

# Basketball Statistics

Role of the Statistician

Statisticians Competencies

Code of Conduct

Definitions

Special Situations

Calling Protocol

Calling Sequences

Box Scores



**BASKETBALL**  
New Zealand

# CONTENTS

<b>CALLING PROTOCOL .....</b>	<b>4</b>
Reasons for a Protocol .....	4
General Principles .....	4
Calling the Action .....	5
<b>SPECIAL CALL SITUATIONS .....</b>	<b>7</b>
Time Outs .....	7
Substitutions .....	7
Player Checks .....	7
Held Ball Situations .....	8
<b>CALLING SEQUENCES .....</b>	<b>9</b>
Shooting .....	10
Turnovers .....	11
Fouls .....	12
<b>BOX SCORES .....</b>	<b>13</b>

# CALLING PROTOCOL

This Calling Protocol is a teaching unit in the BBNZ Statistics Level 1 and Level 2 training courses. It is simply a technique of calling basketball statistics in a formal manner. It consists of certain rules and codes that callers should comply with when calling to a computer.

*LiveStats*, is the computerised basketball statistics program widely used in New Zealand and is the mandatory statistics software used by Basketball New Zealand.

## REASONS FOR A PROTOCOL

- It promotes consistency between statistics teams.
- To enable callers and recorders to interchange between statistics benches and operate with different personnel without compromising efficiency and accuracy.
- It is the most efficient method, being economical in the use of words and reducing the amount of irrelevant information the recorder is exposed to.

## GENERAL PRINCIPLES

- Call clearly and loud enough to be heard by the recorder(s) - there may be a recorder on either side.
- Avoid superfluous information. The recorder is busy enough without having to decide what is relevant.
- Call which team gains possession after the jump ball at the start of the game.
- Don't describe the location of a field goal attempt unless the recorder asks or you are aware that the recorder wasn't watching the shot. Make the description concise (e.g. left elbow, right wing, left side under the basket, mid-key, point, right baseline - edge of key).
- Maintain a constant volume, speed and pitch regardless of the nature of the game. Raising these levels during frantic passages of play can convey a sense of panic to the recorder and place them (and yourself) under pressure.
- Be consistent with the use of team names - e.g. use "Saints" or "Wellington" try to use the name on the LiveStats screen. Use the name displayed on the LiveStats screen. The new version of LiveStats allows you to colour the team box and team list so if the stats bench agrees, colours can be used calling the game. Using colours does still create problems though as the colours do not appear on the box scores. However, if the team names are similar the stats bench may see the use of colours will make the call easier.
- The caller should have a pen and paper ready to write down anything that is called or recorded incorrectly or missed entirely. It is better to edit the statistics later, during a break in the action, rather than compound the problem by missing subsequent passages of play while trying to correct the first error. It is also advisable to make some notes to help identify and distinguish certain players if some look similar and/or their numbers are difficult to read.
- The caller should be able to presume the recorder knows which team has the ball and the area of the court where the action is occurring. Similarly, the recorder must know that offensive fouls are also turnovers, tip ins are offensive rebounds as well as field goal attempts, blocks are by defensive players etc.

# CALLING PROTOCOL

## CALLING THE ACTION

- All statistics can be called using one of the following phrases:

Assist	In	Possession
Back Court	Jump Ball Held Ball	Shooting Foul
Bad Pass	Jump Ball Loss	Shot
Ball Handling	Jump Ball Win	Steal
Block	Jump Ball Lodged Ball	Subs Waiting
Controlled Tap	Lay-up	Substitution
Correct	Made	Team Rebound
Defensive	Missed	Technical Foul
Disqualifying Foul	No Call	Time Out
Double Dribble	Non Shooting Foul	Tip In
Double Violation	Offensive	Travel
Dunk	Offensive Foul	Turnover
Fast Break	Other	Unclear Possession
Foul	Out	Unsportsmanlike Foul
Foul Received By	Out of Bounds	3 Secs, 5 Secs, 8 Secs
Free Throw(s)	Player Check	24 Secs
Goal Tending		

Each phrase is followed by team name and/ or player number.

