FIBA 3x3 Statisticians' Manual

Valid as of May 19th, 2021

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Art. 1   Conventions

1.1   Purpose

The purpose of the FIBA 3x3 statistics is to provide (i) insight of the performance of the teams and the players, to all stakeholders, from players to fans, and (ii) data for awarding FIBA 3x3 individual ranking points[1].

The statisticians' responsibility is to record what has happened on the court as objectively as possible. This manual provides 3x3 specific guidelines and definitions to help in that work. For any situation not covered by this manual, the statistician must use her/his best judgment to record the play.

In example situations, Team A refers to the offensive team, and Team B refers to the defensive team. A thorough understanding of the 'FIBA 3x3 Official Rules of the Game'[2] is necessary in order to perform the statisticians' role. Further, an understanding of the 'FIBA Statisticians' Manual'[3] is required, as that manual is referred to throughout this document.

1.2   Data integrity

The statistics data can only be made official by entering the data to the scores.fiba3x3.com tool in play.fiba3x3.com.

For any statistics entered into play.fiba3x3.com, the defined event organizer is responsible that the event statistics are correct for each game and complete for every game of the event. FIBA reserves the right to audit any data at any time, and as a result, modify or nullify statistics.

Art. 2   One-point shot

A 'one-point shot attempt' (1PTA) is recorded when a player shoots, throws or tips a live ball at the basket in an attempt to score a basket inside the arc. In case one point is awarded, a 1PTA is attributed with a 'one-point shot made' (1PTM).

Own goals are recorded to the last offensive player to the touch the ball[4]

Otherwise, the specific game situations defined in the FIBA Statisticians' Manual (Field goals) apply.

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[1] For the inclusion criteria and calculation methods of the FIBA 3x3 Individual Ranking, please refer to FIBA 3x3 Rankings Compendium (available at https://fiba3x3.com/rankings)

[2] Available at https://fiba3x3.com/rules

[3] Available at http://www.fiba.basketball/documents

[4] Note also 'Art 5 in the Official Interpretations to the FIBA 3x3 Official Rules of the Game': In all situations where a defensive team establishes ball control and scores the basket without clearing the ball, the basket shall be cancelled as the team had not cleared the ball prior to the shot attempt. This shall include controlled taps and put-back baskets.

Art. 3   Free throw

A 'free throw attempt' (FTA) is an uncontested shot from a position behind the free throw line, awarded by a referee. In case points are awarded, a 'free throw attempt' (FTA) is attributed with a 'free throw made' (FTM).

If players are shooting multiple free throws during the same trip to the free throw line, the first free throw is recorded as a 'first free throw attempt' (FTA). All the subsequent free throws, shot by the free throw shooter or her substitute, are recorded as extra free throw attempts (FTA-ES).

Otherwise, the game situations outlined in FIBA Statisticians' Manual (Field goals) apply.

Examples:

- A1 makes a two-point shot and is fouled during the act of shooting ('and-one'). The foul is the 7th team foul of Team B, and, hence, two free throws are awarded. A1 makes the first one but misses the second one.
    - 2PTM (A1), Team Foul (Team B), FTM (A1), FTA-ES (A1).

- A1 has the ball and swings her elbows excessively hard to the face of B2. A1 is charged with an unsportsmanlike foul, and before the play continues, A2 is charged with a technical foul. Team B is awarded one free throw for the technical foul and two free throws for the unsportsmanlike foul. B1 makes first free throw and B2 the next two free throws.
    - Unsportsmanlike foul (A1), Turnover (A1), Technical foul (Team A), FTM (B1), FTM-ES (B2), FTM-ES (B2).
    - Note: The team foul count of Team A is increased by three fouls - by two because of the unsportsmanlike foul, and by one because of the technical foul.

Art. 4   Two-point shot

A 'two-point shot attempt' (2PTA) is recorded when a player shoots, throws or tips a live ball at the basket in an attempt to score a basket outside the arc. In case two points are awarded, a 2PTA is attributed with a 'two-point shot made' (2PTM).

For specific game situations, the same principles apply as for one-point shots.

Art. 5   Turnover

A turnover is a mistake by an offensive player or a team that results in the defensive team gaining the possession of the ball. A turnover can only be committed by the team in control of the ball and is attributed either to an individual player or to a team.

