# Data Dictionary for CBB Datasets

RK (Only in cbb20): The ranking of the team at the end of the regular season according to barttorvik

TEAM: The Division I college basketball school

CONF: The Athletic Conference in which the school participates in (A10 = Atlantic 10, ACC = Atlantic Coast Conference, AE = America East, Amer = American, ASun = ASUN, B10 = Big Ten, B12 = Big 12, BE = Big East, BSky = Big Sky, BSth = Big South, BW = Big West, CAA = Colonial Athletic Association, CUSA = Conference USA, Horz = Horizon League, Ivy = Ivy League, MAAC = Metro Atlantic Athletic Conference, MAC = Mid-American Conference, MEAC = Mid-Eastern Athletic Conference, MVC = Missouri Valley Conference, MWC = Mountain West, NEC = Northeast Conference, OVC = Ohio Valley Conference, P12 = Pac-12, Pat = Patriot League, SB = Sun Belt, SC = Southern Conference, SEC = South Eastern Conference, Slnd = Southland Conference, Sum = Summit League, SWAC = Southwestern Athletic Conference, WAC = Western Athletic Conference, WCC = West Coast Conference)

G: Number of games played

W: Number of games won

ADJOE: Adjusted Offensive Efficiency (An estimate of the offensive efficiency (points scored per 100 possessions) a team would have against the average Division I defense)

ADJDE: Adjusted Defensive Efficiency (An estimate of the defensive efficiency (points allowed per 100 possessions) a team would have against the average Division I offense)

BARTHAG: Power Rating (Chance of beating an average Division I team)

> Note from the developer of "Barthag" … I use Bill James' "pythagorean expectation" formula to calculate the actual rating, which I jokingly call its "Barthag" (a play on "pythag," which is the correct term). The Barthag is an estimate of what a team's chance of winning would be against the average DI team. So it is between 0 and 1, and higher is better.

> From each team's Barthag, we can use another Bill James creation, the log5 formula, to calculate their expected chance of winning against any other team. This allows me to do fun stuff like project records, and run simulations, etc.

EFG_O: Effective Field Goal Percentage Shot

EFG_D: Effective Field Goal Percentage Allowed

TOR: Turnover Percentage Allowed (Turnover Rate)

TORD: Turnover Percentage Committed (Steal Rate)

ORB: Offensive Rebound Percentage

DRB: Defensive Rebound Percentage

FTR : Free Throw Rate (How often the given team shoots Free Throws)

FTRD: Free Throw Rate Allowed

2P_O: Two-Point Shooting Percentage

2P_D: Two-Point Shooting Percentage Allowed

3P_O: Three-Point Shooting Percentage

3P_D: Three-Point Shooting Percentage Allowed

ADJ_T: Adjusted Tempo (An estimate of the tempo (possessions per 40 minutes) a team would have against the team that wants to play at an average Division I tempo)

WAB: Wins Above Bubble (The bubble refers to the cut off between making the NCAA March Madness Tournament and not making it)

POSTSEASON: Round where the given team was eliminated or where their season ended (R68 = First Four, R64 = Round of 64, R32 = Round of 32, S16 = Sweet Sixteen, E8 = Elite Eight, F4 = Final Four, 2ND = Runner-up, Champion = Winner of the NCAA March Madness Tournament for that given year)

SEED: Seed in the NCAA March Madness Tournament

YEAR: Season