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# CRITERIA FOR STATISTICS

## WHY IT IS IMPORTANT

- *Vital for players, coaches, fans and media. Data often is not consistent*
- *Statistics lose value*
- *We need to use the same criteria for all games*





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# CRITERIA FOR STATISTICS

## NEW

- *New project by FIBA, FIBA Europe and ULEB/Euroleague to harmonize stats*
- *Some definitions have been changed compared to last season*
- *It's an ongoing project, manual will be reviewed regularly and adopted when necessary*
- *Your feedback is welcome and might be included in the next version*





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# CRITERIA FOR STATISTICS

## FOCUS

- *We will not go through all definitions*
- *We have identified 7 areas with possible problems*
  - *1: Certain situations regarding Field Goals*
  - *2: Assists*
  - *3: Blocks*
  - *4: Rebounds*
  - *5: Free Throw violations*
  - *6: Turnovers / steals*





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# CRITERIA FOR STATISTICS

## 1: FIELD GOALS

- *Clear for everybody what a FG is, focus on some not so clear situations*
- *Shooter is fouled, no basket ▶ no FG attempt*
- *Goaltending (def.) ▶ FGM*
- *Own basket: always court captain*
- *“Desperation shots”: always FGA*
- *Tip (rebound) counts as FGA if it is controlled*
- *Tip counts always as FGM if successful*



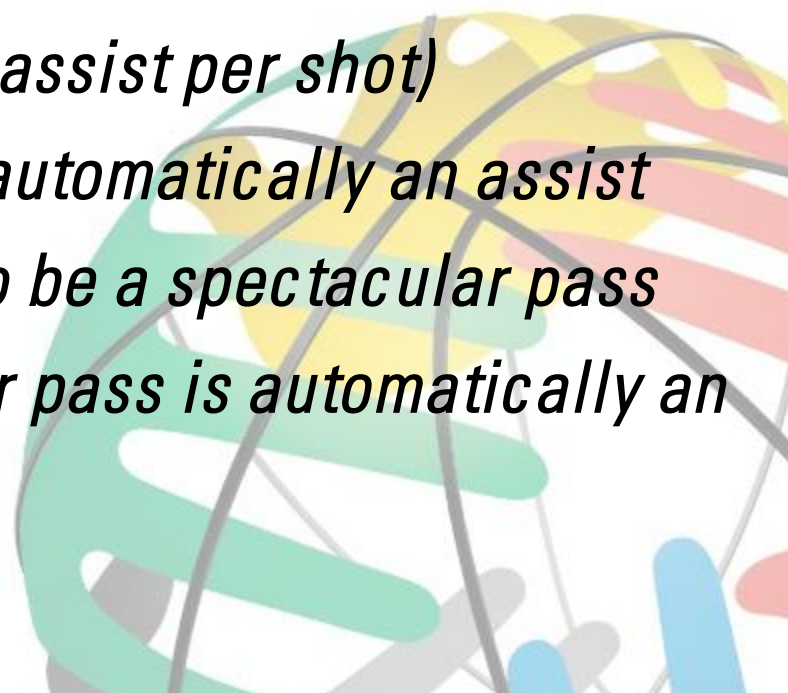


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# CRITERIA FOR STATISTICS

## 2: ASSISTS

- *ONLY after successful shot OR*
- *Shooter is fouled and makes at least 1 FT*
- *ONLY the last pass (max. 1 assist per shot)*
- *BUT: not each last pass is automatically an assist*
- *An assist does NOT have to be a spectacular pass*
- *AND: not every spectacular pass is automatically an assist*





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# CRITERIA FOR STATISTICS

## 2: ASSISTS - BASIC PRINCIPLES

- *GENERAL: if the pass creates the play = assist; if the shooter creates the play = NO assist*
- *Criteria for assists:*
  - *Immediate reaction towards the basket*
  - *No other significant action by the shooter (fake, drive,...)*
  - *If the shooter considers other options NO assist*
  - *If the shooter dribbles once or twice before an open lay-up or dunk, it can still be an assist (e.g. fastbreak)*
  - *If in doubt, give the assist*
  - *Appr. 40-50% of FGM have a corresponding assist*