- A field goal attempt is called “Shot”, “Three-pointer” to distinguish two-point and three-point shots.
- A blocked shot is called “Block”
- “Tip In” describes an offensive player catching and shooting or tapping an offensive rebound at the basket in the one action. It used to also be referred to as a “put-back”.
- Offensive and defensive rebounds are shortened to “Offensive” and “Defensive”. “Offensive” shouldn’t be confused with “Offensive Foul” because that term is used in its entirety.
- “Foul” followed by the type of foul “Personal (Non Shooting Foul)”, “Shooting”, “Offensive”, “Technical”, “Unsportsmanlike” and “Disqualifying” are then followed by “team name” then “player number”. The completed “Foul” call is then followed by “Foul Received By” and the respective “player number”.

## CALLING PROTOCOL

- The protocol for calling turnovers is:

*“Turnover, player number, type of turnover” e.g. “Turnover 14, Violation”.*

The types of turnovers are: “Violation” (various types), “Ball Handling” ,“Bad Pass” or “Offensive Foul”.

“Offensive Foul” implies a turnover has occurred and the manual recorder should credit a turnover and a personal foul.

More recent versions of the software have included more turnover situations including “Travel”, “Double Dribble”, “Shot Clock”, “3 Sec Violation”, “5 Sec Violation”, “8 Sec Violation”, “Goal Tend”.

There is a separate icon for “Offensive Foul” and the software automatically awards a personal foul and turnover to the player concerned.

For an 8 second or 24 second shot clock violation the protocol is “Turnover, the team and then a description of the violation”

- There is a separate sub-category for “Offensive Foul” and the software automatically awards a personal foul and turnover to the player concerned.
- The number of Free Throws awarded should be called.
- To alert the recorder to the fact there is no more action following a field goal or free throw attempt - call “Made” if it’s successful, or “the team and then rebound”.
- If there is some action where the recorder may be anticipating a call but there are no statistics to award, call “No Call” so the recorder is aware of that fact.
- Assists must be preceded by a field goal made or free throw(s) made.
- Steals cannot be called in isolation there must be an accompanying turnover. The turnover and type is called first and then a steal awarded to the payer who picks up the loose ball.
- If a held ball is called in the steal turnover situation, then the held ball stat is to be entered after the steal turnover
- Missed shot attempts must be followed by a rebound, tip in, block or “Team Rebound” if the ball goes dead
- Blocks must be followed by a rebound or “Team Rebound” if the ball goes dead.

# SPECIAL CALL SITUATIONS

This section deals with the protocol for calling time outs, substitutions and player checks with LiveStats..

## TIME OUTS

The correct protocol is: "At (call game time) Time out, team name" e.g. "Time out, Devils". It is important to accurately log the game time that the time out occurred as this makes it easier to track actions that may need editing later in the game. It is an effective time marker for the computer operator and spotter.

## SUBSTITUTIONS

- Substitutions occur thick and fast when both teams replace two or three players simultaneously. When any member of the statistics team notices that subs are being requested, they should alert the others and identify the subs waiting so they can be banked ("subs waiting") by the computer operator. The caller can also be prepared by noting player's numbers as they are waiting by the computer operator.
- The correct protocol is:  
*"Sub(s) (both ways), team name, players OUT, players IN"*.  
e.g. "Subs both ways, Devils, out, 6, 4 and 15, in, 7, 8 and 14. Saints, out, 5, 9 and 10, in, 4, 6 and 8".
- When several subs are made simultaneously, the caller should make a note of the subs and the time on the game clock so that if the recorder misses any subs, they can be included as soon as possible. If an on-court (active) player has been missed coming into the game during a substitution and is called for a statistic, the recorder must award the statistic to the team make note and edit the information when possible. In these instances, the players that were missed must be credited with the correct times they entered and left the court so their "times played" are correct.
- When subs are made during time outs they are often difficult to observe, so do a player check as the players enter the court after every time out.