Jumpball situations leading to the change of possession will result in a turnover either to a specific player or a team. 3-second violations, 5-second violations and ball-clearing violations will result in a turnover to a specific player in the offensive team. 12-second shot clock violation is recorded as a team turnover.

Any technical, unsportsmanlike or disqualifying foul committed by the team with the possession of the ball, resulting in the other team gaining the possession of the ball, will be recorded as a turnover to the player or the team committing the foul.

The last possession of the regular time that does not end up in a shot attempt, is not recorded as a turnover.

Otherwise, the game situations described in the FIBA Statisticians' Manual (Turnovers) apply.

Examples:

- A1 shoots and makes the shot. Referee waives the basket because the 12-second shot clock had expired just before the shot was released. Team B gets the possession of the ball.
    - Turnover (Team A).

- A1 gets the ball in the low post. A1 dribbles with his back to the basket for 5 seconds. Referee calls a violation for stalling. Team B gets the ball.
    - Turnover (A1).

- A1 passes the ball. B2 intercepts the pass, dribbles to the arc in an attempt to the clear ball, drives to the basket and makes the shot. However, referee calls a ball-clearing violation. No basket, team A gets the ball.
    - Turnover (A1), Turnover (B2).

- A1 shoots a two-point shot. The ball lodges between the ring and the backboard. Referee calls for a jumpball. Team B gets the ball.
    - 2PTA (A1), DREB (Team B). No turnover is recorded as the ball was not in either team's possession when the jumpball was called.

- Team A is entitled to the ball. While A1 is getting to ready to check the ball, A4 sitting on the bench starts yelling at the referee, resulting in Team A getting a technical foul. B1 shoots the free throw awarded for the opponent's technical foul and makes it. The game continues with Team A checking the ball.

  o Team Foul (Team A). Turnover (Team A). FTM (B1).

Art. 6   Key assist

A 'key assist' (KAS) is a pass that gives a teammate a positional advantage to score directly a basket from the paint.

More specifically,

- A player gets a *'positional advantage'* when in between receiving the pass and shooting the ball, the player's primary defender is not in a proper position to play straight-up one-on-one defense, or the defense has to primarily rely on help defenders to protect the basket.

- *'Directly'* means capitalizing the advantage immediately upon receiving the pass. The player may vary the speed, use dribbles, perform fakes, and use various finishing styles and footwork around the basket, but the continuity of the motion must be preserved.

- *'In the paint'* means that the shot is released from the shooter's hand in the cylinder space above the 3-second area.

If the player receiving the pass is fouled in the act of shooting and makes any of the free throws awarded on the basis of either the 'act of shooting' foul or opponent team fouls, a key assist is awarded.

Only one key assist can be awarded to each made shot, and it must be on the basis of the last pass.

Examples:

- A2 moves to set a ballscreen to A1 at the top of the key. A2 'slips the screen', cutting directly to the basket. A1 passes a pocket bounce pass, which A2 receives at the free throw line. At that time there are no defenders in the 3-second area but help defender B3 moves from the side to protect the basket. A2 'eurosteps' swiftly past B3 and lays the ball to the basket, jumping with the right foot and shooting with the right hand.

  o 1PTM (A2), KAS (A1). The pass gave A2 an advantageous path to the basket which A2 used directly and scored from the paint. The use of eurostep did not break the continuity of the motion.

- A1 beats his defender driving to the basket. Help defender B2 moves inside to protect the basket. A1 passes a kick-out pass to A2 at the corner who makes, without dribbling, a two-point shot.

- o 2PTM (A2). No key assist. A2 receiving the ball did not score from the paint.

- A1 is at the top of the key. A2 is at the wing and cuts backdoor, receiving the ball outside the paint, facing an empty 3-second area. Help defender B3 moves in from the other side. B3 is late and barely manages to jump before A2 is already high up in the air dunking over B3.