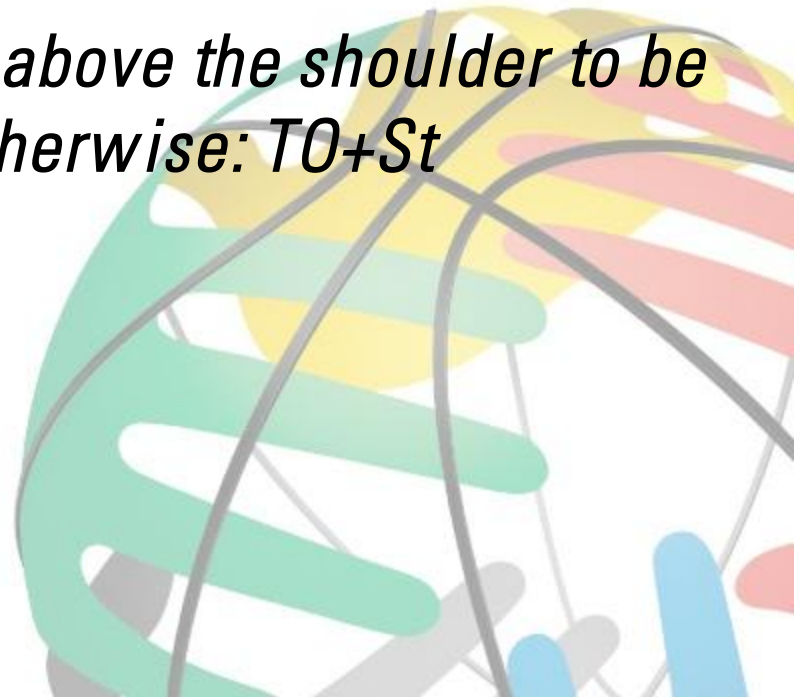




# CRITERIA FOR STATISTICS

## 3: BLOCK OR STEAL ?

- *EITHER FGA + Block + Reb OR Turnover + Steal*
- *Similar as for referee (act of shooting)*
- *BUT: usually ball has to be above the shoulder to be counted as FGA+Block - otherwise: TO+St*
- *If in doubt, it's a TO+St*
- *Quick decision*



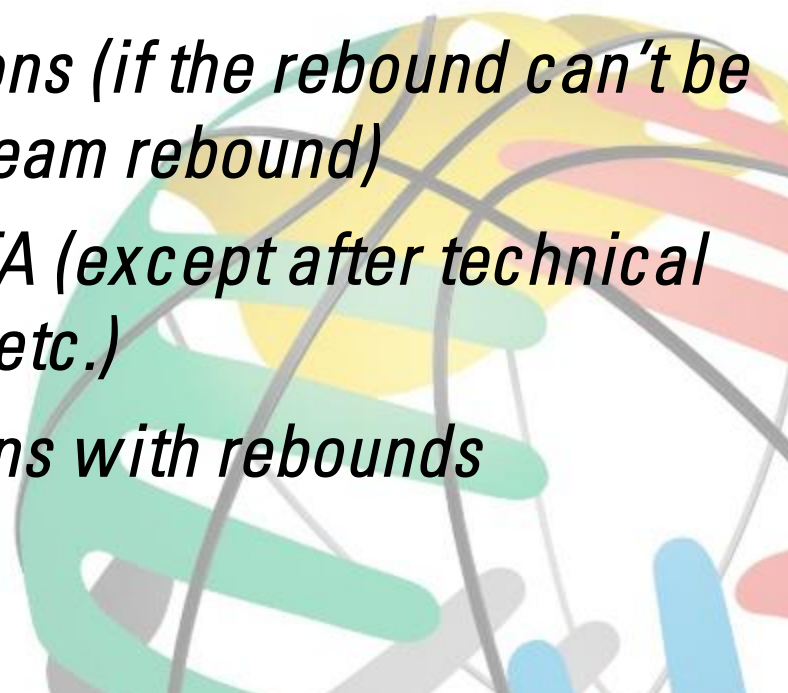


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## 4: REBOUNDS

- *After EVERY missed FGA*
- *Only exception is after buzzer (end of quarter, 24")*
- *There are NO other exceptions (if the rebound can't be awarded to a player it's a team rebound)*
- *After EVERY missed last FTA (except after technical foul, unsportsmanlike foul etc.)*
- *There are no other situations with rebounds*







# CRITERIA FOR STATISTICS

## 4: REBOUNDS

### ↘ *Team or player ?*

- *Ball goes out of bounds: usually team rebound*
- *Any other kind of violation/ foul: usually team rebound*
- *In all other situations the rebound is awarded to a player*
- *Jump ball situation: depending on situation*

