

# Basketball Statistics

Role of the Statistician

Statisticians Competencies

Code of Conduct

Definitions

Special Situations

Calling Protocol

Calling Sequences

Box Scores



**BASKETBALL**  
New Zealand

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# INTRODUCTION

The role of the statistician is to record predetermined statistics for players and teams either electronically with a statistics program on a computer, tablet or smart phone or manually with a paper stats form. It is recommended that statisticians use the preferred electronic option for collation speed and accuracy.

Some local competitions do not have the resources to record complex statistics however most senior competitions do in an attempt to provide national consistency at the higher levels of competition.

The effective recording of statistics usually requires at least two people. One to CALL the game by communicating every event which requires statistical recording and the other to RECORD the game by making the statistical entries and following the caller's instructions. The ideal operation for the statistics bench is to use an additional two persons. One is the SECOND INPUTTER who operates a backup computer in the event the main statistics computer crashes and the other person is a SPOTTER who assists the CALLER if any statistics should be missed.

At the end of each quarter, the statisticians are required to supply each team a copy of the stats so that the coaches can identify scoring patterns, player productivity and leading scorers and rebounders..

At the end of the half and at fulltime, the statisticians are also required to check their stats for player fouls and points against the scorer's sheet before then supplying each team a copy of the stats.

As it is the statisticians' responsibility is to record what has happened on the court, this manual provides hard and fast guidelines to help the statistician avoid guessing. For any situation not covered by this manual, the statistician must use his best judgement to record the play.

Official interpretations appear within every section. A thorough understanding of the Official Basketball Rules is necessary in order to perform the statisticians' role.

# STATISTICIANS

## KEY ROLES

### **HEAD STATISTICIAN**

The responsibility for the management of a statistics bench during a game falls squarely on the Head Statistician. The allocation of personnel to the bench may not be the role of the Head Statistician, however, the Head Statistician assumes full responsibility once the statistics bench is “operational”, at least 60 minutes prior to the start of a game, until the statistical reports have been distributed after the game and the bench has been cleared. The Head Statistician for a particular game is accountable to the Statistics Coordinator and the game authority (League, Association, Tournament Director) for that game.

The Head Statistician must:

- Liaise with the Statistics Coordinator to ensure the statistics bench is suitably equipped and functional.
- Maintain the code of conduct on the statistics bench.
- Deal with all queries, regarding the statistics, from the scorable and referees, during and immediately after the game.
- Oversee the preparation and collation of the statistical reports immediately after the game.
- Respond to queries about the statistics from any clients immediately after the game until the bench has been cleared.

On any international game and at elite level of competition including the BBNZ men’s and women’s national leagues, the Head Statistician would be the caller on the bench.

### **CALLER**

The caller interprets all statistics in a game and calls them to the Inputter(s). The caller should be suitably qualified and experienced.

The caller must:

- Call the statistics for both teams.
- Understand and know all definitions of the statistical categories.
- Understand the official’s signals.
- Check with the scorable chairperson on any doubtful situations, particularly when there is confusion as to which player scored a basket.
- Write down, in shorthand, the statistics during a hectic passage of play and then call them back to the inputter(s) when possible.
- Assist in checking that each player’s half-time and full-time points and personal fouls and the team’s score agree with the official scoresheet.

### **INPUTTER**

The Inputter must:

- Record all statistics for the game as called by the caller
- Understand the definitions of all statistical categories:
  - So the caller and inputter can work as a team.
  - So the Inputter can anticipate what they will be recording,
  - To ease the pressure during a hectic passage of play,
  - To prompt the caller if something is missed, remembering that the caller’s decision is final.
- Understand the referee’s signals.

# STATISTICIANS

## KEY ROLES

### ***SPOTTER***

This role is to provide assistance to the caller in terms of the completion of play phases when a call is missed or requires correction. The play phases of primary focus for a spotter are substitutions, and secondary play phases such as rebounds, assists, steals and fouls received. In these play phase situations, the spotter is required to be able to identify the secondary player contributing to the play phase should the caller require confirmation thereof.

Spotters are able to leave the statistics bench during the game to help solve any problems that arise. They can assist in setting-up the bench, editing and distributing the statistics after the game and the dismantling of the statistics bench.

# STATISTICIANS

## SUPPLEMENTARY ROLES

### ***INSTRUCTOR / EVALUATOR***

An instructor or evaluator might sit on a statistics bench while teaching or assessing one or more of the statisticians. Teaching on the back-up computer is the only situation where a member of the bench might receive some instruction during the course of the game. No other training of statisticians would occur on the official bench. The instructor could also fill the role of the spotter.

*AS AN ALTERNATIVE, THE EVALUATOR COULD SIT BEHIND THE STATISTICS BENCH IF POSSIBLE. IT MAY BE EASIER TO HEAR THE CALLER FROM BEHIND THAN FROM TWO OR THREE PLACES AWAY ALONG THE BENCH.*

**Note that each competition/league may have separate requirements of the Head Statistician.**

# STATISTICIANS

## COMPUTERISED STATISTICS

With the advent of computerised statistical programs, these roles have evolved accordingly. Statisticians inexperienced with computers should not be fearful because basketball statistics will always be able to be done manually. Computers merely make the work easier (as calculators do) once the statistician is familiar with the software.

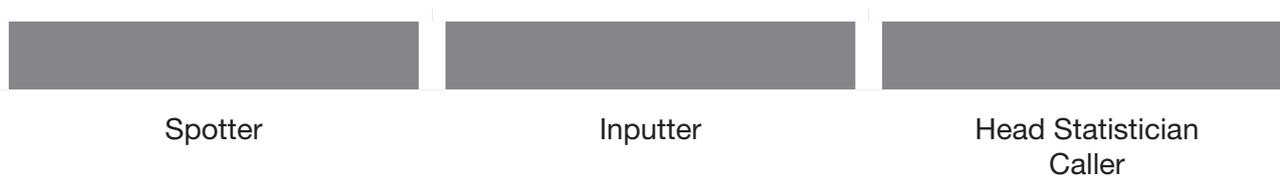
There have been several statistical programs used in New Zealand over the years, and they have gradually become more user-friendly as the quality of the hardware and software has increased. LiveStats is now widely used and has been adopted by Basketball New Zealand. Your Association will be able to put you in touch with the appointed BBNZ Stats Co-ordinator.

The statistics bench using LiveStats should have one caller (Level 2) calling the entire game statistics (i.e. for both teams) to two computer inputters, one seated either side. Each computer inputter enters the statistics for both teams as called by the caller, with one being the “official” computer and the other the “back-up” computer.

# STATISTICIANS

## COMPUTERISED STATISTICS BENCH SETUP

Statisticians on a three or four-person bench would be seated as shown below. The positions of the computers can be swapped, depending on circumstances. Please note that the Head Statistician should always be seated at the end nearest to the score table.



# COMPETENCY LEVELS

## LEVEL 1

A Level 1 statistician is one who has completed an BBNZ Statistics introductory course and is then gaining experience and competency as a caller, inputter and/or spotter using the current FIBA LiveStats software in local competition games initially and then progressing to Level 3 statistician supervised provincial and national competition games.

