



BASKETBALL STATISTICS MANUAL

In recent years there has been increasing interest in the collection and study of basketball statistics.

For a long time coaches has found them a useful tool in analysing individual and team performance.

Today, the use of computer collection systems has made is easier to collect the statistics and to present detailed courtside reports almost simultaneously with the action.

The basketball media require statistics to present detail reports on the game, with television, the print media and the internet, using statistical reports to supplement the on-court action. The study of basketball statistics has added to the enjoyment of the fans as more detail measures of player and team performance have become available.

The collection of statistics has allowed the compilation of career statistics and the establishment of a whole new range of basketball performance measures – the so called “category leaders”.

With coaches, players, the media, internet users and fans making greater use of the statistical reports there is an obvious need to harmonise the methods and definitions used in the collection of statistics worldwide. We hope this FIBA publication will become the reference manual used by the statisticians in our member federations, in order that uniformity can be achieved throughout the basketball world.

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CONVENTIONS

Throughout this publication, all references made to a player, coach, official etc in the male gender also apply to the female gender. This is done in keeping with other FIBA publication because of the difficulty of creating gender-neutral terms in some international languages.

In keeping with other FIBA publications, on-court “players” are numbered 1 to 5. Substitutes are numbered 6 to 12.

“A” team refers to the offensive team (A1 to A5 being offensive players).

“B” team refers to the defensive team (B6 to B12 substitutes for the defensive team).

FIELD GOALS

A field goal attempt (FGA) is charged to a player any time he shoots, throws or taps a live ball at his opponent’s basket in an attempt to score a goal, and the goal is missed or is not counted.

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

When a player or any of his teammates is fouled in his act of shooting and the shot results in a FGM, then a FGA must also be credited.

A FGA is not charged if the player is shooting the ball, when a teammate commits a violation or foul just prior to the ball being released. The official will call the violation or foul and signal that the score or play following the call is cancelled. This indicates that the ball was not released for the shot prior to the infringement so no FGA is awarded.

When a violation or foul is committed by the shooter or a player from either team, after the ball has been released for a shot, a FGA is credited because the shot would count if successful.

Exception: No FGA is credited if an offensive player nullifies the shot because of illegal interference with the ball (goal tending).

When the defensive team is in the “penalty team foul” situation and a defensive player fouls an offensive player attempting a *two*-point field goal, it may be difficult to determine if the ball was in flight before the shot was released. This is because the official will award two free throws to the offensive player either because the player was shooting or because of the team foul penalty. The statistician needs to pay careful attention to the official in case the official signals that the shot from the field is cancelled or makes a comment along the lines of “... foul before the shot...”. If some doubt remains, the statistician has to make a judgment call, and as a rule of thumb, should presume the foul occurred first so no FGA is awarded to the offensive player. In a similar situation except the offensive player was attempting a *three*-point field goal before being fouled but is awarded only two free throws, the foul was clearly after the shot.

When a field goal is the result of a defensive player accidentally scoring in his or her team’s own basket, the score will be credited to the court captain of the opposition team. The court captain, will be credited with both a FGA and a FGM.

A tap (also called put-back) by an offensive player counts as a FGA (and an offensive rebound) if the player had sufficient control of the tap. If the score is made, then control is assumed.

If there is doubt about an offensive player having control of the tap, presume there was sufficient control if the ball hits either the ring or backboard after coming off the player’s hands.

Blocked shots count as attempts if the offensive player was in the act of shooting before the ball was blocked. If there is doubt as to whether the player was intending to shoot, the interpretation shall be that he was not. For our purposes, we define the act of shooting as an upward and/or forward motion toward the basket with the intention of trying for a goal.

An area of difficulty that might arise for the statistician is the question of whether a pass or a shot is being attempted. An offensive player often acts as if to shoot only to pass off to a teammate at the last moment. The alley-oop is the most likely to be controversial, especially if the player meant to be on the receiving end of the pass makes no attempt to catch and shoot the ball. In this case a turnover may need to be awarded instead of a FGA.



Examples

1. A5 shoots but fouls B5 (a) before the ball is in flight or (b) after the ball was is in flight.

a) Since the ball was dead before the ball was in flight, do not charge A5 with a FGA, but with a turnover (offensive foul) and a personal foul.

b) Charge A5 with a FGA and a personal foul.

