

Basketball Statistics

LiveStats Version 7

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INFORMATION ABOUT *LIVESTATS* VERSION 7

LiveStats, is a computerised basketball statistics program widely used in New Zealand. *LiveStats* is the mandatory statistics program used by the NBL, the WBC and at Basketball New Zealand endorsed events. FIBA endorses this program and it is used extensively to capture statistics at FIBA events and leagues across Europe.

This document is designed to support and assist those statisticians who are relatively inexperienced and new to using computerised stats and the information is specific to the NBL and WBC only.

CALLING PROTOCOL

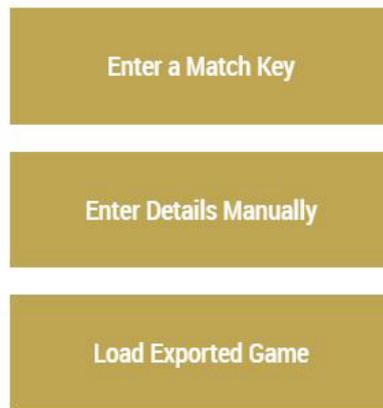
BBNZ Statistics have developed a "Calling Protocol" that corresponds to and therefore enhances the inputting of data into the computer. The more proficient and clear the Caller is in using the Calling Protocol makes the computer operator's job far easier. There is a "Calling Protocol" document that provides more information on how to call a game and some of the *LiveStats* specific calls. See your Association Coordinator for a copy of this document.

SETTING UP A GAME

All the elite leagues in New Zealand use *LiveStats* and the clubs and League Coordinators are issued with **MATCH KEYS**, so the games can be loaded with the correct spelling of the players names. The data provided via the match keys is the same team details as they are entered in the system that coordinates and accumulates all the games data for that competition. This system is called FIBA ORGANISER.

The statistician then enters the match key **Enter a Match Key**. Of course, for those statisticians are practicing or using the program for personal use they can enter the details manually.

Create a New Game



The game Information page is where the game time, date and venue is recorded. This is also where the computer operator enters the referees and indicates whether the computer is the main or back up.

System Check	Game Information	Teams	Players	Print Settings	Misc Config	Discard & Close ✕	Save & Next ✓
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Start a new game by entering all information below
*Denotes mandatory fields

*Game Number	<input type="text"/>	*No. of Periods:	<input type="text" value="4"/>
*Competition	<input type="text"/>	*Period Length	<input type="text" value="10"/>
*Date & Time	<input type="text" value="03:13 AM PM 25/09/2017"/>	Spectators	<input type="text"/>
Venue	<input type="text"/>	Court	<input type="text"/>
City	<input type="text"/>	Country	<input type="text"/>
Referee	FIRST NAME <input type="text"/> LAST NAME <input type="text"/> COUNTRY <input type="text" value="Country"/> SHIRTNO <input type="text"/>	*OT Length	<input type="text" value="5"/>
Umpire 1	FIRST NAME <input type="text"/> LAST NAME <input type="text"/> COUNTRY <input type="text" value="Country"/> SHIRTNO <input type="text"/>	<input type="checkbox"/>	Tick check box if this is a backup computer.
Umpire 2	FIRST NAME <input type="text"/> LAST NAME <input type="text"/> COUNTRY <input type="text" value="Country"/> SHIRTNO <input type="text"/>	<input type="checkbox"/>	Tick check box to capture backup log.
Commissioner	FIRST NAME <input type="text"/> LAST NAME <input type="text"/> COUNTRY <input type="text" value="Country"/>		

SETTING UP A GAME

The next screen is where the team details are:

System Check | Game Information | **Teams** | Players | Print Settings | Misc Config

Start a new game by entering all information below
*Denotes mandatory fields

TEAM 1 DETAILS

*Name: *Short Name:
 *Short Team Code: Long Team Code: *Team Color:

Coach: NAME SURNAME COUNTRY Country
 Assistant Coach: NAME SURNAME COUNTRY Country
 Assistant Coach: NAME SURNAME COUNTRY Country

TEAM 2 DETAILS

*Name: *Short Name:
 *Short Team Code: Long Team Code: *Team Color:

Coach: NAME SURNAME COUNTRY Country
 Assistant Coach: NAME SURNAME COUNTRY Country
 Assistant Coach: NAME SURNAME COUNTRY Country

The next screen is the player details. This is much easier to manage than previous versions because there is no restrictions when you give a player a number that has already been assigned to someone else in the team. This is also where the team captain is identified.

Players need to be selected here. Duplicate numbers will appear in red if both ticked to play.