A Level 1 statistician must be at least 14 years of age and be able to:

- Understand basketball rules and statistical definitions
- Understand the sequencing of statistical events
- Demonstrate a basic understanding of the calling protocols
- Demonstrate use of computer and the current FIBA LiveStats software program in a live game situation
- Provide accurate statistical information as a caller for computerised stats programme inputting in a live game situation
- Provide accurate statistical information as a spotter in a live game situation
- Read and understand a FIBA score sheet

### Assessment

#### *Theory*

Open book exam focussing on definitions, rules and correct understanding of statistics.

#### *Practical*

Live game evaluation of competency as a caller by Level 3 statistician or above

Live or online evaluation of competency as an inputter by Level 3 statistician or above

Live game evaluation of competency as a spotter by Level 3 statistician or above

## LEVEL 2

A Level 2 statistician must have held Level 1 accreditation for a minimum of 6 months and have been active in that time as a caller and inputter using the current FIBA LiveStats software.

A Level 2 statistician must be able to:

- Consistently and accurately apply the philosophy of the statistical definitions
- Accurately call using the correct calling protocol
- Demonstrate consistency and accuracy in the use of the current FIBA LiveStats software program
- Effectively communicate with personnel on the scoretable and statistics bench
- Prepare and set up the statistics bench and/or computer hardware and software
- Reconcile box score with official score sheets
- Generate and distribute reports to clients as required

### Assessment

#### *Theory*

Closed book exam to assess in-depth understanding of the statistician role

#### *Practical*

Live game evaluation of competency as a caller by Level 3 statistician or above

Live or online evaluation of competency as an inputter by Level 3 statistician or above

Live game evaluation of competency as a spotter by Level 3 statistician or above

# COMPETENCY LEVELS

## LEVEL 3

A Level 3 statistician must have held Level 2 accreditation and actively worked as a Level 2 statistician for a minimum of 12 months at a BBNZ Men's or Women's National League level.

A Level 3 statistician must be able to:

- Demonstrate the ability to evaluate, select and roster statisticians for local leagues and competitions
- Have experience leading and mentoring Level 1 and Level 2 statisticians
- Liaise with the appropriate league / competition manager on any matters relating to the statistics bench and game management

### Assessment

Demonstrate ability through performance with Level 3 statisticians being appointed by BBNZ Statistics following a recommendation from the relevant Association Coordinator.

## LEVEL 4

A Level 4 statistician must have held Level 3 accreditation and must meet the following criteria:

- Must have been appointed to an international event or have international experience
- Fulfills the role as a statistics educator, appointed by BBNZ, to deliver the BBNZ Statistics education program for Level 1 and Level 2 statisticians
- Demonstrates the capability to fulfil the role of Statistics Coordinator for National Junior Championships, Leagues and/or Tournaments,
- Implements the policy and strategies of BBNZ Statistics

### Assessment

Demonstrate ability through active participation and development of statistics personnel at association and region levels with Level 4 statisticians being appointed by BBNZ Statistics.

## LEVEL 5

A Level 5 statistician must have held Level 4 accreditation and can demonstrate the ability to:

- Hold a position in statistics at a National level, such as the National Statistic Coordinator
- Provide advice on statistics to Association and National bodies, leagues and events,
- Recruit, manage and co-ordinate statistics personnel within a region or province, which includes the maintaining of an Accredited Statisticians database

### Assessment

Demonstrate ability through performance with Level 4 statisticians being appointed by BBNZ Head of Officials.

## BBNZ STATISTICS

The committee will comprise of:

- Representation from the NBL
- BBNZ Head of Officials
- A representative from BBNZ
- The FIBA Oceania Technical Delegate
- Level 4 statistician representation (max. 2) appointed by BBNZ Head of Officials

# COMPETENCY REQUIREMENTS

## LEVEL 1

Level 1 statisticians are expected to be able to accurately and consistently record and call the statistical events of a game, in line with the definition of the various statistical categories and the rules of the game. The emphasis on consistency is of utmost priority because through consistency of calls accuracy will follow. They must also be able to demonstrate an understanding of the sequencing of events during a basketball match.

Level 1 statisticians are also expected to be able to reconcile their box score to the scoresheet (FIBA and/or running) which is the official record of the game.

### **1.1 UNDERSTAND BASKETBALL RULES AND STATISTICAL DEFINITIONS**

A Level 1 statistician needs to have a working knowledge of the rules and definitions of the game of basketball. They must understand the calls and signals made by the referees and appreciate the consequence of the referee's decisions. They do not have to be a qualified referee but that level of knowledge is needed to be a competent statistician. A Level 1 statistician must have a complete understanding of the definitions of all the statistical categories that are recorded during the course of a basketball match.

### **1.2 UNDERSTAND THE SEQUENCING OF STATISTICAL EVENTS**

At this level, a statistician must have an understanding of the cause and effect of events that occur during a basketball match. This competency is based on the Level 1 statistician understanding the sequence of actions during a basketball match and recognising the statistics that apply.

### **1.3 A BASIC UNDERSTANDING OF THE CALLING PROTOCOL**

A Level 1 statistician must have the skill to accurately and consistently call the statistical events of a game. At this level, a statistician needs to be aware of using the correct calling protocol.

### **1.4 USE THE COMPUTER AND THE CURRENT SOFTWARE PROGRAM**

At this level, a statistician must be able to use a computer and the current software program with confidence. This is required so that all the primary statistics in a game can be captured accurately.

### **1.5 READ AND UNDERSTAND A FIBA SCORE SHEET**

A Level 1 statistician must be able to read a FIBA score sheet in order to be able to reconcile the box score.

# COMPETENCY REQUIREMENTS

## LEVEL 2

A Level 2 statistician is expected to be able to assume the role of a Head Statistician for a statistics bench. They must demonstrate respect for the code of conduct and insist that others on the statistics bench do likewise. They must be able to manage the bench, taking full responsibility for its operation during the game. They have to be able to call the statistics the game and handle any queries from the scoretable, coaches or referees. Responsibilities immediately after the game involve supervising the preparation and distribution of the statistics reports to customers and responding to queries from those customers.

### **2.1 CONSISTENTLY AND ACCURATELY APPLY THE PHILOSOPHY OF THE STATISTICAL DEFINITIONS**

At this level, the statistician needs to understand the philosophy behind the statistical categories, that is, the reason a particular statistic is recorded and the intent of the definition. They must be able to determine the player responsible for an event and to whom the statistic should be awarded. They need to realise that the obvious player or the one in possession of the ball at the end of the action is not necessarily the one who caused the event.

### **2.2 ACCURATELY CALL, USING THE CORRECT PROTOCOL**

The Level 2 statistician must observe the approved protocol when calling, that is, use the proper calling phrases in correct sequence. The statistician must be able to call for both teams. They must maintain consistency and accuracy from one game to the next, or the personnel on the statistics bench.

### **2.3 EFFECTIVELY COMMUNICATE WITH PERSONNEL ON THE SCORETABLE AND STATISTICS BENCH AND WITH CLIENTS**

The statistician at this level must demonstrate an ability to communicate effectively with others. They must develop a rapport with personnel on the statistics bench and establish a working relationship with scoretable chairpersons. An understanding of basketball jargon, rules and signals is essential to communicating with a variety of clients.