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. When a field goal is accidentally scored for the opposition team, after last being touched by a defensive player:

a) If the touch by the defensive team was an attempt to block a shot and did not appreciably alter its flight, then such touching shall be ignored. If the offensive player that shot the ball is credited with the score, no blocked shot can be awarded.

b) If the touch by the defensive team followed a shot that had obviously missed and the defensive team did not gain control, a FGA and FGM is credited to the captain of the offensive team.

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 credited 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 credit the free throw shooter with a FTA and 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 on which the violation occurred as it is nullified by the defensive player's violation. Award a FTA (and FTM if successful) for the substitute free throw.

When the shooter commits a violation:

If the free throw is successful, it will be cancelled.

In all cases, irrespective of whether the free throw is the first, second or third of a series, a FTA is charged to the shooter. Examples of a shooter's violation are:

- The ball fails to hit the ring.
- The shooter takes too long to attempt the shot.
- The shooter steps on or over the free throw line before the ball hits the ring.
- The shooter fakes a free throw.

If the free throw was the last of a series, the defensive team will be awarded possession out-of-bounds. Credit 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 award a FTA and FTM to the free throw shooter.

If the free throw misses, the free throw shooter is still charged with a FTA, because had the shot been made, it would have counted. If the free throw was the last of a series, the defensive team will be awarded possession out-of-bounds. Credit the defensive team with a team rebound.

In summary:

- If a substitute free throw is awarded for a defensive player's violation, ignore the original missed free throw and record the statistics for the substitute free throw.
- If an offensive player (including the shooter) commits a violation, award a FTA.

In all of the above situations, NO turnovers have occurred because the offensive team is considered to have made an attempt at a free throw goal (see the definition of turnovers).

If a wrong player is attempting a free throw, the FTA as a result of the error and all activity involved therein shall be cancelled unless there are technical, unsportsmanlike or disqualifying fouls called during the activity after the error. The game will be resumed after the correction of the error. All FTM's or FTA's credited to the wrong shooter shall be nullified.

If a technical foul has resulted in free throws being taken immediately before the start of a period, the FTA (and FTM if successful) should be counted in the new period. This is regarded as a foul during an interval of play and penalised as if it had occurred during the period that follows the interval.

REBOUNDS

A rebound is the controlled recovery of a live ball by a player after a shot has been attempted. Control must be gained before the ball becomes dead. If there is doubt about player control, the statistician should assume that there was control.

Rebounds are divided into Offensive, Defensive and Team. Dead Ball rebounds are only recorded when computer statistics are being used and the software automatically records the dead ball rebounds.

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.
- Tapping the ball in an attempt to score a goal.
- Tapping or deflecting the ball, in a controlled manner, to a teammate.
- By retrieving a rebound simultaneously with an opposing player and having their team be awarded the ball as a result of the alternating possession. The rebound has to be awarded to one of the players who retrieved the ball simultaneously, not to the player that inbounds the ball.

The shot does not have to hit the ring or backboard before a rebound can be awarded.

When a player taps the ball that is subsequently recovered by a teammate, a decision needs to be made as to whether the tap was controlled or not, and therefore who receives the rebound. If the tap was obviously intentional, credit the rebound to the player tapping the ball. If the statistician believes the player tapping the ball was just trying to clear the ball out of the "danger area", award the rebound to the teammate recovering the ball.

As stated in the "Field Goals" section, an offensive player who attempts a tap (put-back) from a missed shot is credited with an offensive rebound and FGA provided the tap was controlled. If the score is made, then control is assumed.

If there is doubt about an offensive player having control of the tap, presume there was sufficient control if the ball hits either the ring or backboard after coming off the player's hands.



A shot that is blocked and recovered without the ball going dead will be recorded as a rebound to the player who first recovers the ball immediately after the blocked shot. Remember that the ball does not have to hit the ring or backboard for a rebound to be credited.

Examples

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

Credit a rebound to the player whose team gains possession of the ball according to the alternating possession rule. Note that it must be one of the players contesting the held ball, NOT the first player to control the ball after the alternating possession throw-in.

2. After a missed shot, A5 jumps and catches the ball but falls and loses control, it is retrieved by B4

Credit A5 with a rebound provided you are satisfied they had control prior to falling. If this is the case a ball handling turnover would be awarded as well. If you are not satisfied A5 had possession then B4 is credited with the rebound.

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, award the rebound to B4.

4. B4 jumps and attempts a shot that is blocked by A5 without the ball leaving B4's hands. B4 lands with the ball and is called for a travelling violation.