System Check | Game Information | Teams | **Players** | Print Settings | Discard & Close | Save & Confirm

TEAM 1 - SYDNEY UNIVERSITY FLAMES

No.	First Name	Last Name	Height	Position	Capt.	Playing
5	Jennifer	Hamson				<input checked="" type="checkbox"/>
7	Ally	Wilson				<input checked="" type="checkbox"/>
8	Shanae	Greaves				<input checked="" type="checkbox"/>
9	Madeline	O'Hehir				<input checked="" type="checkbox"/>
10	Katie-Rae	Ebzery				<input checked="" type="checkbox"/>
11	Carly	Boag				<input checked="" type="checkbox"/>
12	Belinda	Snell			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
13	Kimberley	Hodge				<input checked="" type="checkbox"/>
14	Lara	McSpadden				<input checked="" type="checkbox"/>
30	Emily	Matthews				<input checked="" type="checkbox"/>
44	Sarah	Graham				<input checked="" type="checkbox"/>

TEAM 2

No.	First Name	Last Name	Height	Position	Capt.	Playing
2	Shyla					<input checked="" type="checkbox"/>
3	Eliza	Hollingsworth				<input checked="" type="checkbox"/>
5	Abbey	Cubillo			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
12	Taylor	Mole				<input checked="" type="checkbox"/>
13	Emma	Clarke				<input checked="" type="checkbox"/>
14	Isabelle	Bourne				<input checked="" type="checkbox"/>
22	Isabelle	Palmar				<input checked="" type="checkbox"/>
23	Ashlee	Hannan				<input checked="" type="checkbox"/>

SETTING UP A GAME

This screen shows the view for entering the actual game time information.

Toggles to change minutes and seconds on the clock

Button manages the clock

Action Log

The numbers of the five players on court appear here. This is what the game spotter needs to closely scrutinise to check that the computer operator has the correct five players on the court for each team and who, therefore, can be allocated a statistic

ENTERING THE GAME DATA

The main screen where key data is entered

The screenshot displays the FIBA LiveStats interface for a game between Perth Wildcats and Sydney Kings. The top menu includes FILE, GAME, REPORTS, SETTINGS, and HELP. The game message and score status sections are visible. The clock shows 09:54 in Period 1. The score is 0-0. The court area shows player statistics and action selection buttons (MADE, MISSED, FOUL, TURNOVER). A callout box points to the court area with the text "Action selection buttons MADE MISSED FOUL TURNOVER". The right-hand panel shows an action log and starters list.

FOULS

Simply hit on the court where the particular foul occurred and then click on the foul button on the side of the team receiving the foul and then allocate to the appropriate player before selecting the specific foul type as determined by the caller.

- *Shooting Foul*
- *Personal (non-shooting foul)*
- *Technical*
- *Offensive*
- *Unsportsmanlike*
- *Disqualifying*

The system then provides a prompt asking **Select player for received the foul**. The offensive foul facility immediately awards the player with the foul when the possession of the ball goes to the other team from the sideline after the penalty free throws are administered, the computer operator needs to insert the turnover.

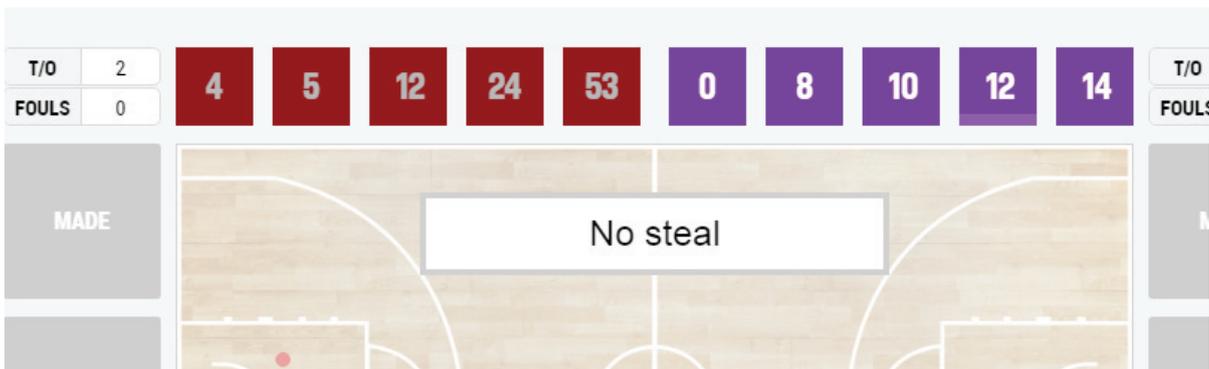
We are now to only use a shooting foul if the player is in the act of shooting. If the team is in the bonus select personal foul and the system will know that there are free throws to come and allow you to select free throws if your foul count is correct.

ENTERING THE GAME DATA

TURNOVERS

Click on the “turnover” icon on the side of which is receiving the turnover and then the player who has committed the loss of possession. Elite league coaches use the “play by play” reports and thus many coaches are keen for the statistician to indicate the type of turnover it was. The program will then prompt for a “Steal”.

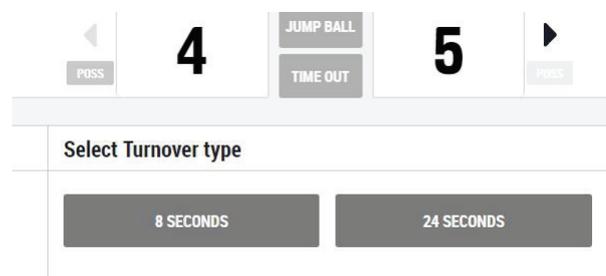
If there is no steal as it is an individual turnover the inputter simply clicks on the **NO STEAL** button.