### **2.4 PREPARE AND SET UP THE STATISTICS BENCH AND/OR COMPUTER HARDWARE AND SOFTWARE**

Organisational skills are a feature of this level. The Level 2 statistician is required to ensure the personnel on a statistics bench are provided with the necessary equipment, including computer hardware and software if appropriate. The statistician is expected to ensure the statistics bench is suitably equipped and functional.

### **2.5 RECONCILE BOX SCORE WITH OFFICIAL SCORE SHEETS**

A Level 2 statistician must know the “short-cuts” when reconciling boxscore with score sheets. When the box score don’t agree with the official score sheet, they must be aware of the likely reasons for, and solution to, the discrepancy. A statistician at this level must not only be able to read a FIBA score sheet, FIBA summary sheet and a running score sheet but understand the rationale behind the score sheets, boxscore and any statistical software being used. A sound mathematical knowledge is an advantage.

### **2.6 GENERATE AND DISTRIBUTE REPORTS TO CLIENTS**

A statistician at this level must be able to oversee the preparation and collation of the statistical reports after the game. They must take responsibility for the distribution of the reports to any or all of the following: the participating team’s coaching staff, the media, the host league’s results coordinator, the tournament director, the general public and anyone authorised to receive a copy of the statistics. The ability to respond to queries regarding the statistics, from any of these clients, is essential.

# COMPETENCY REQUIREMENTS

## LEVEL 3

In addition to the expectations of a Level 2 statistician, a Level 3 statistician is expected to be able to liaise with league and competition officials on any, and all, matters relating to the statistics bench and game management thereof.

### ***3.1 LIAISE WITH THE STATISTICS COORDINATOR AND GAME AUTHORITY ON ANY MATTERS RELATING TO THE STATISTICS BENCH***

Liaison and communication skills are a feature of this level. The Level 3 statistician is expected to be conversant with the statistical requirements of the game authority (league or club managers or tournament directors), to ensure the statistics bench is suitably equipped and functional and the team is able to provide the correct information at throughout the game

# CODE OF CONDUCT

## STATISTICIANS ACCREDITED BY BBNZ STATISTICS ARE EXPECTED TO ABIDE BY THE FOLLOWING CODE:

1. All accredited statisticians must be registered with BBNZ Statistics.
2. The statistician is expected to behave in a professional manner and must not engage in any conduct that is unbecoming of an official or prejudicial to the interest, image, reputation or welfare of Basketball New Zealand, its affiliated bodies or of basketball in general. They are not to barrack, offer verbal opinions on any aspect of the game or become involved in loud discussions with spectators or officials.
3. A statistician must not make statements in a public forum (twitter, facebook, website etc) which would in the reasonable opinion of Basketball New Zealand bring basketball into disrepute.
4. No statistician who is affected by drugs or alcohol will be allowed onto a stats bench.
5. Statisticians must wear any uniform, as required by the game authority, specifically for the stats bench. The game authority can be a club, association, league or tournament director at a local, association, provincial, national or international level.
6. All statisticians must respect the governing bodies integrity framework and guidelines around gambling.
7. All stats bench personnel must be seated at the bench thirty minutes before tip-off and shall not leave until all stats reports have been checked, edited and distributed after the game and the bench has been cleared. The Head Statistician should be at the venue at least one hour before tip off.
8. Food or drink should be discretely stored underneath or away from the bench.
9. Mobile phones must be switched to silent and not used while on duty unless required by the Head Statistician to contact Games Commissioner, Match Day Manager or specified league technicians.
10. It is the role of the Head Statistician to respond to all queries, from game officials and the scoretable during and immediately after the game about the statistics.

## DEFINITIONS

### FIELD GOALS

A **field goal attempt (FGA)** is credited to a player any time they shoot, throw or tap a live ball at their opponent's basket in an unsuccessful attempt to score a goal, **unless** the player is fouled in the act of shooting, and the goal is missed or not awarded.

A **field goal made (FGM)** is credited to a player any time they shoot, throw or tap a live ball at their opponent's basket and a goal is scored, or awarded because of illegal interference with the ball (goal tending) by a defensive player.

- A FGA is credited to the shooter when a violation, or foul, is committed by the shooter, or a player from either team, **after** the ball has been released, because the shot would count if successful. The exception being if the shot is nullified because of illegal interference with the ball (goal tending) by an offensive player.
- A FGA is not credited to the shooter if the shot is nullified because of illegal interference with the ball (goal tending) by an offensive player.
- A FGA is not credited to the shooter when a violation, or foul, is committed by the shooter, or a player from either team, 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 by the shooter prior to the infringement so no FGA is credited.
- A FGA (preceded by an offensive rebound) is credited to an offensive player if the player is considered to have had sufficient control of the tap when attempting an unsuccessful tip-in. Presume there was sufficient control if the ball hits either the ring or backboard after coming off the player's hands.
- A FGA is credited to the shooter if the ball was blocked when in the act of shooting. For statistical purposes, the act of shooting is defined as an upward and/or forward motion toward the basket with the intention of trying to score a goal and the ball must be above the player's shoulder.
- 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 ball 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 judgement call, and as a rule of thumb, should presume the foul occurred first so no FGA is credited to the offensive player.
- A FGM is credited to a player any time a field goal attempt by them results in a goal being scored, or being awarded because of illegal interference with the ball (goal tending) by a defensive player.
- A FGM is credited to the offensive team captain on the court when a FGM is accidentally scored, by a defensive player in their team's own basket. This needs to be confirmed with the chairperson of the scoretable at the earliest convenience and, if confirmed, an offensive rebound will also need to be credited to the offensive team.

If there is any doubt as to whether a player was intending to shoot or not, the interpretation shall be that they were not. For statistical purposes, the act of shooting is defined as an upward and/or forward motion toward the basket with the intention of trying to score a goal and the ball must be above the player's shoulder.

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 being passed to makes no attempt to catch and shoot the ball. In this case, if the offensive team regains possession, it is just a pass. If, however, the defensive team gains possession then it is a turnover and steal play phase. In neither case should a FGA be credited to a player,

# DEFINITIONS

## FIELD GOALS

### Examples

1. Saints 10 is in the act of shooting but fouls Devils 12
  - 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, Saints 10 must be charged with an offensive foul and not credited with either a FGA or FGM. The FIBA LiveStats programme will automatically give Saints 10 a turnover.*
  - b) *Credit Saints 10 with a FGA if the goal is not scored, or a FGM if the goal is scored, and then charge Saints 10 with a personal foul.*

*If uncertain 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 "player control foul". If the foul occurred after the ball was in flight, the official won't indicate player control.*

2. When a field goal is accidentally scored for the opposition, after last being touched by a defensive player:
  - a) *If the touch by the defensive player 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 and a FGM is credited to the court captain of the offensive team.*
3. With one second left in the third period, Saints 8 captures a defensive rebound in their own half, then turns and tosses the ball at the opponents' basket with the ball being released
  - a) before the buzzer
  - b) after the buzzer
  - a) *Credit Saints 8 with a FGA if the goal is not scored or a FGM if the goal is scored.*
  - b) *No action is recorded.*

4. Devils 5 attempts to score a goal, but the ball lodges on the basket support.

*Credit Devils 5 with a FGA, award a team rebound to the team gaining possession of the ball according to the alternating possession arrow.*

5. The Devils team is in the penalty for the current period. Saints10 drives to the basket and is fouled by Devils 5
  - a) before the shot
  - b) when in the act of shooting
  - c) after the ball has been released

In all the above situations Saints 4 misses the shot and is awarded two free throws.

