

Effect of Defender Fouls on Shot Attempts

Team-by-Team Analysis

Generated on February 28, 2025

How to Interpret These Heatmaps

Each cell shows the difference in predicted shot attempts between high and low foul scenarios

Red cells: More shots attempted when defenders have high fouls

Blue cells: Fewer shots attempted when defenders have high fouls

White cells: Little to no effect of fouls on shot attempts

The heatmap reveals how the impact of defender fouls on shot attempts varies across teams, with red cells indicating scenarios where higher foul counts lead to significantly more shot attempts, while blue cells show situations where fouls have minimal or negative effects...suggesting that defensive strategy adjustments may be most beneficial in specific shot distance and defender proximity combinations.

Effect of Fouls on Shot Attempts: ATL

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

–0.00

–0.00

0.00

4–6 Feet – Open

0.00

–0.00

–0.00

2–4 Feet – Tight

0.00

0.00

0.00

0–2 Feet – Very Tight

0.00

–0.00

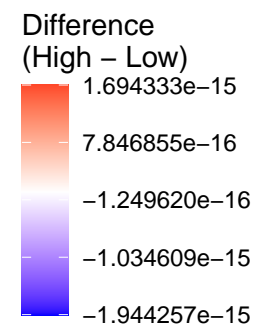
–0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: BKN

Difference between high and low foul scenarios

Defender Proximity

0–2 Feet – Very Tight

2–4 Feet – Tight

4–6 Feet – Open

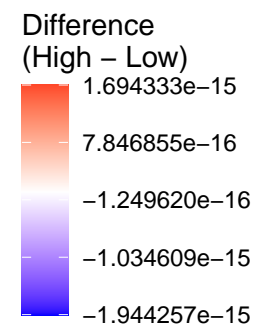
6+ Feet – Wide Open

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



–0.00

–0.00

0.00

–0.00

–0.00

–0.00

–0.00

–0.00

–0.00

0.00

0.00

–0.00

Effect of Fouls on Shot Attempts: BOS

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

0.00

–0.00

4–6 Feet – Open

0.00

0.00

0.00

2–4 Feet – Tight

–0.00

–0.00

0.00

0–2 Feet – Very Tight

0.00

–0.00

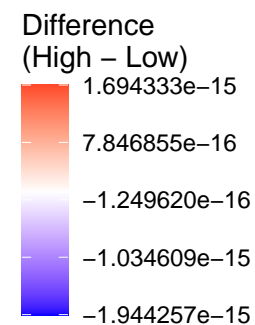
0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: CHA

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

–0.00

–0.00

4–6 Feet – Open

0.00

–0.00

–0.00

2–4 Feet – Tight

–0.00

0.00

0.00

0–2 Feet – Very Tight

0.00

0.00

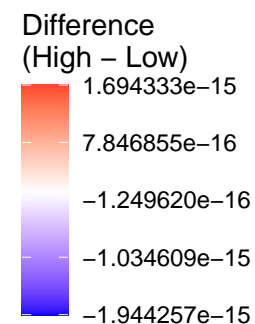
–0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: CHI

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

-0.00

-0.00

-0.00

4–6 Feet – Open

0.00

0.00

-0.00

2–4 Feet – Tight

0.00

0.00

0.00

0–2 Feet – Very Tight

-0.00

-0.00

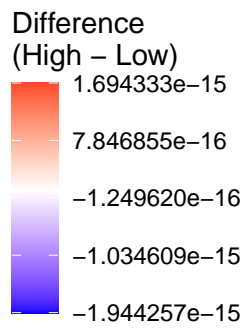
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10_through_23_ft