Types of turnovers:

- *Ball Handling*
- *Bad Pass*
- *Travel*
- *Out of Bounds*
- *Back Court*
- *3 Seconds*
- *5 Seconds*

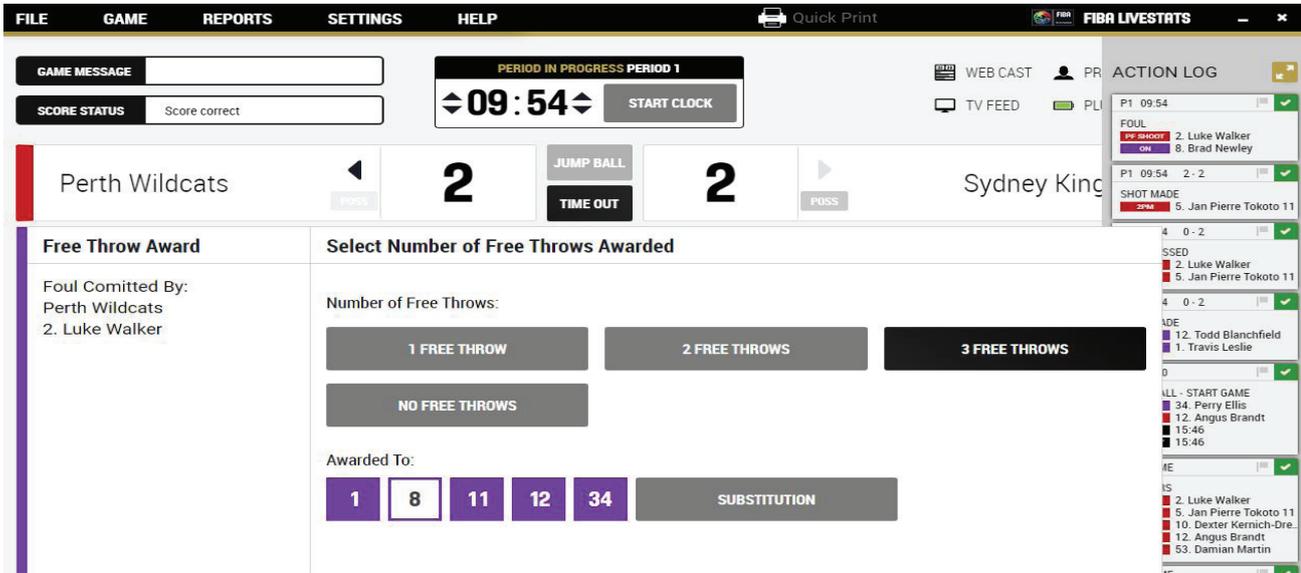
If the turnover is a Team Turnover – the inputter clicks on the court, selects **TURNOVER** and then hits the team.