- a) *Charge Devils 5 with a personal foul, credit Saints 10 with a foul received*
  - b) *Charge Devils 5 with a shooting foul, credit Saints 10 with a foul received*
  - c) *Charge Devils 5 with a personal foul, credit Saints 10 with a foul received, credit Saints 4 with a FGA*
6. Saints 4 is blocked by Devils 7 before the ball is released when attempting a jump shot. Saints 4 lands with the ball in their hands and is called for a travel violation.
 

*Credit Saints 4 with a FGA, credit Devils 7 with a blocked shot, credit Saints 4 with an offensive rebound, charge Saints 4 with a turnover (travelling)*

## DEFINITIONS

### FIELD GOALS

#### Examples

7. A pass by Devils 12 is intercepted by Saints 6. Saints 6 throws a long pass to Saints 10 who misses the layup opportunity. After taking the rebound, Saints 10 passes the ball to Saints 7 who makes a three point shot. At the time of the shot the defence was still not set.

*Charge Devils 12 with a turnover (bad pass), credit Saints 6 with a Steal, credit Saints 10 with a FGA, credit Saints 10 with an offensive rebound, credit Saints 7 with a FGM (three points), credit Saints 10 with an assist. The FGM counts as points off turnovers, second chance points and fast-break points.*

8. Saints 10 misses a field goal attempt and Devils 7 retrieves the rebound. Immediately after taking the rebound, Devils 7 is fouled by Saints 8 and is awarded two free throws because of team fouls. Devils 7 makes one of two free throws.

*Credit Saints 10 with a FGA, give Devils 7 a defensive rebound, charge Saints 8 with a personal foul, credit Devils 7 with a foul received, credit Devils 7 with a FTA and a FTM (do not record as fast-break points)*

9. Saints 10 misses a FGA and Devils 7 gets the rebound. After an outlet pass to Devils 5, Devils 5 is initiating a fast-break and is fouled by Saints 8 to stop the fast-break. Devils 5 is awarded two free throws because of team fouls and makes both.

*Credit Saints 10 with a FGA, give Devils 7 a defensive rebound, charge Saints 8 with a personal foul, credit Devils 5 with a foul received, credit Devils 5 with two FTMs (record as fast-break points)*

10. A pass made by Saints 10 is intercepted by Devils 7. Devils 7 goes coast to coast, but misses the layup and rebounds their own shot. Afterwards the Devils team sets up a set play. Later during the same possession, Saints 10 knocks the ball loose from Devils 5, the ball goes out of bounds and is awarded to the Devils team for the throw in. Devils takes a time-out. With the shot clock expiring, Devils 5 hits a difficult three-point shot from 10 metres.

*Charge Saints 10 with a turnover (bad pass), award Devils 7 with a steal, credit Devils 7 with a FGA, credit Devils 7 with an offensive rebound, award Devils team with a time-out, Credit Devils 5 with a 3FGM (recorded as second chance points and points off turnovers)*

#### Fast-break Points

Fast-break points are points scored quickly by a team (max 8 seconds) and at full speed before the opponent has time to set their half-court defence following a change in possession. The change of possession may result from an inbound pass, a defensive rebound or a turnover. Fast-break points can also come after an offensive rebound if the first shot is missed and a teammate gets the rebound and scores before the opposition can get back and set up their defence.

Fast-break points can also be attributed to a range of shot types including free throws where the player is at the free throw line because they have been fouled in the act of shooting when on a fast-break.

#### Examples

1. After receiving a long pass from Saints 5, Saints 10 then proceeds to score an uncontested layup.

*Credit Saints 10 with a FGM layup fast-break and credit Saints 5 with an assist.*

2. Saints 10 drives towards the basket in a 3 on 2 situation, then passes to Saints 5 who scores a layup.

*Credit Saints 5 with a FGM layup fast-break and credit Saints 10 with an assist.*

# DEFINITIONS

## SHOT TYPE DESCRIPTIONS

Where the software requires the type of shot to be entered, the following shot type options should be available:

### **Jump Shot**

A shot taken by jumping up in the air and usually releasing the basketball at the peak of the jump. It is used most frequently for mid- to long-range shots, including three-point attempts.

### **Floating Jump Shot**

The basketball is shot off one foot without stopping often like a driving layup but further away from the basket. It can be shot off the run, off the dribble, or off of a catch and it can be banked in or swished and often has a high arc to keep from being blocked.

### **Fade-away Jump Shot**

When the shot is taken while the player is jumping away from the basket. This shot is used to create space between the shooter and their defender and can be done from anywhere on the court and can be done jumping straight back or to the side.

### **Turnaround Jump Shot**

When the player receives the ball with their back to the basket, then starts their shot facing away from the basket and then turns mid-air while jumping to shoot. They may turn all the way to face the basket but sometimes they only turn part way around and shoot while facing side on to the basket.

### **Step back Jump Shot**

The player usually fakes a drive to the basket then stops and takes a step back to create space between them and the defender before shooting.

### **Pull-up Jump Shot**

The shooter stops quickly off the dribble and pulls up to shoot a jump shot while the defender(s) are usually still in a low position defending the drive.

### **Layup**

A close-range shot usually involves the shooter banking the basketball off the backboard, but can also be over the front of the rim. It is commonly a one-handed shot made by holding the ball from below and releasing it using an upwards motion of the arm as close to the basket as possible. A layup can also be a quick shot where the offensive player catches the ball next to the basket.

### **Driving Layup**

A close-range shot following a dribble drive to the basket either when the defence is back and set, or on a fast break. The shot is usually banked off the backboard but can also be over the front of the rim.

### **Dunk**

A dunk is a play in which a player brings the ball above the rim and slams it down into the hoop with one or two hands in which the player's hand(s) hit the top of the rim.

### **Alley-oop**

A shot involving a player catching a pass in the air and finishing with a layup before landing back on the court.

### **Alley-oop Dunk**

A shot involving a player catching a pass in the air and finishing with a dunk before landing back on the court.

# DEFINITIONS

## SHOT TYPE DESCRIPTIONS

### **Hook Shot**

A one-handed shot involving the player with the basketball turning side on to the basket with the shooting hand farthest from the basket, and then extending their shooting arm and flicking the basketball over their head in a circular motion towards the basket.

### **Tip-in Layup**

When a player on the offensive team grabs an offensive rebound and then immediately scores a field goal next to the basket. This often can have the offensive player jumping up and tipping the ball into the basket with one hand without coming back down onto the floor.

### **Tip-in Dunk**

When a player on the offensive team grabs an offensive rebound and then immediately slams the basketball forcefully through the hoop, with one or two hands in which the player's hand(s) hit the top of the rim.

