal
- A Steal is NEVER awarded for a Player taking a charge or provoking a violation
- Violations (3 seconds, travelling, 24 seconds etc) NEVER have a corresponding Steal
- An Offensive Foul is a ALWAYS followed by a Turnover awarded to the offensive player causing the foul
- Follow the Referee's whistle to determine out of bounds and back-court violations
- Time violations
  - 3 seconds – always awarded to an offensive player
  - 5 seconds – decision of Stats Crew – usually a player, but could be a team
  - 8 seconds – decision of Stats Crew – usually team
  - 24 seconds – decision of Stats Crew – usually team
- Other violations (travelling, back-court etc)
  - ALWAYS a player
  - It is more important to identify the player responsible for the Turnover rather than identifying the type of Turnover – more applicable for FIBA Stats programs where type of Turnover is identified during the game
- Player deflecting a pass
  - A Steal is always awarded to the player deflecting the pass, not to the player catching the deflected pass
  - Decision of Stats Crew to decide if the deflection was intended and controlled; otherwise Steal is credited to the player eventually controlling or catching the ball
- Jump-ball situations
  - A Turnover/Steal will be awarded dependent upon the Possession Arrow
- Bad Pass or fumbling/fail to receive ?
  - Decision of Stats Crew – who is responsible for the Turnover ? was it a bad pass ? was it the failure of the player receiving the pass being unable to catch the ball ?
  - Usually there is more responsibility for the player PASSING the ball
  - More important to decide who is responsible rather than the type of Turnover – more applicable for FIBA Stats programs where type of turnover is identified during the game.

## 7. CONSISTENCY OF PRESENTATION

- ALWAYS submit the Final Box Stats in the format required by the League Organiser