B4 attempted a shot so there must be a rebound after the block but before the violation occurs. The statistics that apply in this situation are: FGA B4, Block A5, Offensive Rebound B4, Turnover B4 (Travelling).

ASSISTS

An assist is a pass that leads directly to a teammate scoring, if and only if the player scoring the goal responds by demonstrating immediate reaction towards the basket. Only one assist can be credited on any score. Even if the “second-to-last” pass set up the play, it is not an assist.

An assist is credited when a pass is made to a teammate who shoots and scores - provided the shooter’s immediate intention, upon receiving the ball, was to shoot and that intention was maintained until the shot was taken. It does not prohibit an assist where the shooter takes time to balance or makes a small play to score, provided the scorer always intended to shoot.

A pass to a player in a good scoring position who considers other options before deciding to shoot and score, is not an assist. The score is the result of the action by the shooter alone, not the passer.

The distance of the shot, the type of shot and the ease with which the shooter makes the shot are not factors when considering if a pass is an assist. Similarly, the number of dribbles taken by the player who scores is also not a factor, unless his efforts are such that you determine that he did the work to make the basket, rather than the pass.

A pass to a player at half court who dribbles directly to the basket for a successful lay-up is an assist. However if that player has to divert to dribble around a defensive player, no assist is given.

The statistician should bear in mind that the more the scoring player has to do in order to score, the less likely it is that the pass is an assist.

An assist may be credited on a pass to the pivot shooter (low post) provided there is an immediate reaction on the part of the pivot shooter in attempting to score.

Consistent with the definition above, an assist is not awarded simply when it is the last pass before a basket or because it was simply a “good pass”. The determining factor in awarding the assist must be the amount of work the scorer does and the immediacy of the shooter’s intention to score.



Examples

- 1. After taking 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.**

No assist to be awarded as A4 did not show immediate reaction.

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

Credit an assist to A5, provided A4 maintained an intention to shoot.

- 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. Award the assist to A5.

- 5. A3 passes to A5, who pump fakes, spins, takes one dribble and dunks the ball.**

In most cases NO assist would be credited, as the player receiving the ball did the work.

- 6. A3 passes to A5, who dribbles once, makes a head fake and scores**

Credit A3 with an assist as A5 maintained an intention to shoot.

BLOCKED SHOTS

A blocked shot is credited to a player any time he appreciably alters 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.

A shot can be considered blocked even if the ball was not in flight before being blocked. In fact, the ball doesn't have to be above shoulder-height before a shot can be blocked. As stated previously, 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 some cases where the ball is knocked loose before it is in flight, the statistic in question may be a steal, provided the ball ends up in the hands of the defensive team and the statistician is satisfied that there was no shot being attempted. An aid to making this decision is to ask yourself the question "Would the official have awarded free throws if the defensive player had been called for a foul on the offensive player?" If the answer is "Yes" credit a block, if "No" award a steal.

The statistician needs to determine whether a shot is being attempted and needs to follow closely what happens to the ball after the shot is blocked.

A rebound must follow a blocked shot unless the ball becomes dead before a player gains control. If the ball does go dead, then give a team rebound to the team inbounding the ball.

A blocked shot should be credited only when the shot is deflected enough to prevent it from scoring. As obvious as it may appear, it needs to be noted that when the shot is successful, it cannot be counted as a block even though it has been touched.

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, credit A5 with an FGA and an FGM but do not credit B5 with a blocked shot.



2. **A5 goes up for a dunk attempt but the ball is stripped at waist-height by B5 before it leaves A5's hands. The ball is recovered by B4.**

A5 is charged with a shot attempt, B5 receives a block and B4 is credited with a defensive rebound. Despite the fact that the ball had not left the hands this is clearly a shot attempt.

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

If you decide A5 was not in the act of shooting, credit a ball handling turnover to A5 and a steal to B5. To award a field goal attempt and a block, etc., you must be sure that A5 was making a shot attempt.

STEALS

A steal is credited to a defensive player when his positive, aggressive action causes a turnover by an opponent. No steal is credited if the ball becomes dead and the defensive team is awarded possession of the ball out of bounds.

A defensive player can achieve a steal in a number of ways:

- Taking the ball away from an opponent holding or dribbling the ball.
- Intercepting an opponent's pass.
- Tapping the ball away from an offensive player in control of the ball or deflecting an opponent's pass either:
 - Directly to a teammate.
 - Such that the ball is loose and a teammate retrieves the ball.
 - Such that the ball is loose and a teammate and an opponent grab the ball simultaneously, a held ball results and the defensive team is awarded the ball according to the alternating possession rule. (Obviously this cannot happen when the alternating possession is awarded at the start of a period of play).