  - o 1PTM-DNK (A2). KAS (A1). The pass gave A2 an advantage to attack the basket. B3 tried to recover the situation and manages to close the ground space between A2 and the basket. However, the advantage was carried over into the vertical space, enabling A2 able to jump earlier and avoid the block. The shot was released from the paint

- The regular time ended 16-16. The score is 17-17 and the next basket wins. A1 is with the ball at the level of free throw line and gets a ballscreen from A2. A1 splits the defense from the middle, forcing B3 to help. A1 passes a kick-out pass to A3 at the corner, outside the arc. Help defender B3 reverses direction, trying to close out his own player but, in one catch-and-go motion, A3 drives past B3, takes two quick dribbles along the baseline and makes a thundering dunk.

  - o 1PTM-DRV-DNK-BZR (A2). KAS (A1). The pass gave A3 an advantage forcing B3 into a disadvantageous close-out situation, and the advantage was maintained until the shot was taken. The shot was released from the paint, even if the ball was received at 2-point line and two dribbles were used. A drive is also recorded as the dribble started from outside the arc. A dunk and a buzzerbeater attributes are also added.

Art. 7   Drive

A drive (DRV) refers to the use of quick or skillful dribbling by an individual player to advance from the two-point arc to the paint to score directly a basket.

More specifically,

- Quick or skillful use of dribbling is either (i) recognizing an open path to the basket and dribbling quickly into such path, or (ii) creating such an open path to the basket with the use of skillful dribbling techniques, such as crossovers or in-and-out dribbles.

- From the two-point arc means that the dribble started with at least one foot behind the arc.

- To the paint means that the shot is released from the shooter's hand in the cylinder space above the 3-second area.

- Directly means scoring immediately based on the positional advantage created with the dribble. The player may vary the speed, perform fakes, and deploy various finishing styles or footwork around the basket, but the continuity of the motion must be preserved.

Examples:

- A1 gets a reverse pass from the top to the wing. A1 has an opening towards the basket, which A1 attacks with a quick catch-and-go move. Help defender B2 moves into block the shot, but A1 glides under the basket and shoots a layback (reverse layup) from the other side of the basket.
  - 1PTM-DRV (A1). A drive is recorded because A1 started from behind the two-point arc and used quick dribbling action to get to the basket. A layback is considered as one type of finishing style around the basket.

- A1 receives the ball in the wing and goes to the basket. Help defender B2 closes in to A1 at the low post area, forcing A1 to stop and turn the back to the basket. A1 pounds two power dribbles at stand-still, turns back towards the basket and makes a close-range jump hook over the defender.
  - 1PTM (A1). No drive. The continuity of the motion was interrupted.

- A1 is positioned outside the arc and calls for a side ballscreen (pick-and-roll) from A2. Just before the screen is set, A1 fakes towards the middle, rejects the ball screen and drives baseline and scores a layup from the paint
  - 1PTM-DRV (A1). A drive. For clarity, the use of screeners to establish an open path to the basket from the two-point arc is considered 'skillful dribbling'.

Art. 8   Blocked shot

A 'blocked shot' (BS) takes place when a defending player makes contact with the ball to alter the flight of the shot attempt of the opponent, and the shot is missed. The ball may or may not have left the hand of the shooter.

The game situations outlined in FIBA Statisticians' Manual (Blocked shots) apply.

Art. 9   Buzzerbeater

A 'buzzerbeater' (BZR) is the last shot of the overtime, or a tie-breaking, tie-forcing or lead-changing last made shot, or points scored from one trip to a free-throw line, during the last 5 continuously played seconds of the regular time (regardless if the game was won at the end of the 10 minutes or before the limit, if a team reached 21 points).

The last made shot of the regular time is taking place during the last 5 continuously played seconds if (i) the shot is released from the shooter's hand with less than 5 seconds left at the game clock and (ii) after the shot, there are no further deadballs.

Examples:

- Team A and Team B are tied at 19 with 3 minutes left in the game clock. A1 shoots a two-point shot, which wins the game for Team A.
  - 2PTM-BZR (A1) A tie-breaking or lead-changing game-winning shot before the 10-minute limit is considered as a last made shot during the last 5 continuously played seconds of the regular time, and, hence, a buzzerbeater is recorded.

- Team A is behind 15-17. A1 shoots a two-point shot at 4.2 seconds left in the game clock and makes it. B1 gets the ball, passes to B2 at the corner. B2 shoots a two-point shot but misses. The clock runs out, the score is tied 17-17 and the game goes to overtime.
  - 2PTM-BZR (A1), 2PTA (B2). A1 scores a tie-forcing basket with the last made basket shot within the last five seconds. Even if B2 was able to produce one more shot there were no further stoppages of the game after the last made shot, and, hence, a buzzerbeater is recorded.