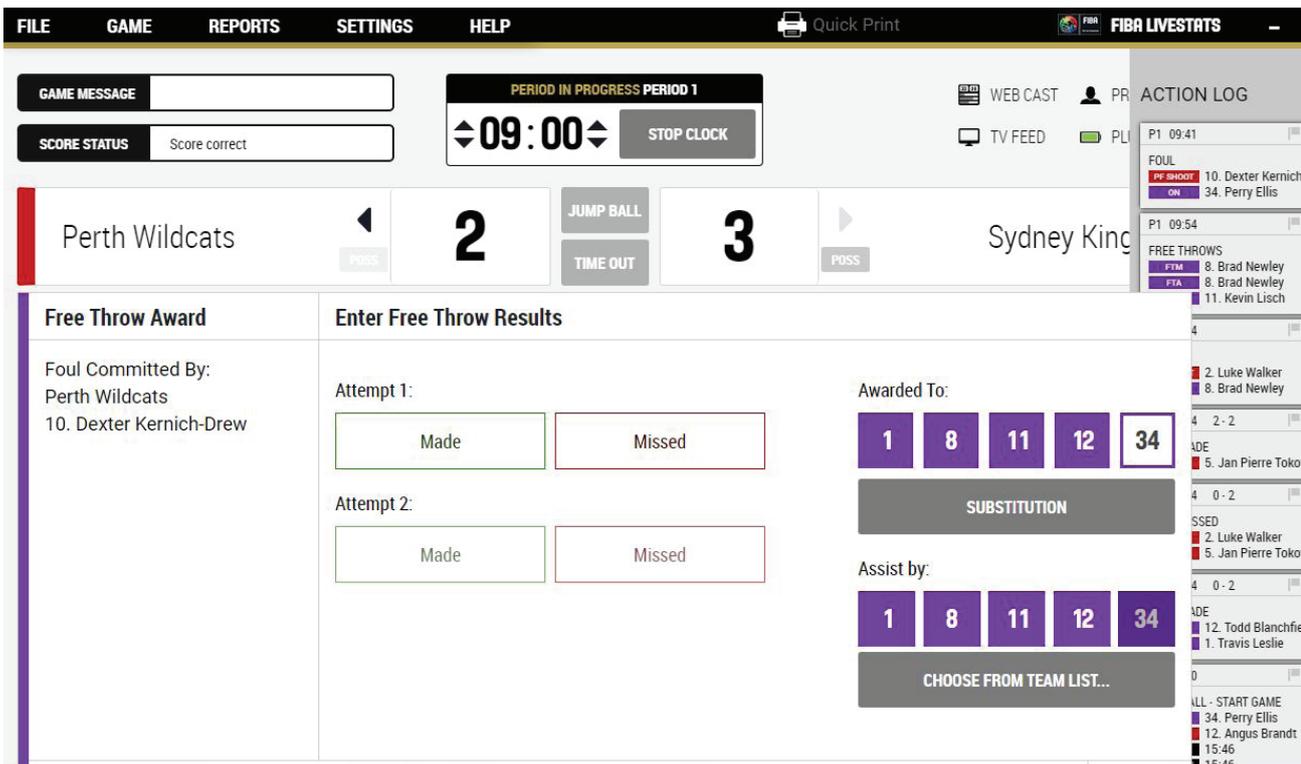
ENTERING THE GAME DATA

FREE THROWS

Once the foul has been entered and the inputter has selected a **SHOOTING** foul the system then asks to identify the number of free throws to be awarded. The free throw select screen will also appear when a team has reached the bonus, even if personal foul is entered.



Once the number of free throws have been identified then the Made or Missed for each free throw is selected. If the final free throw is Missed then the main screen returns and there is a prompt to award the rebound. The clock will automatically start.



ENTERING THE GAME DATA

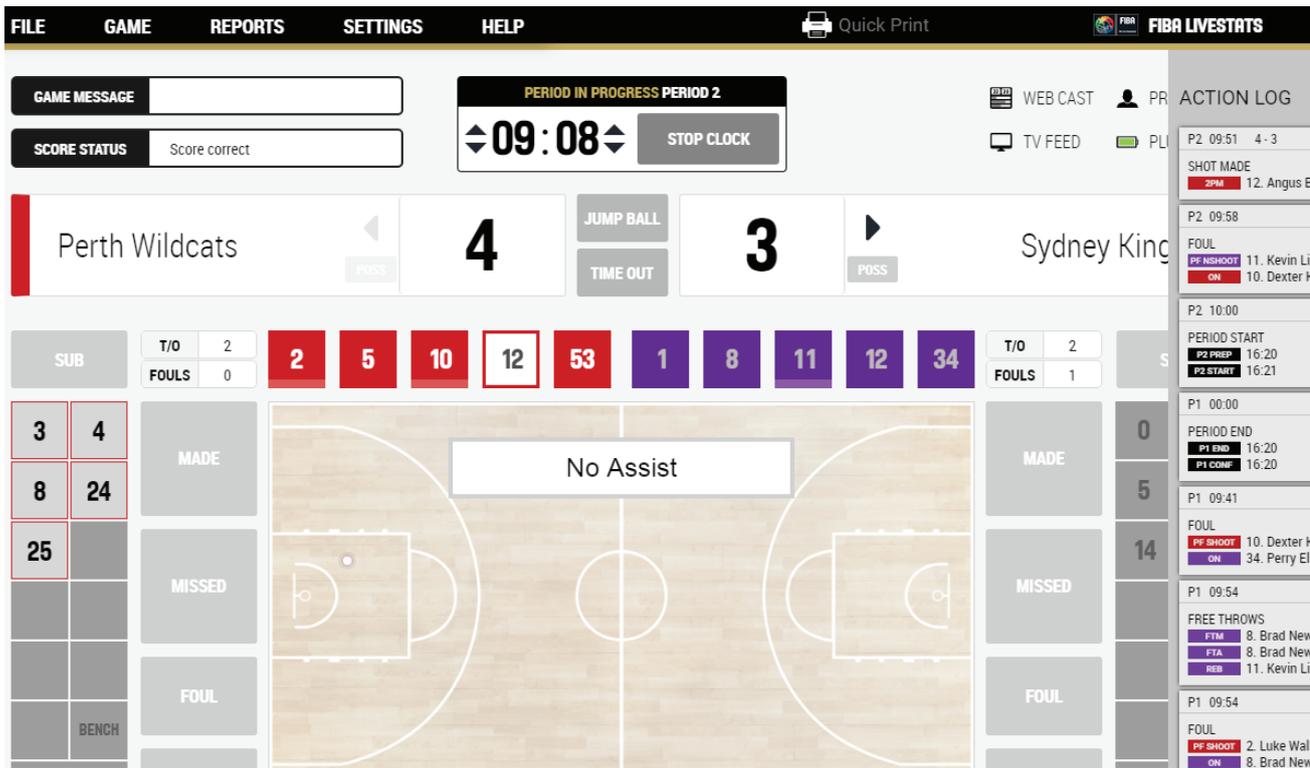
Unfortunately if the free throw screen is displayed you cannot access the action boxes. If you have a time out at this stage you again cannot access action boxes without removing the free throw screen. But you cannot get free throw screen up again without entering the fouls again. So sadly cannot make edits at this time.