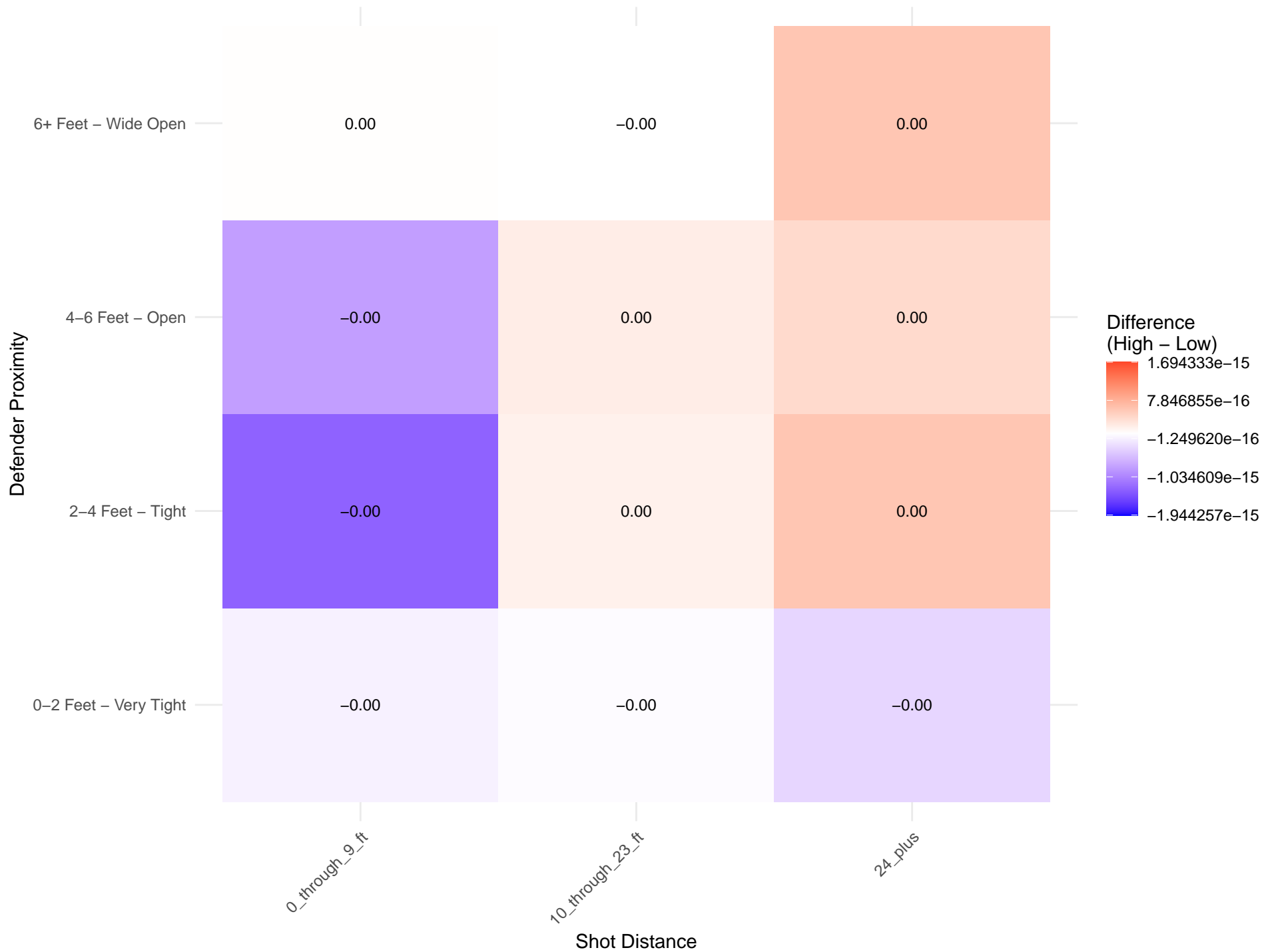
24_plus

Shot Distance



Effect of Fouls on Shot Attempts: CLE

Difference between high and low foul scenarios



Effect of Fouls on Shot Attempts: DAL

Difference between high and low foul scenarios

Defender Proximity

0–2 Feet – Very Tight

2–4 Feet – Tight

4–6 Feet – Open

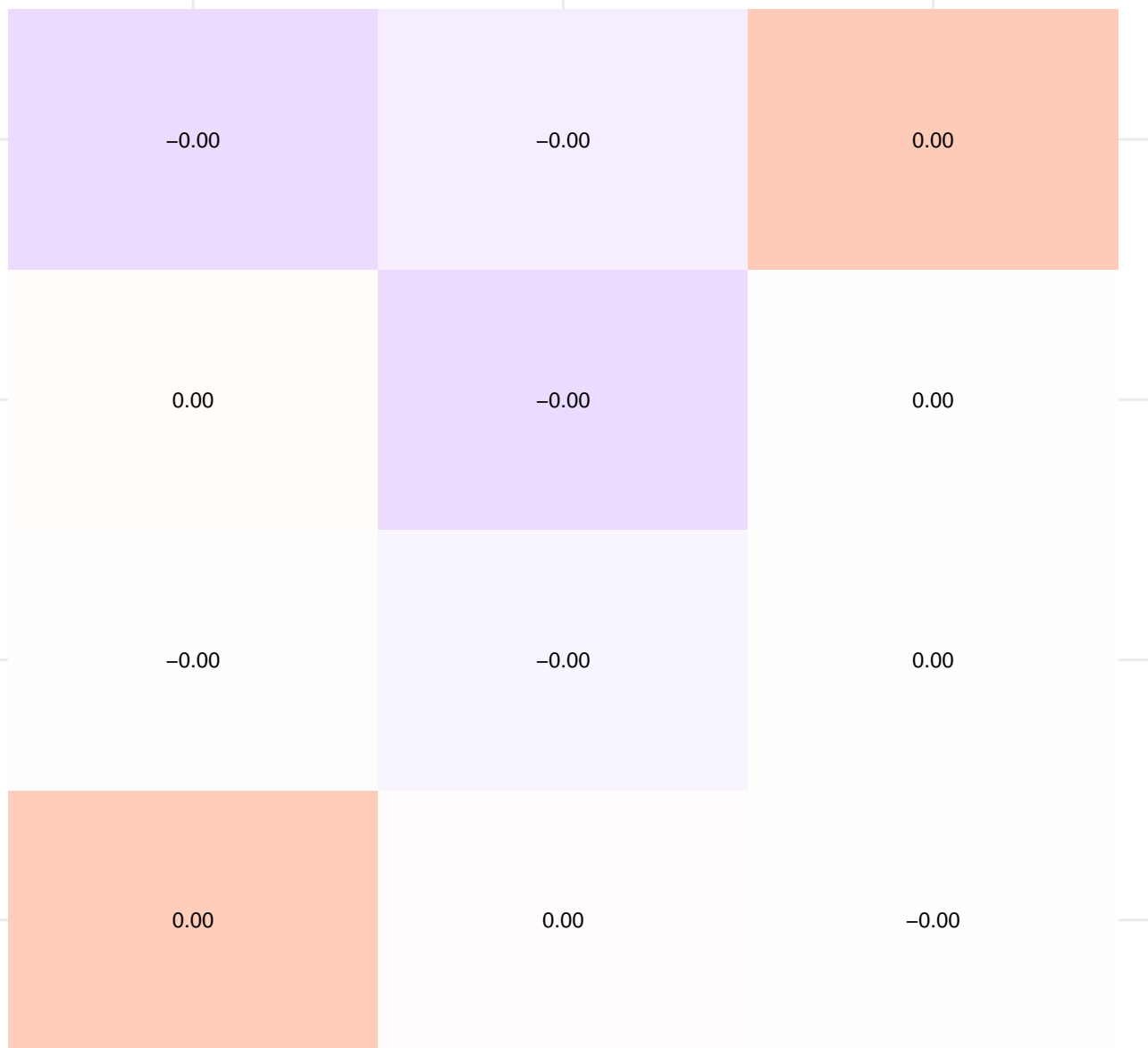
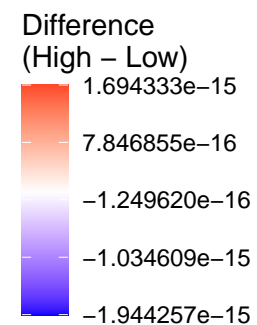
6+ Feet – Wide Open

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: DEN

Difference between high and low foul scenarios

Defender Proximity

0–2 Feet – Very Tight

2–4 Feet – Tight

4–6 Feet – Open

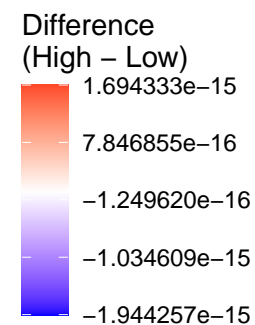
6+ Feet – Wide Open

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



0.00

0.00

0.00

-0.00

-0.00

-0.00

0.00

0.00

-0.00

-0.00

0.00

0.00

Effect of Fouls on Shot Attempts: DET

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

–0.00

–0.00

0.00

4–6 Feet – Open

–0.00

–0.00

–0.00

2–4 Feet – Tight

0.00

0.00

0.00

0–2 Feet – Very Tight

0.00

–0.00

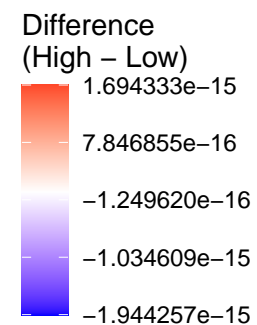
0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: GSW

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

0.00

–0.00

4–6 Feet – Open

0.00

0.00

–0.00

2–4 Feet – Tight

0.00

0.00

–0.00

0–2 Feet – Very Tight

–0.00

0.00

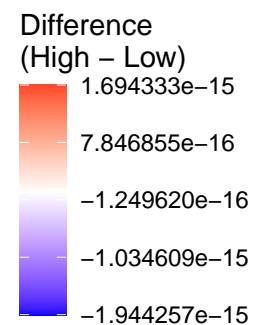
–0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: HOU