- Team A is behind 15-17. A1 shoots a two-point shot at 4.2 seconds left in the game clock and makes it. B1 gets the ball, passes to B2 at the corner. B2 steps out of bounds, the referee calls a violation, and Team A gets the ball back. Team A does not manage to shoot any more shots and the game goes to overtime tied at 17-17.
  - 2PTM (A1), Turnover (B2). A1 scores the last made basket shot within the last five seconds of the regular time, but there was one deadball situation after the shot. Hence, no buzzerbeater.

- The game goes to overtime at 17-17 and is now at 18-18. A1 is fouled far from the basket. The foul is the 7th team foul of Team B. A1 gets two free throws. A1 misses the first shot but makes the second one. Game ends 19-18.
  - Team Foul (Team B), FTA (A1), FTM-ES-BZR (A1). As the game ends after the first free throw, the shot is considered as the last shot of the overtime, and, hence, a buzzerbeater is recorded.

- The game is tied at 19-19. A1 is fouled when Team B already has 7 team fouls. Team A gets awarded two free throws. A1 makes both free throws. Game ends 21-19
  - Team Foul (B), FTM (A1), FTM-ES-BZR (A1)
- The game is tied at 18-18. A1 is fouled when Team B already has 7 team fouls. Team A gets awarded two free throws. B1 complains about the call and receives a technical foul, resulting in one additional awarded free throw. A1 makes two free throws, after which A2 makes one free throw. Game ends 18-21.
  - Team Foul (B), Technical Foul (B), FTM (A1), FTM-ES (A1), FTM-ES-BZR (A2)

Art. 10 Dunk

A dunk (1PTM-DNK) is a made shot, in which the shot is 'put' to the basket by releasing the ball from the shooter's hand with a downward motion within the cylinder space above the rim.

Example:

- A1 passes a high pass above the rim (alleyoop) to A2. While in the air, A2 tries to catch the pass with two hands, but fumbles the catch, deflecting the ball sideways with one hand. The ball changes direction, going first a little up, coming down, hitting the rim and then, finally, rolling to the basket.
  - 1PTM (A2). KAS (A1). No dunk as the ball is not released with a 'downward motion'. However, a key assist is awarded.

Art. 11 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 shot or the last free throw.

Rebounds are divided into Offensive (OREB) and Defensive (REB). Offensive rebounds are charged when the ball possession is retained by the same team who missed the shot or the free throw, while defensive rebounds are charged when possession is gained by the other team. Rebounds are attributed either to a player or to a team (team rebound).

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, except if the turnover is a ball-clearing violation. In that case, both a player rebound and a turnover will be recorded.

Otherwise, the game situations outlined in FIBA Statisticians' Manual (Rebounds) apply

<u>Examples:</u>

- A1 shoots but the shot is partially blocked by B1. B2 jumps to recover the ball, gets it but lands out of bounds. Team A ball.
    - o 1PTA (A1), Blocked shot (B1), Offensive rebound (Team A)
- A1 shoots but the shot is blocked by B1. B2 recovers the ball but immediately loses it. A2 recovers it and immediately scores a basket. The referee intervenes and calls a ball-clearing violation to A2. No basket, Team B ball.
    - o 1PTA (A1). Blocked shot (B1). Defensive rebound (B2). Turnover (B2), Turnover (A2)

Art. 12 Team Foul

A foul is called on a player or a team following a decision by a referee and increase the team foul count as defined in the 'FIBA 3x3 Rules of the Game'. Fouls are timestamped to the game time when the referee stops the game because a foul took place.

Art. 13 Timeout

Timeouts are timestamped to the game time when the referee stops the game to allow for a timeout to take place. Every timeout must be assigned to either a team or alternatively marked as a 'TV timeout'.

Art. 14 Challenges

Challenges are requests by the team for an instant replay system review and are available in certain competitions. Challenges are timestamped with the information on the requesting team and whether the challenge was won or lost or unclear.