## PLAYER CHECKS

- When using LiveStats , the greatest confusion occurs when a player is called for a statistic but is not on the screen as an active player. Therefore, it's important to, firstly, get the substitutions correct and, secondly, do frequent player checks. Callers should call the active players, for both teams, as they enter the court for the start of every new period or after every time out and as soon as possible after a "mass substitution". Free throws provide an opportunity for this.
- It is imperative to call the active players in numerical order so the recorder can scan down the screen systematically rather than in an erratic manner.
- If a recorder isn't sure they have the correct active players on screen, they must ask the caller for a player check.
- The correct protocol is:  
*"Player check, team name, on court, player numbers"*.  
e.g. "Player check, Devils, on court, 4,6,7,12 and 13. Saints, on court, 5,7,9,10 and 15".
- The recorder must respond with "Correct" or inform the caller that the numbers do not correspond, in which case, the problem must be rectified immediately.
- An alternative method is for the recorder to call the numbers of the players displayed as active on the screen with the caller checking that they are on-court. The caller would then respond with "Correct" or otherwise.

# SPECIAL CALL SITUATIONS

## HELD BALL SITUATIONS

- If a held ball is called in the steal turnover situation, then the held ball stat (jump ball icon) is to be entered after the steal turnover.
- If a held ball is called and the offensive team retains possession then the held ball stat (jump ball icon) is to be entered.
- If a held ball is called on a contested rebound, the statistician must award the rebound and then record the held ball (jump ball icon)
- If a ball is lodged on the ring then record a lodged ball (jump ball icon). A team rebound is to be recorded depending on the possession arrow.
- If a held ball is called due to unclear possession, record the steal and or turnover if appropriate and then record the unclear possession (jump ball icon)
- If a double violation is called on free throws, complete the recording of the free throws and then record the double violation held ball (jump ball icon)



## CALLING SEQUENCES

Calling in sequence is simply calling passages of play, using the “calling phrases”, in the order they occur. It is very important that the statistics are called in the correct sequence so the recorders know which team is in possession of the ball and, consequently, who to award the statistics to.

### **Example**

Saints 7 misses a 2-point shot, Saints 15 misses a tip-in attempt but gets his own rebound, attempts another shot but is blocked by Devils 13. Devils 14 gets the rebound. Saints 15 fouls him.

This may seem a complicated passage of play but it is common to have this many events occur in rapid succession in a game of basketball.

The call would be...

Caller	Shot missed 7, tip-in layup missed 15, offensive 15, shot missed 15, block 13, defensive 14, foul shooting 15 (Saints). foul received by 13 (Devils)
Recorder(s)	Enter these statistics according to the software.

### **Example**

Saints 10 misses a 2-point shot, Saints 4 tips in the shot to score

The call would be...

Caller	Shot missed 10, tip-in layup made 4
Recorder(s)	Enter these statistics according to the software.

### **Example**

Saints 15 misses a layup, Saints 6 grabs the offensive rebound, passes it to Saints 7 who dunks the ball.

The call would be...

Caller	Shot missed 15, offensive 6, shot made 7 dunk, assist 6
Recorder(s)	Enter these statistics according to the software.

### **Example**

Saints 14 misses a 3 pointer, Tigers 5 grabs the defensive rebound, but then passes it to Saints 8 who drives and scores a layup.

The call would be...

Caller	3 Pointer missed 14, defensive 5, turnover 5 bad pass, steal 8, shot made 8 layup
Recorder(s)	Enter these statistics according to the software.

# CALLING SEQUENCES

## SHOOTING

### MADE

RANGE	2PT: SHOT	3PT: 3 POINTER
OUTCOME	MADE	MADE
SHOOTER	PLAYER NUMBER	PLAYER NUMBER
TYPE	JUMP SHOT	JUMP SHOT
	FLOATING JUMP SHOT	FLOATING JUMP SHOT
	FADEAWAY JUMP SHOT	FADEAWAY JUMP SHOT
	TURNAROUND JUMP SHOT	TURNAROUND JUMP SHOT
	STEP BACK JUMP SHOT	STEP BACK JUMP SHOT
	PULL UP JUMP SHOT	PULL UP JUMP SHOT
	HOOK SHOT	HOOK SHOT
	LAYUP	
	DRIVING LAYUP	
	DUNK	
	ALLEY OOP	