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

–0.00

0.00

–0.00

4–6 Feet – Open

–0.00

–0.00

0.00

2–4 Feet – Tight

–0.00

0.00

0.00

0–2 Feet – Very Tight

0.00

0.00

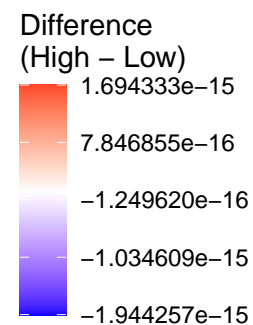
–0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: IND

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

-0.00

0.00

4–6 Feet – Open

0.00

0.00

0.00

2–4 Feet – Tight

0.00

0.00

0.00

0–2 Feet – Very Tight

-0.00

0.00

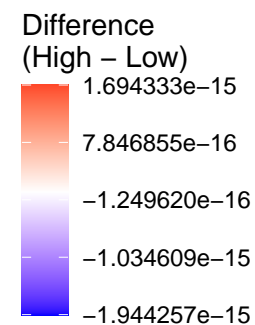
-0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: LAC

Difference between high and low foul scenarios

Defender Proximity

0–2 Feet – Very Tight

2–4 Feet – Tight

4–6 Feet – Open

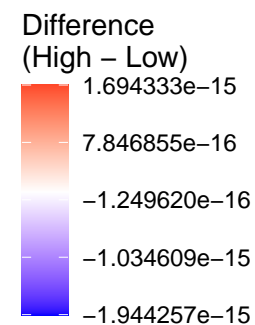
6+ Feet – Wide Open

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



–0.00

–0.00

0.00

0.00

–0.00

–0.00

0.00

–0.00

0.00

–0.00

0.00

0.00

Effect of Fouls on Shot Attempts: LAL

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

4–6 Feet – Open

2–4 Feet – Tight

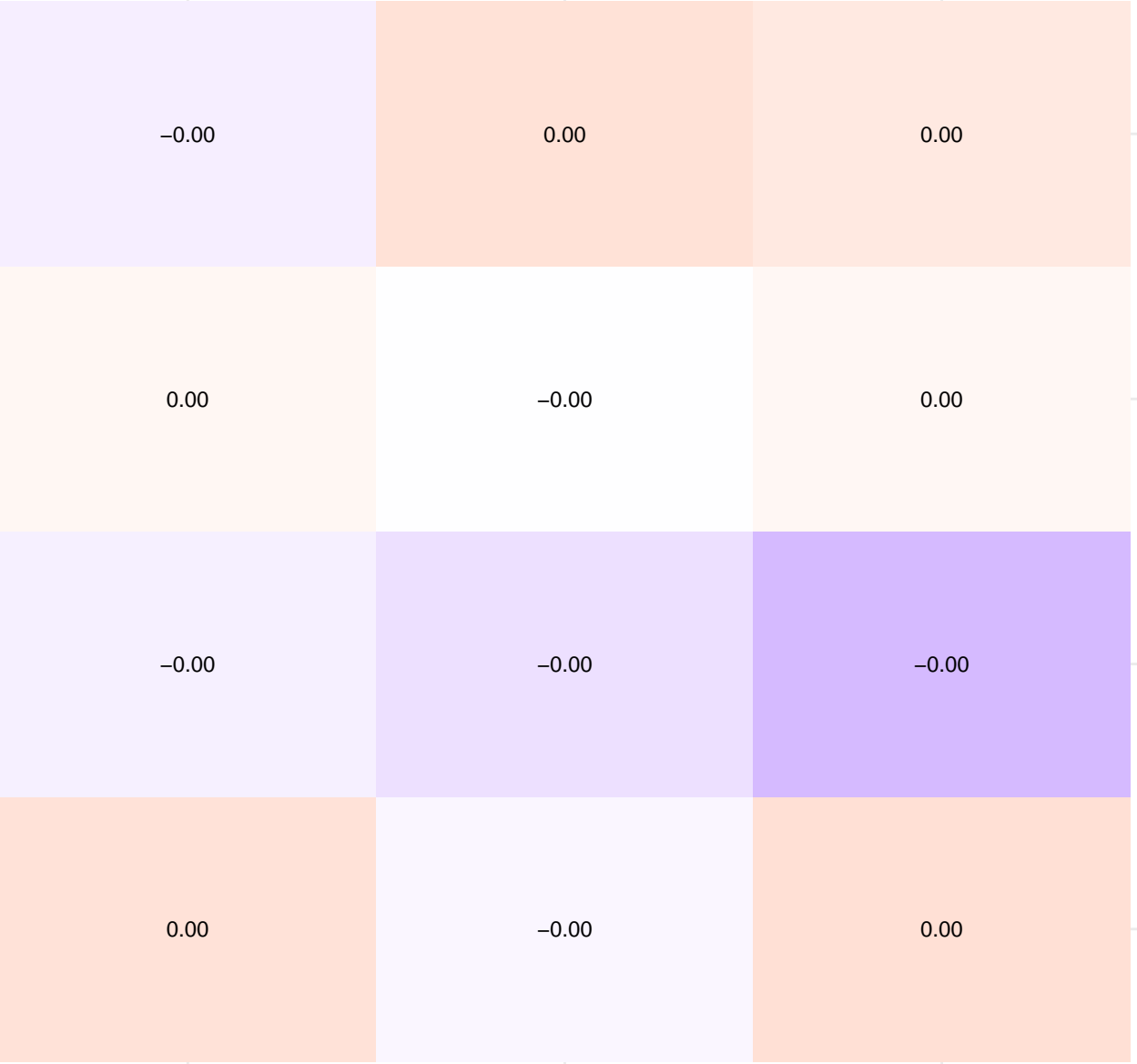
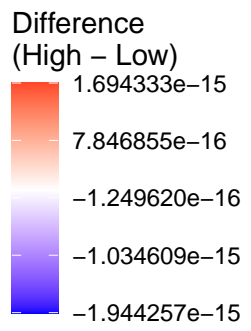
0–2 Feet – Very Tight