# DEFINITIONS

## SHOT OPTIONS

Shot Type	2 Pointer		3 Pointer
	Inside Keyhole	Outside Keyhole	
Jump Shot	✓	✓	✓
Floating Jump Shot	✓	✓	✓
Fade-away Jump Shot	✓	✓	✓
Turnaround Jump Shot	✓	✓	✓
Step Back Jump Shot	✓	✓	✓
Pull Up Jump Shot	✓	✓	✓
Hook Shot	✓	✓	
Layup	✓		
Driving Layup	✓		
Dunk	✓		
Alley Oop	✓		
Alley Oop Dunk	✓		
Tip in Layup	✓		
Tip-in Dunk	✓		

# DEFINITIONS

## FREE THROWS

A free throw attempt (FTA) is credited 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 the point being scored.

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 FTM.
  - If the free throw misses, do not credit the free throw shooter with a FTA because they will be given a substitute free throw. Credit the free throw shooter with a FTA if the substitute free throw is unsuccessful or a FTM if the substitute free throw is successful.
- 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, the free throw shooter is credited with a FTA. 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 player on the offensive team (except the free throw shooter) commits a violation
  - The officials will not cancel a successful free throw when an offensive player violates, so credit the free throw shooter a FTM.
  - If the free throw misses, the free throw shooter is still credited with a FTA. 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 defensive rebound.

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 technical foul has resulted in free-throws being taken immediately before the start of a period, the FTA (and FTM if successful) shall be credited in the new period.

### Examples

1. Saints 5 shoots a free throw and, during the shot, Devils 9 commits a free throw violation.
  - a) the free throw is made
  - b) the free throw misses
    - a) *Credit Saints 5 with a FTM*
    - b) *Do not credit Saints 5 with a FTA as a substitute free throw will be awarded.*
2. Saints 5 shoots the last free throw in a series and, during the shot, Saints 8 commits a violation.
  - a) the free throw is made
  - b) the free throw misses
    - a) *Credit Saints 5 with a FTM*
    - b) *Credit Saints 5 with a FTA, give Devils team a defensive team rebound*

# DEFINITIONS

## REBOUNDS

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 field goal attempt or last free throw attempt.

Exceptions are:

- After a missed FTA where the ball will not be live (e.g. unsportsmanlike foul)
- At the end of a period (buzzer before a team gains possession)
- After a missed FGA (air ball) if a 24 sec violation is called before a team gains possession

Rebounds are divided into Offensive and Defensive. Offensive rebounds by a player are awarded to the player who regains controlled possession after the missed FTA or FGA by a teammate, while defensive rebounds by a player are awarded to the player when controlled possession is gained after a missed FGA or FTM by a player from the opposition. Controlled possession must be achieved before the ball becomes dead. A team defensive rebound or team offensive rebound is awarded when there is no controlled possession by a player before the ball has become dead.

The controlled possession by a player 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.
- Tipping the ball in a controlled attempt to score a goal.
- Tipping or deflecting the ball in a controlled manner to a teammate.
- Retrieving a rebound simultaneously with an opposing player and having their team be awarded possession of the ball through the possession arrow rule. This could be a mini possession situation please refer to Special Situations.

The shot does **not** have to leave the shooter's hands or hit the ring or backboard before a rebound can be awarded.

If the tap was deliberately intentional towards a teammate, 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.

An offensive player who attempts a tip-in 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 block.

A team rebound is awarded to the team entitled to possession of the ball when:

- The ball goes out of bounds after a missed FGA or FTA and before any player gains control.
- A foul or violation occurs after a missed FGA or FTA and is called before any player gains control
- The ball lodges on the basket support (dependent on the possession arrow).
- An own basket is scored during a rebound situation

# DEFINITIONS

## REBOUNDS

No team rebounds are awarded when:

- After any missed FTA where the ball will not be live.
- At the end of a period when the buzzer sounds after a missed FGA or FTA and before a team gains possession.
- After a missed FGA where the ball does not touch the ring, the twenty-four second siren sounds and the officials blow their whistle to signal a twenty-four second violation before a player has a controlled recovery of the ball.

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.

### Examples

1. A missed shot is retrieved simultaneously by Saints 10 and Devils 12

*Credit the player whose team gains possession of the ball through the possession arrow rule with a rebound.*

2. Devils 10 jumps and attempts a shot that is blocked by Saints 12 without the ball leaving Devils 10's hands. Devils 10 lands with the ball and is called for a travel.

*Devils 10 attempted a shot so there must be a rebound after the block but before the violation occurs. The statistics that apply are: Credit Devils 10 with a FGA, credit Saints 12 with a blocked shot, award Devils 10 with an offensive rebound, charge Devils 10 with a turnover (travel).*

3. After a missed shot Devils 5 and Saints 11 go after the rebound getting both hands on the ball in a held ball situation.

- a) Devils are entitled to the alternating possession
  - b) Saints are entitled to the alternating possession.
- a) *Credit Devils 5 with an offensive rebound*
  - b) *Credit Saints 11 with a defensive rebound*

# DEFINITIONS

## BLOCKED SHOTS

A blocked shot is awarded to a player any time they appreciably alter the flight of a field goal attempt 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. For statistical purposes, the act of shooting shall be an upward and/or forward motion toward the basket with the intention of trying to score a goal, with a shot, throw or tap of a live ball at the basket and the ball must be above shoulder height.

If the ball is above the offensive player's shoulder and the goal is not scored then credit a FGA, award a blocked shot to the defensive player, and credit the defensive, or offensive, player/team gaining possession of the ball with a rebound.

If the ball is below the offensive player's shoulder and ball possession changes to the defensive team then give a turnover (lost ball) to the offensive player and award a steal to the defensive player.

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 in this instance award a team rebound.

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 can not be counted as a block even though it has been touched.

## Examples

1. Saints 10 shoots and the ball is touched by Devils 7 in an attempt to block the shot. The ball continues into the basket.

*Since the ball continued into the basket, Devils 7's touching it did not alter its flight appreciably. Ignore the touching, credit Saints 10 with an FGM but do not credit Devils 7 with a blocked shot.*

2. Saints 10 goes up for a dunk attempt but the ball is stripped at shoulder-height by Devils 7 before it leaves Saints 10's hands. The ball is recovered by Devils 12.

*Saints 10 is charged with a turnover (ball handling) and Devils 7 is credited with a steal. There is no shot attempt recorded as the ball was not ABOVE Saints 10 shoulder.*

3. Saints 10 is driving through the key and has the ball stripped by Devils 7. The ball ends up with Devils 12.

*Credit a ball-handling turnover to Saints 10 and a steal to Devils 7. There is no shot attempt recorded as the ball was below Saints 10 shoulder.*

4. Saints 10 shoots a three point jump shot which is blocked by Devils 9. Saints 10 catches the ball immediately and shoots another three point shot which goes in.

*Charge a FGA to Saints 10, a block to Devils 9, an offensive rebound to Saints 10 and a three point FGM to Saints 10.*

# DEFINITIONS

## ASSISTS

An assist is a pass that leads directly to a teammate scoring. A player is credited with an assist when they make the last pass that is primarily responsible for a field goal being scored. 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 a clean pass that goes directly from one player to the shooter and is not deflected by another player or comes off the head, arms or any other part of a team mate or opposition player.