### ↘ *Tipping of the ball*

- *A controlled tip is awarded as a rebound to the player tipping the ball*
- *After uncontrolled tipping of one/many players, the rebound is awarded to the player grabbing the ball afterwards*



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# CRITERIA FOR STATISTICS

## 5: FREE THROW VIOLATIONS

### ➤ *By shooter:*

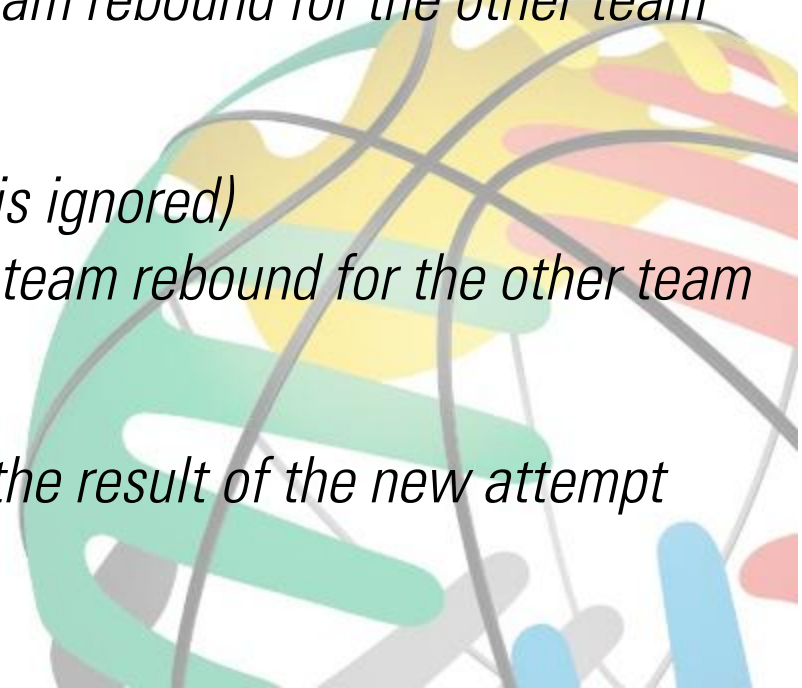
- *Missed FTA*
- *If last or only FT then also team rebound for the other team*

### ➤ *By offensive player:*

- *FTM if successful (violation is ignored)*
- *After missed last or only FT: team rebound for the other team*

### ➤ *By defensive player:*

- *Previous FT is ignored, only the result of the new attempt counts*



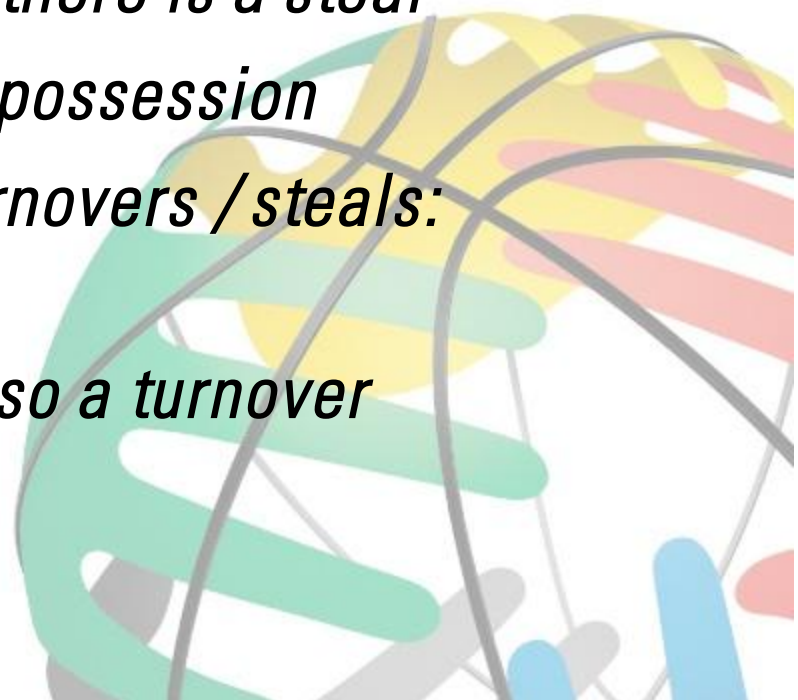


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# CRITERIA FOR STATISTICS

## 6: TURNOVERS / STEALS

- *For each steal there MUST be a turnover*
- *BUT: not for every turnover there is a steal*
- *There must be a change of possession*
- *Situations with multiple turnovers / steals:  
depending on shot-clock*
- *Offensive Foul is always also a turnover*