The only time a steal can be awarded when the ball goes 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.

To earn a steal, the defensive player should be the initiator of the action causing a turnover, not just the benefactor. For example, if an offensive player passes directly to a defensive player who did not have to move to intercept the ball, no steal would be awarded.

If a steal is credited to a defensive player, there must be a corresponding turnover awarded to an offensive player. (The opposite doesn't apply – a turnover doesn't always mean a steal has occurred, it may have been a violation, bad pass or offensive foul). The statistician must realise that the ball must actually be turned over for a steal to be awarded.

The tapping or deflection of the ball to a teammate does not have to be controlled.

In all these situations, the player who first deflected the ball initiated the turnover so is credited with the steal, not the teammate who recovered the loose ball.

A player taking a charge is not to be credited with a steal.

Examples

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

Charge A5 with a ball handling turnover, but do not credit B4 with a steal, as he did not initiate the action.

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

Charge A5 with a ball handling turnover and B5 with a steal.

- 3. B5 applies vigorous defensive pressure that causes A5 to commit a violation.**

Charge A5 with a violation turnover but do not credit B5 with a 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.**

Charge A4 with a passing turnover but do not credit B5 with a 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).**

Charge A4 with a passing turnover and award B5 a steal. A5, and B2 receive no statistics for their part. If team A were awarded the ball as a result of the alternating possession rule, then no statistics would be awarded.

TURNOVERS

A turnover is a mistake by an offensive player that results in the defensive team gaining possession of the ball without the offensive team having attempted a field goal or free throw, except when period time expires without such an attempt.

Any offensive violation by a player will result in a turnover being charged, for example 3 second violation, offensive foul, offensive goal tending, double dribble etc.

Likewise, an offensive mistake such as passing the ball directly out of bounds or fumbling the ball in such a way it is recovered by the defensive team will result in a turnover being charged.

It is important to understand when a team has control of the ball, so that the statistician understands the opportunity lost when they turn the ball over. 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 team for the first or only free throw.
- The ball is being passed between teammates.

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 awarded:

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

It can sometimes be difficult to decide if the passer or receiver is responsible for a turnover when the receiver fumbles a pass. If the statistician considers the pass should have been caught, award the turnover to the receiver, but the general rule is that the passer is responsible for the pass.

In some situations, a turnover could be classified as more than one type, for example, when a bad pass causes a teammate to commit a violation by stepping out of court to retrieve the ball. The statistician must recognise how the turnover was originally caused. In this example, the bad pass caused the violation so credit the player that passed the ball with a passing turnover.

Examples

- 1. A5 has the ball stolen from him as he is dribbling down the court.**

A5 is charged with a ball handling turnover.

- 2. A5 passes the ball and it goes straight out of bounds.**

A5 receives a passing turnover.

- 3. A5 makes a good pass but A4 drops the ball, resulting in B5 picking the ball up.**

A4 is awarded a ball handling turnover, B5 does not receive a steal as they simply benefited from a mistake.

- 4. A5 commits a violation (travelling, double dribble, etc.) that results in the opposition receiving the ball.**

A violation turnover is credited to A5.

- 5. A5 fouls whilst his team is in offence (either charges a player or fouls without the ball).**

An offensive foul turnover is charged to A5.



PERSONAL AND TECHNICAL FOULS

A foul is called on a player following a referee decision. Personal or technical fouls can be called on a player, as can unsportsmanlike and disqualifying. It is important to differentiate between the types of fouls should the statistics software allow this.

Fouls must be recorded in the same way as the score sheet records them. Coach and bench fouls are recorded against the coach and are not counted in the team fouls.

Fouls Received

Any time a player is fouled, a foul received is credited to an opponent.

In the case of a disqualifying foul, if the foul is committed on a player who is in control of the ball, then a foul received is awarded to this player.

MINUTES PLAYED

Minutes played must be kept and recorded either to the second or the nearest minute.

For computing in full minutes, times less than 30 seconds should be round down and times of 30 seconds or more should be rounded up.

So, 3:50 becomes 4 minutes for the player. 5:10 becomes 5 minutes.

The sum total for each period must equal 50 minutes or 25 minutes for overtime periods.

If a player plays less than one minute in a game, then he must be credited with a full minute.

The statistician must balance minutes played to ensure they equal the required game minutes.



Notes 1



Notes 2



Notes 3