An assist is credited when a pass is made to a teammate who shoots and scores. It does not prohibit an assist where the shooter takes time to balance or makes a small play to score. An assist is awarded if a player passes the ball into a player in the paint who then makes a move and scores. A pass to a player inside the paint who scores from inside the paint is always considered an assist.

No assist is given if the pass is clearly deflected and ends up with a different player than the one it was initially intended for.

A pass to a player outside the paint who scores without dribbling is always an assist.

A pass to a player outside the paint, who scores after one or more dribbles, is considered an assist if the shooter does not need to beat his defender. An assist is not awarded if the shooter beats his defender in a 1-on-1 situation who is facing him and is located directly in front of him, between him and the basket. An assist is still given in situations when the offensive player is driving by his defender in a 1-on-1 situation if:

1. The player drives to the basket immediately after receiving the pass AND
2. Their defender is caught off-balance

If a player is fouled while attempting a field goal, an assist is awarded to the player who passed to the shooter, provided the pass meets the criteria described in this section and:

- The shot is made and the basket counted or
- The shot is missed but one or more of the resulting free throws is successful. The free throws must be the result of the foul on the shooter and not a team foul penalty.

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 their efforts are such that you determine that they did the work to make the basket, rather than the pass. For example, 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. Similarly, the player who receives a hand off and drives off the screen, is unguarded and scores, the team mate receives an assist, but if the player driving off the screen is closely defended and they have to make individual moves to score, there is no assist.

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. 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”.

# DEFINITIONS

## ASSISTS

### Examples

1. After taking a defensive rebound, Saints 10 makes a full court pass to Saints 15 who misses a lay-up but has enough time to easily score from the rebound.

*No assist, there having been a FGA and offensive rebound between the pass and the score.*

2. Saints 10 passes to Saints 15 who hesitates, looks to pass to Saints 21, who is cutting, and then takes and makes the shot.

*No assist to be awarded*

3. Saints 10 passes to Saints 15 who takes one dribble to find balance, and then takes the shot, making it.

*Award an assist to Saints 10.*

4. Saints 15 makes a great full court pass to Saints 7 who only has to hand-off the ball to Saints 4 for an uncontested lay-up that is made.

*Even though the pass from Saints 15 created the basket, it was not the last pass before the score. Award the assist to Saints 7 and award a fast-break.*

5. Saints 7 passes to Saints 15 who is posting up on the side of the key, he pump fakes, spins, takes a dribble and dunks the ball.

*Assist Saints 7 because Saints 15 received the ball in the paint.*

# DEFINITIONS

## TURNOVERS

A turnover is a mistake by an offensive player or team that results in the defensive team gaining possession of the ball, as a result of one of the following:

- A bad pass
- Ball handling or fumbling
- Any kind of violation or offensive foul

A turnover can only be committed by the team in control. 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 player for a free-throw.
- The ball is being passed between team mates.

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 charged:

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

## **TURNOVER TYPES**

### **Bad Pass**

A team loses possession due to a bad pass. The turnover should always be charged to the passer unless the statistician considers that the pass should have been caught, in which case the ball handling turnover should be charged to the receiver.

In some situations a turnover could be classified as more than one type, for example when a bad pass causes a team-mate to commit a violation by stepping out of the playing court to catch the ball. The statistician must recognise how the turnover was originally caused. In this example, the bad pass caused the violation, so the player attempting the pass should be charged with a bad pass turnover.

### **Ball Handling**

An offensive player loses possession while holding or dribbling the ball, or failing to catch a pass that should have been caught.

### **Travel**

An offensive player illegally moves one foot or both feet beyond the limits allowed, in any direction, while holding a live ball on the playing court.

### **Double Dribble**

An offensive player dribbles the ball with two hands simultaneously or continues to dribble after allowing the ball to come to rest in one or both hands.

### **Violation**

A violation by an offensive player or team e.g. travelling, 3 or 5 second violations, backcourt violation, out of bounds, 8 or 24 second violations. 5 second violations during an inbounds play as well as all 8 and 24 second violations are recorded as team turnovers. All other turnovers are recorded as turnovers for a player.

# DEFINITIONS

## TURNOVERS

### Offensive Foul

An offensive player commits a foul.

Any technical, unsportsmanlike or disqualifying foul committed by a player or team in possession are turnovers. If committed by a player on the court they are recorded as a player turnover, otherwise as a team turnover.

There are certain situations where two or more turnovers happen almost instantaneously. The statistician must decide if control of the ball was gained by a team before again losing control. For turnovers, if there is any doubt about whether a player had control of the ball, the statistician should assume that he did not.

### Examples

1. Saints 10 has the ball stolen from her as she is dribbling down the court.

*Saints 10 is charged with a ball-handling turnover.*

2. Saints 10 makes a good pass but Saints 15 drops the ball, resulting in Devils 7 chasing the ball down and recovering it.

*Saints 15 is awarded a ball-handling turnover, Devils 7 steal.*

3. Saints 10 commits a violation (travels, double dribbles, etc.) that results in the other team receiving the ball.

*A Turnover (identify the actual violation) is credited to Saints 10.*

4. Saints 10 fouls whilst his team is in offence (either charges a player or fouls without the ball).

*An offensive foul turnover is charged to Saints 10. (the computer software Livestats automatically awards a turnover)*

5. Saints 10 is in possession of the ball when Saints 9 and Devils 8 simultaneously commit double fouls.

*As the penalties cancel each other, Saints are awarded the ball out of bounds. Record the double foul and corresponding foul received.*

6. Saints 10 is contesting the opening tip against Devils 9. Devils 9 catches the ball and the referee awards possession from the sideline.

*Jump Ball won by Saints 10, jump ball lost by Devils 9.*

7. Saints 7 sees the shot clock is down to 3 seconds and attempts to penetrate the Devils defence. Devils 6 stays close to Saints 7 and forces the pass to Saints 11 who is also heavily guarded by Devils 4. Saints 11 cannot get a shot off and the shot clock expires.

*Turnover awarded to Saints, shot clock violation*

# DEFINITIONS

## STEALS

A steal is awarded to a defensive player when their action causes a turnover by an opponent. A steal must always include touching the ball, but does not necessarily have to be controlled.

- Intercepting or deflecting an opponent's pass
- Taking the ball away from an opponent holding or dribbling the ball
- Picking up a loose ball after a mistake of an offensive player
- Tapping the ball away from an offensive player in control of the ball or deflecting an opponent's pass:
  - directly to a teammate, or
  - such that the ball is loose and a teammate retrieves the ball, or
  - such that the ball is loose and a teammate and an opponent grab the ball simultaneously, a jump ball is called and the "defensive" team gains control from the alternating possession rule

No steal is charged if the ball becomes dead and the defensive team is awarded possession of the ball out of bounds - even if the turnover was caused by the action of the defensive player.

The only time a steal can be charged when the ball becomes 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.

If a steal is charged to a defensive player, there must be a corresponding turnover charged to an offensive player. (The opposite does not apply – a turnover does not always mean a steal has occurred).

In all situations with more than one defensive player being involved, the player who first deflected the ball and initiated the turnover is charged with the steal.