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: MEM

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

–0.00

–0.00

–0.00

4–6 Feet – Open

–0.00

0.00

0.00

2–4 Feet – Tight

0.00

–0.00

–0.00

0–2 Feet – Very Tight

0.00

0.00

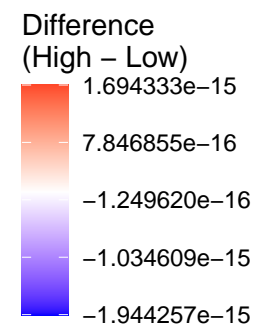
0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: MIA

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

0.00

–0.00

4–6 Feet – Open

0.00

0.00

0.00

2–4 Feet – Tight

0.00

–0.00

0.00

0–2 Feet – Very Tight

–0.00

0.00

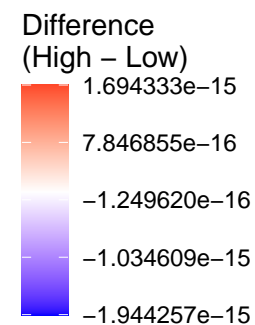
–0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: MIL

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

-0.00

0.00

4–6 Feet – Open

0.00

-0.00

-0.00

2–4 Feet – Tight

0.00

-0.00

-0.00

0–2 Feet – Very Tight

0.00

-0.00

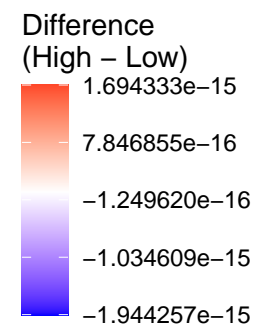
0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: MIN

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

–0.00

0.00

0.00

4–6 Feet – Open

–0.00

0.00

–0.00

2–4 Feet – Tight

–0.00

0.00

–0.00

0–2 Feet – Very Tight

–0.00

–0.00

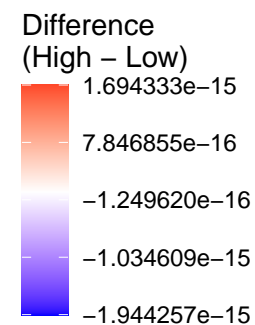
0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: NOP

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

0.00

0.00

4–6 Feet – Open

–0.00

–0.00

0.00

2–4 Feet – Tight

0.00

–0.00

0.00

0–2 Feet – Very Tight

0.00

0.00

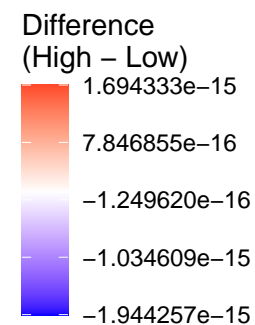
0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: NYK