ENTERING BASKETS

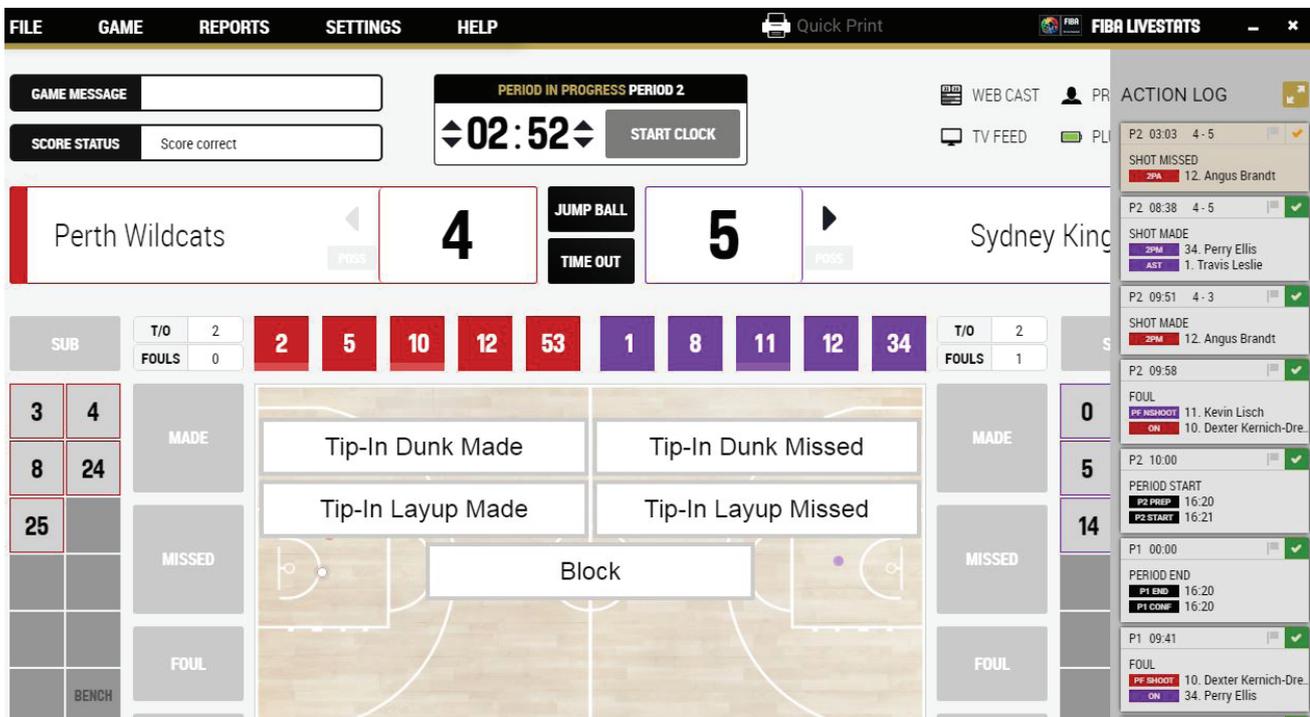
The new version of LiveStats asks for more detail when entering shots attempted or made in a game. Click on the court in the area where the shot was taken and then click **MISSED** or **MADE** as determined by the caller and then allocate the player as identified by the caller. If the shot is **MADE** or **MISSED** after selecting the player you will be given the option of: **JUMP SHOT, DUNK, LAYUP, ALLEY OOP, FAST BREAK**. If it is a **MISSED** shot after selecting the player and shot type you get the options: **BLOCK** or **TIP IN**.

The screenshot displays the LiveStats software interface. At the top, there is a navigation menu with 'FILE', 'GAME', 'REPORTS', 'SETTINGS', and 'HELP'. A 'Quick Print' icon is also visible. Below the menu, there are input fields for 'GAME MESSAGE' and 'SCORE STATUS' (showing 'Score correct'). A central clock displays '07:33' with 'STOP CLOCK' and 'PERIOD IN PROGRESS PERIOD 2' indicators. The score is shown as Perth Wildcats 4 vs Sydney Kings 5. A 'POSS' indicator is positioned between the scores. To the right, there are options for 'WEB CAST', 'TV FEED', and 'PR ACTI'. Below the score, a 'Made Shot' section shows 'Two points' and 'Sydney Kings 34. Perry Ellis'. A 'Select shot type' section contains a grid of buttons: JUMPSHOT, FLOATING JUMP SHOT, FADEAWAY JUMP SHOT, TURNAROUND JUMP SHOT, STEP BACK JUMP SHOT, PULL UP JUMP SHOT, LAYUP, DRIVING LAYUP, DUNK, ALLEY OOP, and HOOK SHOT.

ENTERING THE GAME DATA



If it is a **MADE** basket you get the option of awarding an **ASSIST**, if there is no assist the inputter clicks on the **NO ASSIST** button.