### **ADDITIONAL OPTIONS**

TYPE OPTION	FAST BREAK	FAST BREAK
ASSIST PASS	ASSIST	ASSIST
ASSIST PLAYER	PLAYER NUMBER	PLAYER NUMBER

### MISSED

RANGE	2PT: SHOT	3PT: 3 POINTER
OUTCOME	MADE	MADE
SHOOTER	PLAYER NUMBER	PLAYER NUMBER

### **ADDITIONAL OPTIONS**

TIP IN TYPE	TIP IN DUNK - MADE	TIP IN DUNK - MADE
	TIP IN DUNK - MISSED	TIP IN DUNK - MISSED
	TIP IN LAYUP - MADE	TIP IN LAYUP - MADE
	TIP IN LAYUP - MISSED	TIP IN LAYUP - MISSED
BLOCK	BLOCK	BLOCK
REBOUND	DEFENSIVE	DEFENSIVE
	OFFENSIVE	OFFENSIVE
PLAYER	PLAYER NUMBER	PLAYER NUMBER

# CALLING SEQUENCES

## TURNOVERS

### INDIVIDUAL

ACTION	TURNOVER
PLAYER	PLAYER NUMBER
TYPE	BAD PASS
	BALL HANDLING
	TRAVEL
	DOUBLE DRIBBLE
	OUT OF BOUNDS
	BACK COURT
	3 SECONDS

### ADDITIONAL OPTIONS

TYPE	STEAL
PLAYER	PLAYER NUMBER

### TEAM

ACTION	TURNOVER
TEAM	TEAM NAME
TYPE	5 SECONDS
	8 SECONDS
	24 SECONDS

# CALLING SEQUENCES

## FOULS

### INDIVIDUAL

ACTION	FOUL
FOULER	PLAYER NUMBER
TYPE	PERSONAL (NON-SHOOTING)
	SHOOTING
	OFFENSIVE
	TECHNICAL
	DOUBLE
	UNSPORTSMANLIKE
	UNSPORTSMANLIKE SHOOTING
	DISQUALIFYING
	DISQUALIFYING SHOOTING
FOUL RECEIVED BY	PLAYER NUMBER

### **ADDITIONAL OPTIONS**

FREE THROWS	PLAYER NUMBER
	NUMBER OF FREE THROWS
	ASSIST PASS PLAYER NUMBER
	ATTEMPT(S) MADE OR MISSED

# BOX SCORE

Below is an example of a printed box score using FIBA LiveStats software.



## NBL

iLT Stadium Southland, Fri 16 Nov 2018 Start time: 19:50

## FIBA Box Score

New Zealand Breakers **101** – **108** Melbourne United  
(24-31, 34-20, 21-30, 22-27)

Game No.: 3560705

Game Duration: 01:56

Report Generated: Fri 16 Nov 2018 21:47

Crew Chief: Vaughan Mayberry **Umpire(s)**: Jon Chapman, Ncolas Fernandez

Scoring by 5 Minute intervals		Q1		Q2		Q3		Q4	
NZL		18	24	49	58	70	79	91	101
MEL		14	31	41	51	64	81	86	108

Coach: Kevin Braswell (USA)

### New Zealand Breakers (NZL)

Assistant Coach(es): Michael Fitchett, Judd Flavell

No	Name	Min	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		
3	Finn Delany	17:22	2/4	50.0	1/2	50.0	1/2	50.0	2/2	100.0	1	1	2	0	1	0	0	1	2	3	7
*5	Shea Ili	21:33	5/8	62.5	5/5	100.0	0/3	0.0	1/1	100.0	0	1	1	1	1	0	1	3	2	-8	11
*9	Corey Webster	34:03	12/17	70.6	6/7	85.7	6/10	60.0	3/3	100.0	0	3	3	8	3	1	0	3	3	0	33
*10	Tom Abercrombie (C)	28:18	3/6	50.0	1/4	25.0	2/2	100.0	0/0	0.0	3	5	8	1	1	0	1	0	0	-4	8
13	Thomas Vodanovich	DNP																			
20	Jordan Ngatai	DNP																			
*21	Shawn Long	23:14	6/10	60.0	5/8	62.5	1/2	50.0	3/3	100.0	2	4	6	1	0	0	0	2	3	-13	16
22	Majok Majok	09:30	1/1	100.0	1/1	100.0	0/0	0.0	0/0	0.0	0	1	1	0	0	0	1	1	0	-2	2
35	Patrick Richard	23:48	3/10	30.0	2/4	50.0	1/6	16.7	3/3	100.0	0	3	3	2	3	0	1	3	2	4	10
*42	Tai Wesley	28:04	5/10	50.0	3/6	50.0	2/4	50.0	0/0	0.0	2	4	6	5	1	0	0	4	2	0	12
97	Jarrad Weeks	14:08	1/4	25.0	1/2	50.0	0/2	0.0	0/0	0.0	0	0	0	2	2	0	0	3	0	-15	2
Team/Coach											1	1	2		1						
Totals		200:00	38/70	54.3	25/39	64.1	13/31	41.9	12/12	100.0	9	23	32	20	13	1	4	21	14	-7	101