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

4–6 Feet – Open

2–4 Feet – Tight

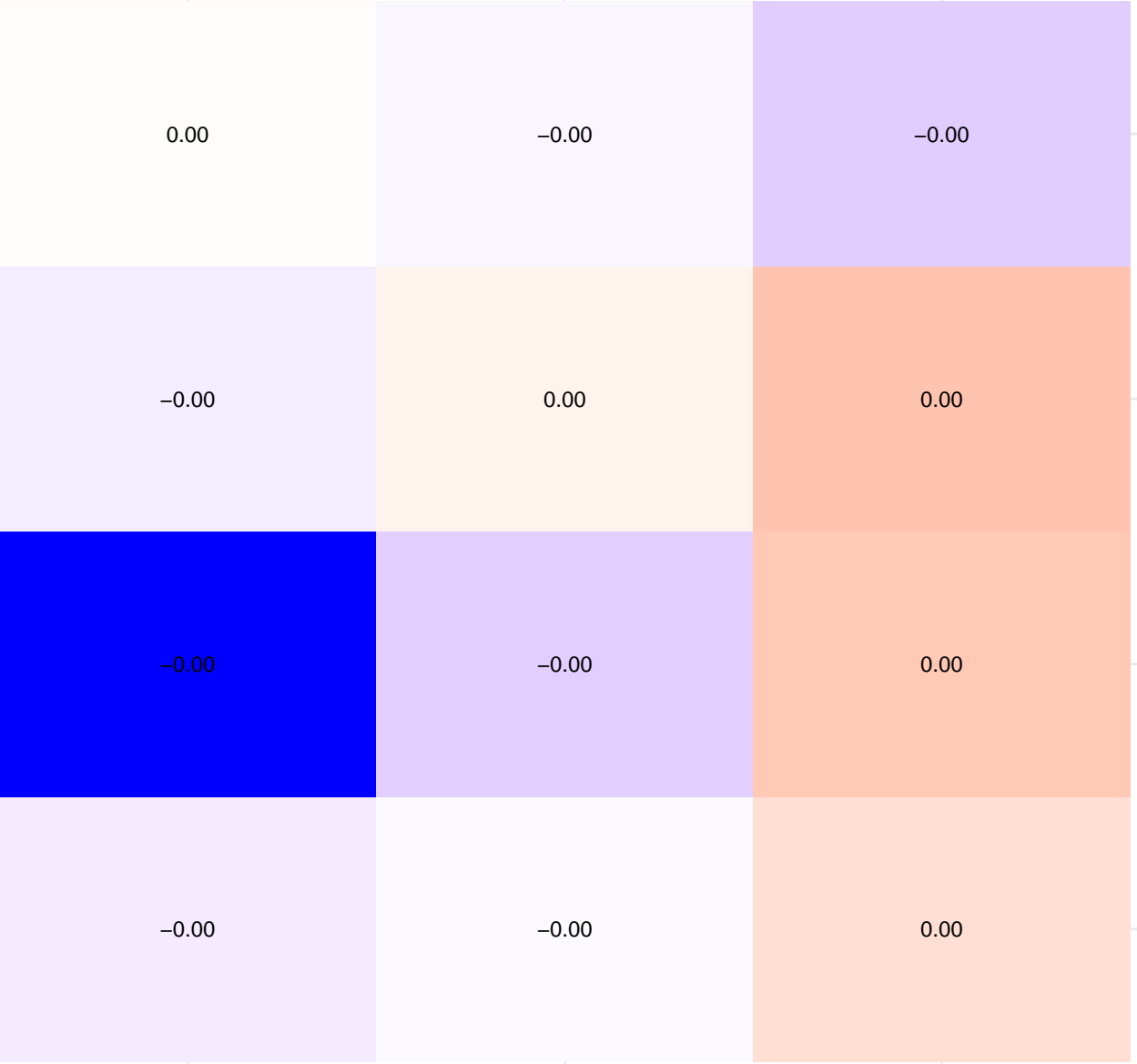
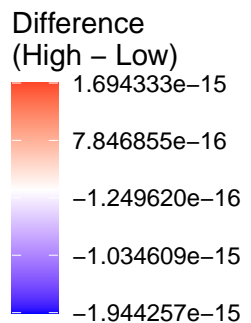
0–2 Feet – Very Tight

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: OKC

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

-0.00

-0.00

4–6 Feet – Open

-0.00

-0.00

0.00

2–4 Feet – Tight

-0.00

0.00

-0.00

0–2 Feet – Very Tight

-0.00

-0.00

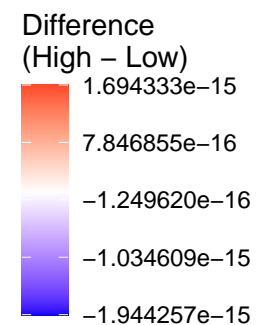
-0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: ORL