If it is a **MISSED** shot after selecting the player and shot type you get the options: **BLOCK** or **TIP IN** and then **REBOUND**.

ENTERING THE GAME DATA

Obviously if there was not a block or tip in you would select the number of the player corresponding to the rebound as determined by the caller. If the shot is made you will notice the dot on the court is blue ● and misses are red ●.

It is important for the computer operator to try and place the shot on the court in as close proximity to where the actual game shot was taken, as this is reflected in the *LiveStats* Shot Chart report.

OVERTIME GAMES

If scores are equal at the end of the final period, you can click on the clock, “end of game” comes up and then the overtime period will come up automatically. When setting up the game it is important to check that the correct overtime period is recorded (e.g. 5 minutes).

SUBSTITUTIONS

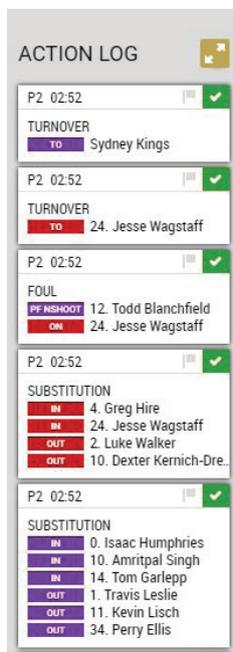
In the new Version of *LiveStats*, the software, allows the inputter to click on **SWITCH TO WAVE SUBS** which takes all players out and then the correct players can be re-entered as the caller identifies the players on the court.

The screenshot displays the LiveStats software interface with the following components:

- Navigation Bar:** FILE, GAME, REPORTS, SETTINGS, HELP, and a Quick Print icon.
- Game Message:** A text input field.
- Score Status:** A dropdown menu currently set to "Score correct".
- Period and Clock:** "PERIOD IN PROGRESS PERIOD 2" with a clock showing "02:52" and a "START CLOCK" button.
- Scoreboard:** Perth Wildcats (4) vs Sydney (5). Includes "JUMP BALL" and "TIME OUT" buttons.
- Substitution Controls:** A row of buttons for "SWITCH TO WAVE SUB" and "SWITCH TO" (partially visible). Between them are buttons for player numbers: 2, 5, 10, 12, 53 (red) and 1, 8, 11, 12, 34 (purple).
- Player Grids:**
 - Perth Wildcats:**
 - Players Off: 5 empty grey boxes.
 - Players On: A 2x5 grid of red buttons with numbers 2, 3, 4, 5, 8 (top row) and 10, 12, 24, 25, 53 (bottom row).
 - Sydney:**
 - Players Off: 5 empty grey boxes.
 - Players on: A 2x5 grid of purple buttons with numbers 0, 1, 3, 5, 8 (top row) and 10, 11, 12, 14, 34 (bottom row).

TIPS AND TRICKS

1. Print off a **BOX SCORE** before the game commences, to make sure there are no issues with the printer. The new system requires that a scoresheet is printed from *LiveStats*.
2. Check the computer is not running off battery but the mains power. If running on battery the battery button on the screen will be green.
3. At the end of each playing period go into **REPORTS** and view the **BOX SCORE** and make sure you check both team's player stats with the other computer operator's box scores. Since both data collection is now going live in the NBL (one to TV and the other to the web) it is imperative that the stats be the same. The new version will soon have the capacity that when a change is made to one computer (back up or main) the change will automatically be corrected into the other computer.
4. At the end of each playing period go into the **ACTION LOG** and make sure there is a time next to each of the final actions; otherwise they don't appear as statistics in the box score.