Art. 15 Player not entering court

All players that were on the game roster, but who did not enter the court at all during the game, will be marked with DNP (Did Not Play) into the stat sheet.

Art. 16 Optional stats

16.1 Substitutions

The three players starting the game are substituted in with the timestamp 10:00. During the game, any players entering (Sub-In) or leaving (Sub-Out) the court are marked with the timestamp of the applicable game time.

16.2 Game time

For statistical purposes, the beginning of the regular time is timestamped to 10:00. The time is counted downwards until the regular time ends. During overtime, the game clock continues to be operational for statistical purposes but is hidden from the players and the referees. During overtime, the time is counted upwards from 0:00 and marked with an 'OT' prefix.

For statistical purposes, any game time timestamp is shown to the full second and rounded with the normal mathematical number rounding rules, except that any game actions during the last 1 second of the regulation time will be rounded to 0:01.

Examples:

- Team A is leading 19-7. A1 scores a 2-pointer and the game ends 21-7 with 0.3 seconds left at the game clock

    o 2PTM (A1, 0:01). Game end (0:01).

- The game goes to overtime at 17-17. Team A continues with the same players. Team B subs B1 to B2 at the beginning of the overtime. Team B has the ball. After 8 seconds of play, B2 scores a two-pointer, and the game ends 19-17.

    o End of regulation (00:00). Sub-out (B1, OT 00:00). Sub-in (B2, OT 00:00). Game clock on. 2PTM-BZR (B2, OT 00:08).

Art. 17 Abbreviations

<u>1PT</u>

'One-point shots' shows the ratio of made (1PTM) and attempted one-point shots (1PTA), displayed either as a fraction (e.g. 4/7 or 13/25) or as a percentage (e.g. 1PT% 57%), with no decimals.

<u>1PTA</u>

'One-point shot attempt(s)' is all, both made (1PTM) and missed, one-point shots, excluding free throws

<u>1PTM</u>

A 'one-point shot made' is a 'one-point attempt' (FTA) for which 1 point was awarded.

<u>2PT</u>

'Two-point shots' shows the ratio of made (2PTM) and attempted two-point shots (2PTA), displayed either as a fraction (e.g. 2/3 or 8/19) or as a percentage (e.g. 2PT% 37%), with no decimals.

<u>2PTA</u>

'Two-point shot attempt(s)' is all, both made (2PTM) and missed, two-point shots.

<u>2PTM</u>

A 'two-point shot made' is a two-point attempt (2PTA) for which 2 points was awarded.

<u>BS</u>

A blocked shot takes place when a defending player makes contact with the ball to alter the flight of the shot attempt of the opponent, and the shot is missed.

<u>BZR</u>

A 'buzzerbeater' is the last shot of the overtime, or a tie-breaking, tie-forcing or lead-changing last made shot during the last 5 continuously played seconds of the regular time (regardless if the game was won at the end of the 10 minutes or before the limit, if a team reached 21 points).

<u>CHA</u>

Challenges are requests by the team for an instant replay system review and are available in certain competitions. Challenges are timestamped with the

information on the requesting team and whether the challenge was won, lost or declared unclear.

D5

A 'double-five' refers to a player recording five or more in two categories out of points (PTS), highlights (HGL) and rebounds (REB) in one game.

DREB

Defensive rebound(s).

DNK

A 'dunk' is an attribute of a made shot (e.g. 1PTM-DNK). When dunking, the shot is 'put' to the basket by releasing the ball from the shooter's hand with a downward motion in the cylinder space above the rim.

DNP

'Did not play' is recorded to a player in the stat roster who did not substitute in during the game.

DRV

A drive is an attribute of a made shot (e.g. 1PTM-DRV). A 'drive' refers to the use of quick or skillful dribbling by an individual player to advance from the two-point arc to the paint to score directly a basket.

Fastest Game

The ranking of individual games with the respective winning teams having the shortest GPT (Game Playing Time).

FT

'Free throws' shows the ratio of made (FTM) and attempted free throws (FTA), displayed either as a fraction (e.g. 3/3 or 11/13) or as a percentage (e.g. FT% 80%), with no decimals.

FTA

'Free throw attempt(s)' is all, both made (FTM) and missed, free throws.