## Examples

1. Saints 10 is dribbling when she mishandles the ball and it bounces out of bounds.  
*Charge Saints 10 with a ball-handling turnover.*
2. Saints 6 is being double-teamed on the opposite wing to Devils 7 who anticipates a pass from Saints 6 to Saints 4 at the point. Devils 7 has left his player and moved into a position that enables him to easily intercept the pass.  
*Award Saints 6 a Bad pass turnover and Devils 7 a steal.*
3. Saints 10 is dribbling the ball when Devils 7 knocks it away to Devils 12.  
*Charge Saints 10 with a ball-handling turnover and award Devils 7 with a steal.*
4. Devils 7 applies vigorous defensive pressure, causing Saints 9 to commit a turnover by deflecting the ball and Devils 10 recovers the ball.  
*Charge Saints 9 with a turnover and credit Devils 7 with a steal.*
5. Devils 7 deflects a pass from Saints 4 intended for Saints 6 who, in a reflex action, tries to catch the ball but can only deflect it over the sideline. Devils ball on the side.  
*Charge Saints 4 with a bad pass turnover but do not credit Devils 7 with a steal.*
6. Devils 7 deflects a pass from Saints 4, intended for Saints 6, into the open court where Saints 6 and Devils 14 both grab the ball and a jump ball is called. Devils are awarded the ball due to the alternating possession rule.  
*Charge Saints 4 with a bad pass turnover and award Devils 7 a steal. Saints 6 and Devils 14 receive no statistics for their part.*

# DEFINITIONS

## FOULS

A foul is called on a player following a decision by a referee. Personal, shooting, technical, unsportsmanlike and disqualifying fouls can be called on a player. Technical and disqualifying fouls can be called on a coach or team bench personnel. It is important to differentiate between the types of fouls, should the statistics software allow this. Technical and disqualifying fouls called on the coach or team bench personnel are recorded against the coach and are not counted as team fouls.

Anytime a player is fouled, a foul received is charged to that player.

A foul resulting in free throws, as a result of being in the bonus is recorded as a personal foul not a shooting foul.

### Fouls Received

Any time a player is fouled, a foul received is credited to that player. In the case of a disqualifying foul, if the foul is physically committed on a player, then a foul received is credited to the player who has been fouled.

### Examples

1. Saints 10 is dribbling the ball and commits a charge on Devils 4.  
*Offensive Foul Saints 10 and the Live Stats program automatically record a turnover. Devils 4 is charged with a foul received.*
2. Saints 10 is holding the ball when she is fouled by Devils 13.  
*Devils 13 is charged with a personal foul and Saints 10 is given a foul received.*

## SPECIAL SITUATIONS

The following situations warrant special discussion because they occur regularly in basketball games and involve the recording of several types of statistics.

### VIOLATIONS AND REBOUNDS AFTER THE SHOT CLOCK SIREN HAS SOUNDED

When a shot for a field goal is attempted near the end of the 24-second period and the signal sounds while the ball is in the air:

- If the ball enters the basket, the goal shall count
- If the ball touches the ring but does not enter the basket the ball remains alive. No violation has occurred and play shall continue without interruption.
- If the ball misses the ring, a violation has occurred unless the opponent has gained a clear and immediate control of the ball. In this case the signal shall be disregarded and the game shall continue

There are three situations when the shot clock buzzer sounds after a FGA that require clarification from a statistics point of view. The statistics to be awarded in these situations are described:

1. The buzzer sounds while the ball is in the air and the shot hits the ring
 

*If the shot is unsuccessful, credit the shooter with a FGA and credit any rebound taken as no violation has occurred and play should continue.*

*If the shot is successful, award the shooter with a FGM*
2. The ball misses the ring, an offensive player rebounds the ball, then the buzzer sounds.
 

*(The official will call a violation and award the ball to the defensive team).*

*Call the FGA on the shooter and award an offensive rebound and then a turnover 24 second clock.*
3. The ball misses the ring, a defensive player rebounds the ball, then the buzzer sounds.
 

*Call the FGA and award the defensive rebound*

### CHARGES AND KNOCKDOWNS, BEFORE AND AFTER THE SHOT IS RELEASED:

This discussion applies to the following situation: An offensive player drives to the basket and takes a shot but simultaneously collides with a defensive player who is in a legal position (i.e. takes a charge). The offensive player is called for a foul and the shot is successful.

Statisticians should carefully watch the official's calls and signals as there are two possible outcomes:

1. The official deems the ball to have been released from the shooter's hands before contact was made:
 

*The official will signal "two points" or "three points" ("basket counts") and a "personal foul" on the offensive player.*

*The statistics to award are: FGM and personal foul on the offensive player. The defensive player is awarded a foul received.*

*The foul occurred after the shot was taken so no turnover is committed.*
2. The official deems the ball to have been released from the shooter's hands after contact was made:
 

*The official will signal "cancel score", "foul by team in control of the ball" and a "charging with the ball foul" on the offensive player.*

*The stats to record are: offensive foul on the offensive player and a foul received by the defensive player*

*The foul occurred before the shot was taken so it becomes an offensive foul and a turnover is committed. The defensive player is awarded a foul received.*

# SPECIAL SITUATIONS

## BLOCKED SHOT CAUSING A TRAVEL VIOLATION

This is a common scenario. An offensive player takes a jump shot but the shot is blocked before the ball leaves the shooter's hands. The shooter lands while still holding the ball and is called for a travel violation.

The statistics for this situation are: FGA to the offensive player, block to the defensive player, offensive rebound and violation turnover to the offensive player.

As there was a shot and a block, there has to be a rebound before the violation occurred. The offensive player was in control of the ball after the block so is credited with that rebound.

In the situation where the referee awards a jump ball the possession arrow will determine which team gains the rebound.

## MINI POSSESSIONS

The caller must ensure that when there is a passage of play where there are multiple changes of possession of the ball that statistics are only awarded if there has been a clear change in possession of the ball and a team has gained control of the ball before losing it.

It is important that the caller also recognises when referring to control that it is not just control of the ball but also control of the body. So, if a player grabs a rebound and is unbalanced and then steps out of bounds. Do not award a missed shot, rebound and then a turnover. Instead record a missed shot and team rebound. There needs to be a conscious effort not to call "mini possessions" (that is a positive statistic immediately followed by a negative one). This logic should also be applied in a multiple turnover, steal situation – is it simply a mini possession or has the ball been controlled and then lost by the offensive team.

1. After a missed shot, Saints 10 jumps and catches the ball but falls and loses control, Devils are awarded possession from the side line

*Credit Devils with a team rebound*

2. After a missed shot, Devils 10 catches the ball simultaneously as Saints 12 fouls him

*The statistician must decide if Devils 10 had control of the ball for a split-second before being fouled. If so, award the rebound to Devils 10.*

## ADDITIONAL STATS DATA

The following is a list of additional stats data automatically generated by the software and, therefore, not directly relevant to the work of a statistician.