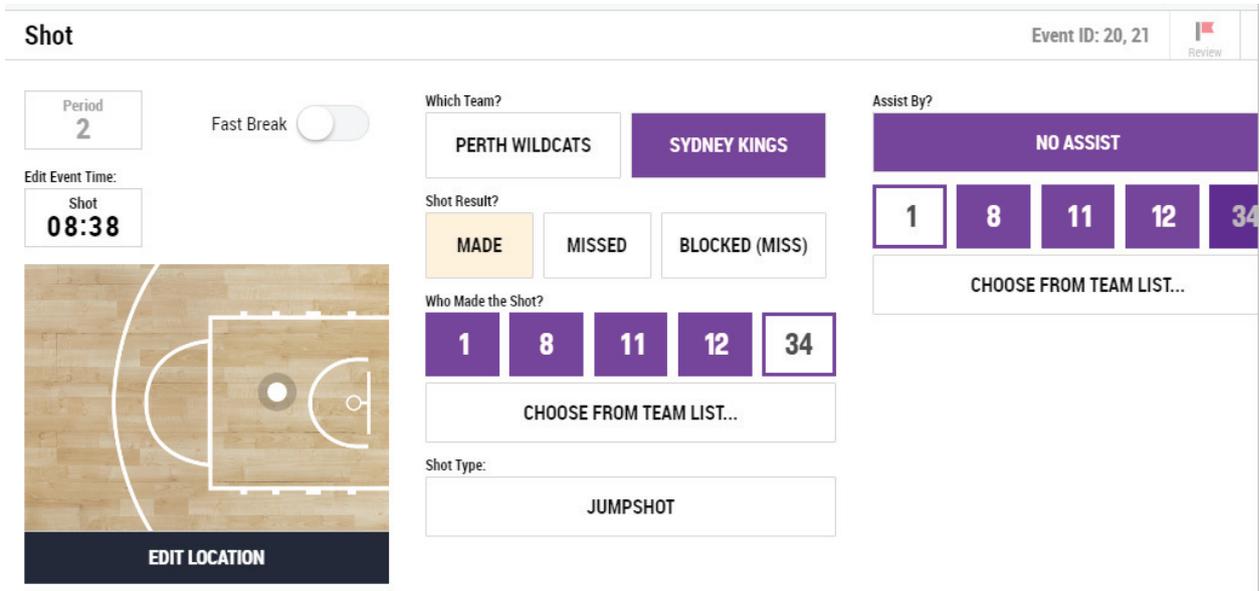


5. When there is a tip in situation, award the Made basket to the player the Caller identifies but note the time so you can check with the scorer that they awarded the tip in to the same player.
6. When a change needs to be made to a foul having checked with the scoresheet always make sure you check the **FOUL RECEIVED** when making an edit for a foul.

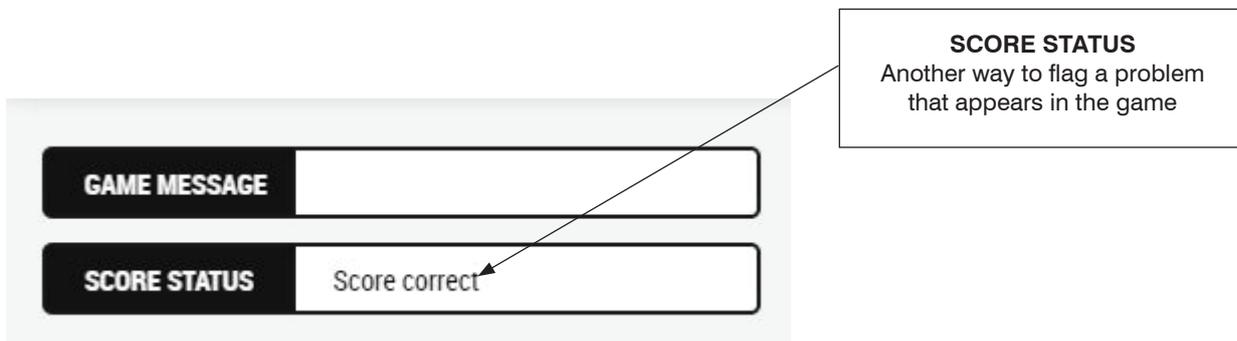
TIPS AND TRICKS

- When a block needs to be inserted always make sure you also insert the **BLOCK RECEIVED** to the player who made the shot attempt.

This is the screen for editing a shot, changing the location, indicating if the shot was blocked or amending the type of shot.



- At every occasion endeavour to align **TIME OUTS** with the game clock to assist with reviewing game tapes.
- Every effort should be made by the caller to call all the players in and identify the players who have sat down after every **TIME OUT**. The **SWITCH TO WAVE** button will assist in this process.
- When a problem occurs and the computer operator needs to make a change to an entry there is now a facility to flag the entry so that it is easier to find it during a timeout and quickly amend the stat. By clicking on the **SCORE QUERY** icon this creates a flag in the list of statistical transactions once again making it easier to find the spot where the problem occurred and rectify it. The Score Query also alerts those watching on the internet that the score may change at a later time when corrected.



TIPS AND TRICKS

The program has the facility for the inputter to again flag an issue so it is easier to find and correct at the next break in play.



- When making an edit use the action log. The computer operator can edit and make changes far more quickly and efficiently by using the filters on the right hand side of the screen.

The different filter options

The screenshot shows the 'Action Log Editing' interface. On the left is a 'SORT FILTERS' menu with options: Flagged, Teams, Players, Field Goals, Free Throws, Fouls, Substitutions, Assists, Blocks, Turnovers, Rebounds, and Period. The main table has columns: FLAG, PER, TIME, ACTION, QUALIFIER 1, QUALIFIER 2, TEAM, PLAYER, SCORE, ACTION #, EDIT, DELETE, and LINKED. A callout box points to the 'EDIT' (pen) and 'DELETE' (trash can) icons, stating: 'The PEN is for editing and the TRASH CAN is for deleting the entry'.