FTM / FTM-ES

A 'free throw made' is a 'free throw attempt' (FTA) for which 1 point was awarded. In case the shot was not the first shot on a trip to the free throw line, the shot is marked FTM-ES.

FT-ES

'Extra free throw' is a free throw that was not the first free throw on a given trip to the free throw line. For possession calculation purposes, the number of 'trips to the free throw line' is calculated by deducting FT-ES from 'free throw(s) attempted' (FTA).

GP

Games played.

GPT

The total 'game playing time' as effective time. Displayed in full seconds. E.g. if a game finishes at 21-17 with 1:32 left in the clock, GPT is 8:28. GPT is also measured during overtime. E.g. if a game ends after 39 effective seconds of overtime play, GPT is 10:39.

GDUR

Game duration is the length of the game in calendar time. Start time is the time when the result of the coin flip is acknowledged by the official's table. End time is the time when a referee blows the final whistle to stop the game. Game duration is displayed to the full minute and rounded to the previous full minute of the start time and the next full minute of the end time. E.g. if the game starts at 18:02:01 and ends at 18:21:19, the game duration is displayed: 20 min (18:02-18:22).

HGL / HGLPG

HGL refers to total highlights per player or team. HGL is equal to key assists (KAS) + drives (DRV) + dunks (DNK) + blocks (BS) + buzzerbeaters (BZR). Highlights are shown as a total number without decimals (e.g. 3 or 7). Highlights per game (HGLPG) is the average number of highlights per player or per team in a game. HGL is displayed with one decimal (e.g. 0.7, 1.5, 10.8).

KAS

A key assist (KAS) is a pass that gives a teammate a positional advantage to score directly a basket from the paint.

LDE

'Largest deficit' is the largest negative difference in the game score that the team had during a game. LDE is displayed as a full number (e.g. 9-15 = 6). The 0-0 tie at the beginning of the game is not considered. If the team was never behind in the score, LDE is marked as a dash line (-). A tied score during the game is marked as 0.

LLE

'Largest lead' is the largest positive difference in the game score that the team had during a game. LLE is displayed as a full number (e.g. 12-5 = 7). The 0-0 tie at the beginning of the game is not considered. If the team never led the game, LLE is marked as a dash line (-). A tied score during the game is marked as 0.

MIN / MPG

The number of minutes played by a player or team. Displayed to the full second. Rounding is based on mathematics rules. 'Minutes per game' (MPG) is the average number of minutes played by a player or team. Displayed as minutes and full seconds (e.g. 07:20).

NO.

The jersey number of the player in a given game. For statistical purposes, the number is checked at the beginning of the game and not changed even if the player did change the number during the game.

OREB

Offensive rebound(s).

PA / PAPG

'Points allowed' is the number of points scored by (an) opponent team(s). Points allowed per game is the average number of points scored by all opponent teams per game.

+/-

'Plus-minus' is the point differential when a player is on the court.

PTS / PPG

The number of points scored by a player or a team. Points per game (PPG) is the average number of points scored by player or team per game.

PPP / PPP-[PosType]

'Points per possession' is the number of points a player or a team scored per possession and has two decimals. PPP can be split by different possession types such as PPP-2PT.

Example:

- Team A had 21 points with the following stat line: 1PT 8/17, 2PT 3/7, FT 7/12, FT-ES 5, TO 6.
    - POS= 37 = 17+7+12-5+6
    - PPP = 0.57 = 21 / 37
    - PPP-1PT = 0.47 = 8 / 17
    - PPP-2PT = 0.86 = (2*3) / 7
    - PPP-FT = 1.00 = 7 / (12-5)
    - PPP-TO = 0.00 = 0 / 6

POS

'Possessions' is the number of times a team had the ball and produced one of the following possession outcomes: one-point shot (1PT), two-point shot (2PT), a trip to the free throw line or a turnover (TO).

The trips to free throw shots are calculated by deducting the extra free throws (FT-ES) from the total number of free throws attempted (FTA),. For statistical purposes, 'and-one' free throw shots are considered a new trip to the free throw line.

Example:

- Team A had 21 points with the following stat line: 1PT 7/7, 2PT 4/15, FT 6/8, FT-ES 2, TO 5
  - POS = 33 = 7+15+(8-2)+5

'Possessions per game' is the average number of possessions for a team per gam and is displayed with one decimal (e.g. 37.1).