### Time / Minutes Played

All substitutions are entered in the software and for each player, the playing time is calculated accordingly. In case minutes played are only shown in minutes (i.e. without seconds) the following rounding shall be applied:

- Minutes with less than 30 seconds shall be rounded down
- Minutes with 30 seconds or more shall be rounded up
- 0 minutes will be rounded up to 1 minute, regardless of the value of seconds
- Any value with 1 minute less than the maximum time (e.g. 39 minutes for a game played 4x10 minutes) will be rounded down for any value of seconds to indicate the player did not play the entire game
- A player who did not enter the court is indicated with “DNP” (did not play) instead of a value for minutes and seconds

For statistical purposes, a game with DNP does not count as a game played for the player.

### Points In The Paint

The total number of points scored by a team from a FGM that originates inside the restricted area. This includes all jump shots, hook shots, lay-ups, dunks etc.

### Points Off Turnovers

The total number of points scored by a team during the possession following an opponent turnover. This is the case regardless of the type of turnover, whether the ball goes out of bounds, and the points can come from a FGM or FTM(s).

This does not apply to a FGM or FTM in an additional possession, following a foul being called on a player of the defensive team after a FGA or FGM

### Second Chance Points

The total number of points scored by a team following an offensive rebound and before their opponents regain possession. This is the case regardless of whether the ball goes out of bounds, and the points can come from a FGM or FTM(s).

This does not apply to a FGM or FTM in an additional possession, following a foul being called on a player of the defensive team after a FGA or FGM

### Bench Points

The total number of points scored by a team excluding the starting five players.

### Score Tied

The number of times the score was tied during the game (excludes 0-0).

### Lead Changed

The number of times the lead changed from one team to the other during the game.

### Largest Lead

The largest lead each team had during the game, and when this occurred (period and time).

### Largest Scoring Run

The largest margin of consecutive points scored by a team without any points being scored by their opponent.. The extra member of the statistics bench may assume a combination of two or three of these supplementary roles; for example, an evaluator might also act as the assistant.

# 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.

FIBA 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 inputters 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 inputter is exposed to.

## GENERAL PRINCIPLES

- Call clearly and loud enough to be heard by the inputter(s) - there may be a inputter on either side.
- Avoid superfluous information. The inputter 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 inputter asks or you are aware that the inputter 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 inputter 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 inputter knows which team has the ball and the area of the court where the action is occurring. Similarly, the inputter 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	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-point” 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 “Offense” and “Defence”. “Offense” 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” and the respective “player number”.
- The protocol for calling turnovers is:  
*“Turnover, player number, type of turnover” e.g. “Turnover 14, Bad Pass”.*

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 inputter 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”

# CALLING PROTOCOL

## CALLING THE ACTION

- 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 inputter 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 inputter may be anticipating a call but there are no statistics to award, call “No Call” so the inputter 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) (individual or all players), team name or colour, players OUT, players IN".  
e.g. "Subs, Devils (red), out 6, in 7. Saints (white), out 10, in 8".  
e.g. "Wave Subs, Devils (red) in, 6, 7, 8, 11 and 14. Saints (white), in, 4, 6, 7, 8 and 12".
- When several subs are made simultaneously, the spotter (or caller in their absence) should make a note of the subs and the time on the game clock so that if the inputter 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 inputter 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 inputter can scan down the screen systematically rather than in an erratic manner.
- If a inputter 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 inputter 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 inputter 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)

For the purposes of recording speed and efficiency, it is recommended that the caller call that a jump ball situation has occurred and who the two players involved are. On the basis that the computerised stats screen has the team arrow pointing the correct way, the Jump Ball selection options will provide for only the correct entry option(s) required. If the direction arrow is incorrect, this can be changed at that point in time or later via the Action Editor function.

# 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 inputters 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)
Inputter(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
Inputter(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
Inputter(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 Point missed 14, defensive 5, turnover 5 bad pass, steal 8, shot made 8 layup
Inputter(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
	FADE-AWAY JUMP SHOT	FADE-AWAY 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	
	ALLEY OOP DUNK	

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

**FIBA Box Score**  
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)

Assistant Coach(es): Michael Fitchett, Judd Flavell

**New Zealand Breakers (NZL)**

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

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

**Melbourne United (MEL)**

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

# STATS REVIEW



## Westland vs Hanakinshire

Date: 25/05/20

**Caller** Debra

**Inputter** Lisa

**Spotter** Simon

**Inputter (backup)** Cedric

Hi Team

Congratulations, another great effort.

Not quite up to the standard set last game, but it certainly looks like you are operating well as a stats team.

Still plenty of home games for you to hone your skill sets further, so my challenge for you is to have a look at the areas where you might need to work on and look for greater accuracy in those areas. Assists are always going to be close one way or another, so don't be too concerned about your numbers there.

I would suggest that the only real area to work on is in the rebound situation. Work on the basis of "point of control" to "point of control". Do this and the incidental plays that you are tending to record will disappear.

Apart from that, keep up the great work.

### Westland

### Hanakinshire

### Combined

#### PRIMARY PLAYS - TIER ONE

Stat	Actual	Stats	Error	%
2PT FGM	32	32	0	100%
3PT FGM	8	8	0	100%
FTM	17	17	0	100%
TO	13	13	1	92%
FOULS	20	20	0	100%

#### PRIMARY PLAYS - TIER ONE

Stat	Actual	Stats	Error	%
2PT FGM	26	26	0	100%
3PT FGM	17	17	0	100%
FTM	16	16	0	100%
TO	15	15	0	100%
FOULS	21	21	0	100%

#### PRIMARY PLAYS - TIER ONE

Stat	Actual	Stats	Error	%
2PT FGM	58	58	0	100%
3PT FGM	25	25	0	100%
FTM	33	33	0	100%
TO	28	28	1	96%
FOULS	41	41	0	100%

#### PRIMARY PLAYS - TIER TWO

Stat	Actual	Stats	Error	%
2PT FGA	67	67	5	93%
3PT FGA	18	19	1	95%
FTA	26	26	0	100%

#### PRIMARY PLAYS - TIER TWO

Stat	Actual	Stats	Error	%
2PT FGA	46	45	1	98%
3PT FGA	33	33	0	100%
FTA	19	19	0	100%

#### PRIMARY PLAYS - TIER TWO

Stat	Actual	Stats	Error	%
2PT FGA	113	112	6	95%
3PT FGA	51	52	1	98%
FTA	45	45	0	100%

#### SECONDARY PLAYS

Stat	Actual	Stats	Error	%
OR	27	25	5	80%
DR	19	20	1	95%
AS	17	18	1	94%
ST	7	7	0	100%
BL	0	0	0	100%
FR	21	21	1	95%

#### SECONDARY PLAYS

Stat	Actual	Stats	Error	%
OR	15	14	1	93%
DR	24	24	0	100%
AS	23	26	3	88%
ST	10	10	1	90%
BL	3	2	1	50%
FR	20	20	0	100%

#### SECONDARY PLAYS

Stat	Actual	Stats	Error	%
OR	42	39	6	85%
DR	43	44	1	98%
AS	40	44	4	91%
ST	17	17	1	94%
BL	3	2	1	50%
FR	41	41	1	98%

**RATING:** 96.0%

**RATING:** 94.2%

**RATING:** 93.1%

**NOTE:** Error column includes any corrections, additions and/or deletions to recorded stats



**BASKETBALL**  
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