# CRITERIA FOR STATISTICS

## 6: TURNOVERS / VIOLATIONS

### ↘ *Time violations:*

- *3": always player*
- *5": always player*
- *8": always team*
- *24": always team*

### ↘ *Other violations (travelling, backcourt,...):*

- *ALWAYS player*
- *More important to identify player responsible for turnover rather than type of turnover*





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# CRITERIA FOR STATISTICS

## 6: STEALS

- *There must be significant action by the defensive player – simply picking up a loose ball is NOT a steal*
- *NO team steals*
- *Taking a charge or provoking a violation is NEVER a steal*
- *Violations NEVER have a corresponding steal*





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# CRITERIA FOR STATISTICS

## 6: TURNOVERS / STEALS - MISC.

### ➤ *Player deflecting a pass*

- *Steal always is awarded to the player deflecting the pass, not to the player catching the deflected pass*

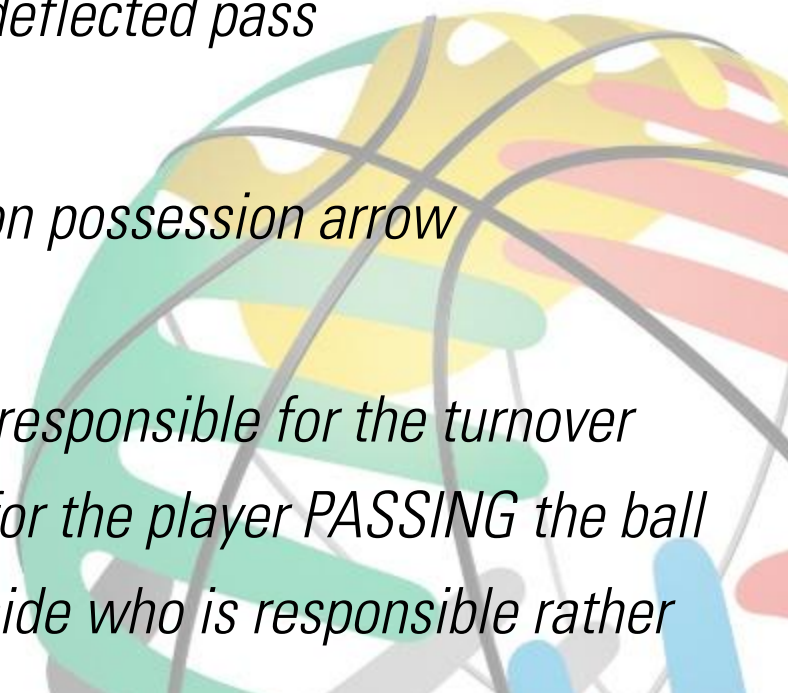
### ➤ *Jump-ball situations:*

- *Turnover / Steal depending on possession arrow*

### ➤ *Bad pass or fumbling?*

- *Scouter must decide who is responsible for the turnover*
- *Usually more responsibility for the player PASSING the ball*
- *Again, more important to decide who is responsible rather*

*than type of turnover*





# CRITERIA FOR STATISTICS

## 7: SCORING – FASTBREAK POINTS

- *Obvious what a fastbreak is*
  - *Before opponent has time to set their defence*
  - *Not out of a set-play*
- *Type of shot doesn't matter*
  - *Dunk / lay-up*
  - *2pts / 3pts jump-shot*
  - *Free throw*





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# CRITERIA FOR STATISTICS

## 7: SCORING – POINTS OFF TURNOVERS

- *All points scored in a possession following an opponent turnover*
- *Type of turnover doesn't matter*
- *Type of shot doesn't matter (1/2/3 pts)*
- *Time doesn't matter*
- *Does not necessarily have to be a fastbreak*







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# CRITERIA FOR STATISTICS

## 7: SCORING – SECOND CHANCE POINTS

- *All points scored after an offensive rebound*
- *Time doesn't matter (even 23 seconds after the rebound scoring still counts as a second chance point)*
- *Type of shot doesn't matter (even free throws)*