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

–0.00

0.00

0.00

4–6 Feet – Open

–0.00

0.00

–0.00

2–4 Feet – Tight

–0.00

0.00

0.00

0–2 Feet – Very Tight

–0.00

0.00

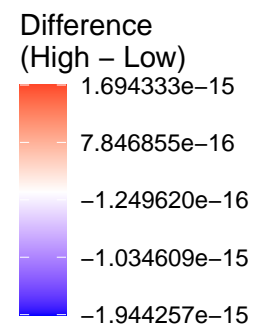
0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: PHI

Difference between high and low foul scenarios

Defender Proximity

0–2 Feet – Very Tight

2–4 Feet – Tight

4–6 Feet – Open

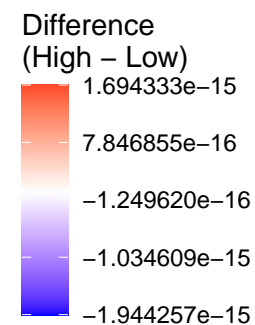
6+ Feet – Wide Open

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



–0.00

0.00

0.00

–0.00

0.00

–0.00

–0.00

0.00

–0.00

0.00

–0.00

–0.00

Effect of Fouls on Shot Attempts: PHX

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

-0.00

0.00

4–6 Feet – Open

-0.00

0.00

-0.00

2–4 Feet – Tight

0.00

-0.00

-0.00

0–2 Feet – Very Tight

-0.00

-0.00

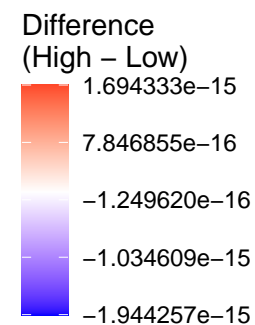
0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: POR

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

0.00

0.00

4–6 Feet – Open

–0.00

–0.00

–0.00

2–4 Feet – Tight

0.00

–0.00

0.00

0–2 Feet – Very Tight

–0.00

0.00

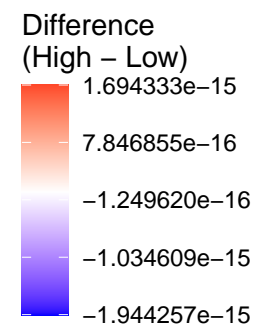
–0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: SAC

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

–0.00

0.00

4–6 Feet – Open

0.00

–0.00

–0.00

2–4 Feet – Tight

0.00

0.00

0.00

0–2 Feet – Very Tight

–0.00

–0.00

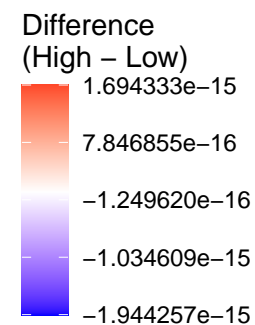
–0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: SAS