FLAG	PER	TIME	ACTION	QUALIFIER 1	QUALIFIER 2	TEAM	PLAYER	SCORE	ACTION #	EDIT	DELETE	LINKED
Flagged	P2	02:52	Turnover	24 seconds		Sydney Kings			37	[pen]	[trash]	[link]
Teams	P2	02:52	Turnover	Bad pass		Perth Wildcats	24, J. Wagstaff		36	[pen]	[trash]	[link]
Players	P2	02:52	Foul on			Perth Wildcats	24, J. Wagstaff		35	[pen]	[trash]	[link]
Field Goals	P2	02:52	Foul	Personal	Personal	Sydney Kings	12, T. Blanchfield		34	[pen]	[trash]	[link]
Free Throws	P2	02:52	Substitution	In		Perth Wildcats	24, J. Wagstaff		33	[pen]	[trash]	[link]
Fouls	P2	02:52	Substitution	Out		Perth Wildcats	10, D. Kernich-Drew		32	[pen]	[trash]	[link]
Substitutions	P2	02:52	Substitution	In		Perth Wildcats	4, G. Hire		31	[pen]	[trash]	[link]
Assists	P2	02:52	Substitution	Out		Perth Wildcats	2, L. Walker		30	[pen]	[trash]	[link]
Blocks	P2	02:52	Substitution	In		Sydney Kings	0, T. Humphries		29	[pen]	[trash]	[link]
Turnovers	P2	02:52	Substitution	Out		Sydney Kings	34, P. Ellis		28	[pen]	[trash]	[link]
Rebounds	P2	02:52	Substitution	In		Sydney Kings	10, A. Singh		27	[pen]	[trash]	[link]
Period	P2	02:52	Substitution	Out		Sydney Kings	11, K. Lisch		26	[pen]	[trash]	[link]

The PEN is for editing and the TRASH CAN is for deleting the entry

- Make sure game attendance is entered in all games (except for junior national championships). This data should be provided to you by the Match Day Manager
- It is imperative that the caller and computer operator checks the final box score before it is handed over to the coaches and media. Must make sure that the player minutes balance, so the playing time total is 200 minutes and if overtime game 225 minutes. As well need to ensure when closing the game and then open the game up again that the minutes still balance.
- If the caller is unsure of a player's number and/or who actually should get the rebound or assist, the computer operator can assign it to any player and get the spotter to note down the time and details. Then the computer operator can make the necessary corrections in the next break in play after clarification is made which player should get the actual stat.

TIPS AND TRICKS

- 15. If the inputter clicks on the shot chart for a layout it needs to be close to the basket or within the key otherwise the option of layout will not come up.
- 16. An additional report that is available with version 7.0 FIBA *LiveStats* is Player Evaluation.

Pre Season

Brydens Stadium, Fri 15 Sep 2017 Start time: 06:00

Player Evaluation

Sydney University Flames 97 – 70 Centre of Excellence
(26-6, 29-24, 25-22, 17-18)

Game No.: 11
Attendance: 0
Game Duration: 04:14
Report Generated: Thu 28 Sep 2017 18:05

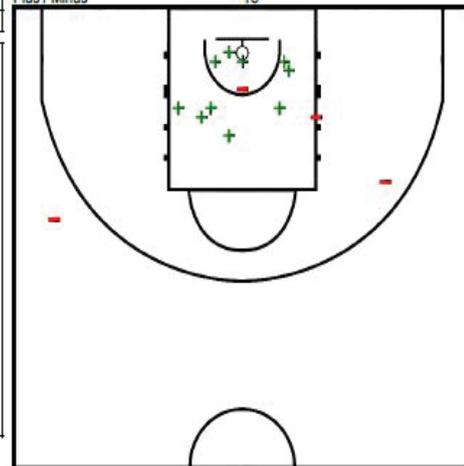
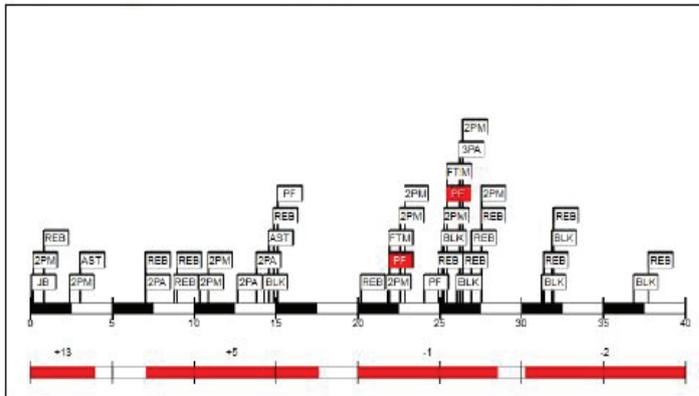
Commissioner:
Referee: Braden Dorry Umpire(s): Rhiannon De La Torre , Logan Bilby

		Q1		Q2		Q3		Q4	
Scoring by 5 Minute intervals	Flames	17	26	48	55	66	80	92	97
	Centre	1	6	25	30	41	52	66	70

#5 Jennifer Hamson (Sydney University Flames)

Field Goals		2 Points		3 Points		Free Throws		Rebounds			AS	TO	ST	BS	Fouls		PTS
M/A	%	M/A	%	M/A	%	M/A	%	OR	DR	TOT					PF	FD	
10/14	71.4	10/13	76.9	0/1	0.0	2/2	100.0	4	9	13	2	0	0	6	2	2	22

Minutes Played 32:52
Points 22
Plus / Minus 15





BASKETBALL
New Zealand

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