Coach: Dean Vickerman

### Melbourne United (MEL)

Assistant Coach(es): Simon Mitchell (AUS), Justin Schueller (AUS)

No	Name	Min	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		
*3	Josh Boone	23:01	8/12	66.7	8/12	66.7	0/0	0.0	8/10	80.0	5	5	10	0	0	1	3	4	5	17	24
7	Peter Hooley	12:05	1/3	33.3	1/3	33.3	0/0	0.0	1/2	50.0	2	0	2	1	0	0	0	1	1	-5	3
9	Craig Moller	02:49	1/1	100.0	1/1	100.0	0/0	0.0	0/0	0.0	0	0	0	1	0	0	0	1	0	-10	2
*10	Mitch McCarron	29:14	6/10	60.0	6/10	60.0	0/0	0.0	2/2	100.0	0	2	2	2	2	1	0	0	1	9	14
14	Tohi Smith-Milner	DNP																			
15	Daniel Trist	05:29	1/1	100.0	1/1	100.0	0/0	0.0	0/0	0.0	0	0	0	0	0	0	0	1	0	3	2
*17	DJ Kennedy	33:44	5/10	50.0	4/6	66.7	1/4	25.0	3/3	100.0	1	6	7	4	0	3	1	2	4	24	14
*20	David Barlow	21:11	4/7	57.1	3/6	50.0	1/1	100.0	0/0	0.0	0	0	0	1	0	2	2	3	1	-6	9
*21	Casper Ware	34:53	9/16	56.3	6/12	50.0	3/4	75.0	3/3	100.0	1	3	4	4	3	1	0	2	6	2	24
35	Alex Pledger	09:52	1/2	50.0	1/2	50.0	0/0	0.0	0/0	0.0	0	3	3	0	0	0	0	0	0	-10	2
43	Chris Goulding (C)	27:42	4/11	36.4	1/5	20.0	3/6	50.0	3/4	75.0	0	2	2	1	1	0	2	2	2	11	14
Team/Coach											1	2	3		0						
Totals		200:00	40/73	54.8	32/58	55.2	8/15	53.3	20/24	83.3	10	23	33	14	6	8	8	16	20	7	108

	NZL	MEL
Points from Turnovers	8	20
Points in the Paint	40 (20/31) 64.5	62 (31/52) 59.6
Second Chance Points	15	11
Fast Break Points	7	8
Bench Points	21	23

	NZL	MEL
Biggest Lead	11 (56-45)	10 (98-108)
Biggest Scoring Run	6 (11-5)	10 (93-98)
Lead Changes	13	
Times Tied	8	
Times with Lead	25:01	11:30

#### Legend

<b>No</b>	Playing Number	<b>Min</b>	Minutes Played	<b>M/A</b>	Made Attempts	<b>%</b>	Shooting Percentage	<b>OR</b>	Offensive Rebounds
<b>DR</b>	Defensive Rebounds	<b>TOT</b>	Total Rebounds	<b>AS</b>	Assists	<b>TO</b>	Turnovers	<b>ST</b>	Steals
<b>BS</b>	Blocked Shots	<b>BA</b>	Blocks Against	<b>PF</b>	Personal Fouls	<b>FD</b>	Fouls Received	<b>+/-</b>	Plus / Minus
<b>EF</b>	Efficiency	<b>PTS</b>	Points	<b>*</b>	Game Starters	<b>(c)</b>	Captain	<b>DNP</b>	Did Not Play





**BASKETBALL**  
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