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

4–6 Feet – Open

2–4 Feet – Tight

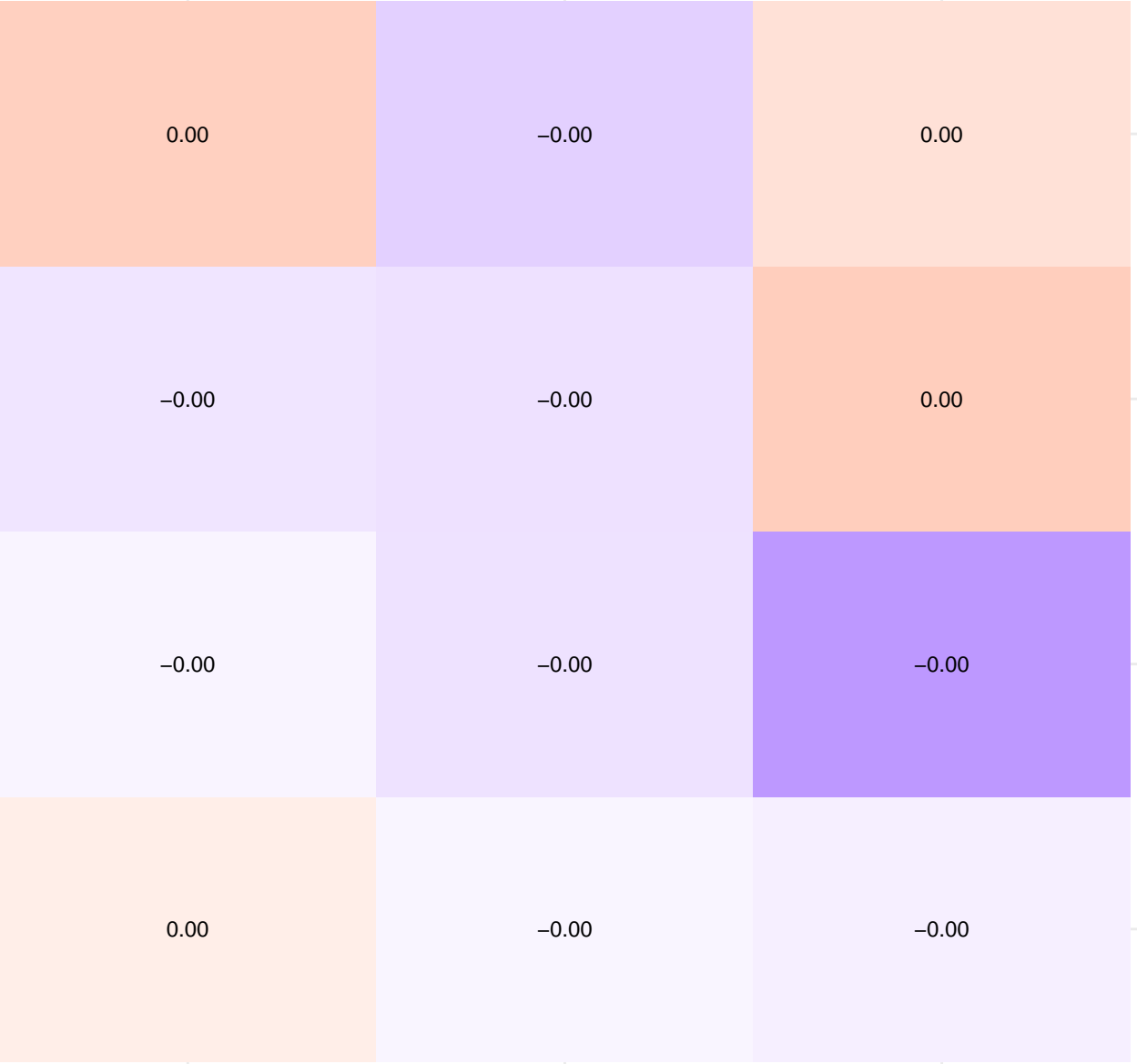
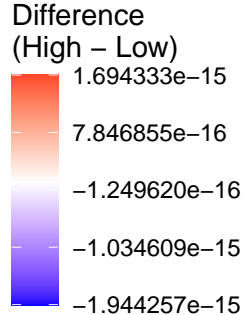
0–2 Feet – Very Tight

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: TOR

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

-0.00

0.00

4–6 Feet – Open

0.00

0.00

0.00

2–4 Feet – Tight

0.00

-0.00

-0.00

0–2 Feet – Very Tight

-0.00

-0.00

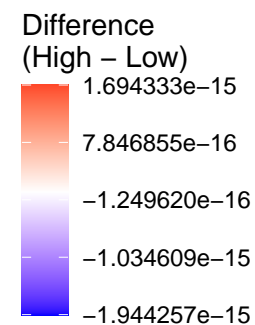
0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: UTA

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

0.00

0.00

0.00

4–6 Feet – Open

0.00

–0.00

0.00

2–4 Feet – Tight

–0.00

–0.00

–0.00

0–2 Feet – Very Tight

0.00

–0.00

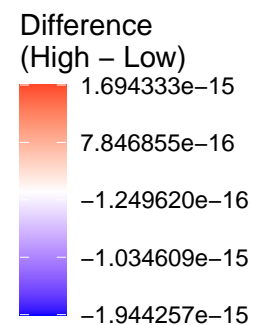
–0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Effect of Fouls on Shot Attempts: WAS

Difference between high and low foul scenarios

Defender Proximity

6+ Feet – Wide Open

–0.00

–0.00

–0.00

4–6 Feet – Open

–0.00

–0.00

–0.00

2–4 Feet – Tight

–0.00

0.00

–0.00

0–2 Feet – Very Tight

0.00

–0.00

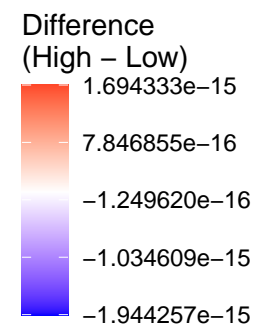
0.00

0_through_9_ft

10_through_23_ft

24_plus

Shot Distance



Teams Ranked by Range of Foul Effects

Larger values indicate teams with more variable effects across contexts