Possession distribution describes how the possessions were 'used' by a team, independent of whether the shots were made or missed, and is displayed as a percentage with no decimals.

Example:

- Team A had 21 points with the following stat line: 1PT 8/17, 2PT 3/7, FT 7/12, FT-ES 5, TO 6.
  - POS = 37 = 17+7+12-5+6
  - POS%-1PT = 46 % = 17 / 37
  - POS%-2PT = 19 % = 7 / 37
  - POS%-FT = 19% = 7 / 37
  - POS%-TO = 16% = 6 / 37.

REB

Total rebound(s).

P-VAL

'Player value' is the aggregate index for player performance in a given competition (such as game, event, tour). It is calculated as S-VAL + BS + KAS + BZR - TO + (REB/2). P-VAL is rounded to one decimal.

Example:

- A1 has the statline of 7 PTS (1PT 2/2, 2PT 2/5, FT 1/2), 1 KAS, 1 DRV, 2 DREB, 1 TO
  - P-VAL (A1) = 7.5 = 5.5 + 1 + 1 - 1 + (2/2)
  - S-EFF (A1) = 0.78 = 7/9
  - S-VAL (A1) = 0.78 * 7 = 5.5

S-EFF

'Shooting efficiency' is the realized points-per-shot value for a shot by a player or team in one game or across several games. S-EFF is calculated by dividing the points made with the number of shots attempted and is rounded to two decimals.

Examples:

- A1 has a statline of 1PT 1/5, FT 2/3, 2PT 1/3
  - S-EFF (A1) = 0.45 = 5 / 11

- A2 has a statline of 2PT 2/2
  - S-EFF (A2) = 2.00 = 4 / 2

- Team A has 21 points with the following statline: 1PT 8/17, 2PT 3/7, FT 7/12, FT-ES 5, TO 6
  - S-EFF (Team A) = 0.58 = 21 / (17+7+12)

[Shot Type]-%

The 'shooting percentage by a shot type' is abbreviated 1PT%, FT% and 2PT% respectively. It is calculated by dividing the number of made shots with the number of attempts.

Example:

- Team A shot 2PT 3/7
  - 2PT% (Team A) = 43%.

Sub-in / Sub-out

A player entering (Sub-in) or leaving the court (Sub-out), is timestamped to the game time on the official game clock into a full second.

S-VAL

'Shooting value' is a player-based statistic in which the number of points scored is multiplied by the shooting efficiency (PTS * S-EFF). S-VAL is displayed with one decimal.

Example:

- A1 has the statline of 7 PTS, 1PT 2/2, 2PT 2/5, FT 1/2.
  - S-EFF (A1) = 0.78 = 7/9
  - S-VAL (A1) = 5.5 = 0.78 * 7

T5

A 'triple-five' refers to a player recording five or more in the categories of points (PTS), highlights (HGL) and rebounds (REB) in one game.

TF

The number of team fouls by a team. TFPG ('Team fouls per game') is the average number of fouls by team. It is displayed with one decimal (e.g. 7.0).

TFA

The number of team fouls by an opponent. TFAPG ('Team fouls against per game') is the average number of fouls by opponents. It is displayed with one decimal (e.g. 5.0).

TF7 / TF10

'Team fouls at 7/10' is the game time when the team had its seventh/tenth team foul. It is displayed in full seconds (e.g. 07:22). If not applicable, a dash (-) is shown.

TFO7 / TFO10

'Team fouls of opponent at 7/10' refers to the game time when the opposing team had its seventh/tenth team foul. It is displayed in full seconds (e.g. 07:22).

TEF

Technical foul.

TIM.

A timeout charged to a team. A timeout is recorded either to a team, or is a TV timeout.

TO

Turnover. 'Turnovers per game' (TOPG) is the average number of turnovers per game by a player or a team. It is displayed with one decimal.

USF

Unsportsmanlike foul.

WBL

'Wins before limit' (WBL) refers to the number of games won by a team by reaching 21 or more points before the full time. Forfeited wins or 'wins by default' do not count towards WBL. It can also be displayed as a percentage (WBL-%), with no decimals.

END.