



Evaluating the Impact of Contextual Factors on Shot Success in Basketball

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Purpose



GOAL: EXAMINE HOW DEFENSIVE PRESSURES AFFECT SHOT SUCCESS AND IDENTIFY AFFECTIVE STRATEGIES



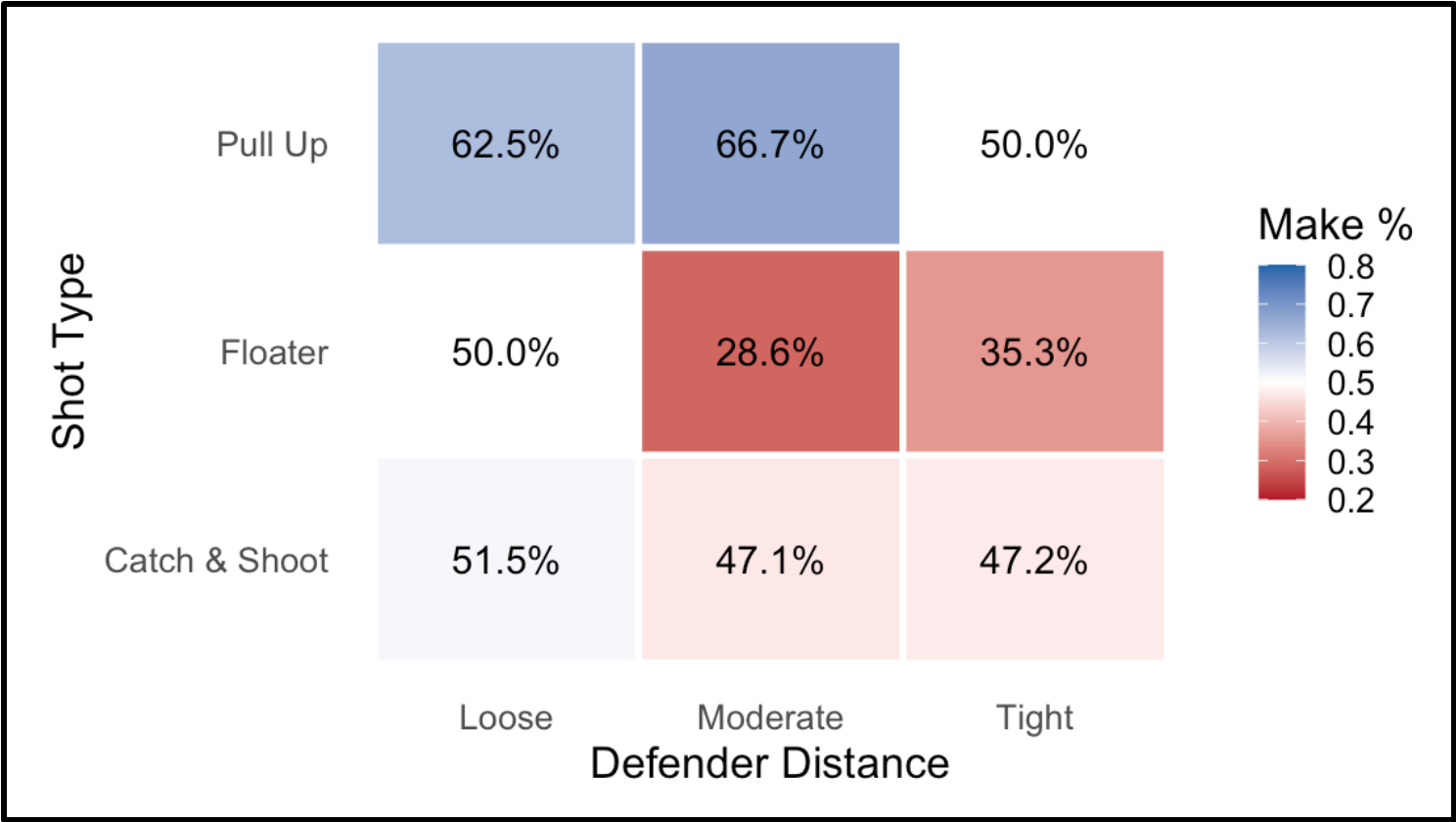
HYPOTHESES: DEFENDER DISTANCE & HAND POSITION MOST INFLUENCE SHOT OUTCOME

Data Collection

- Observed 5 NBA games
- Manually recorded each shot using shared criteria
- Collected:
 - Shot type: Floater, Pull-Up, and Catch & Shoot
 - Defender distance: Loose, Moderate, and Tight
 - Hand up/down: 0/1
 - Shot outcome: Make/Miss
- Total shots: 253



How Shot Types Respond to Defensive Pressure



Contest Difficulty Index (CDI)



Contest Difficulty Index

=



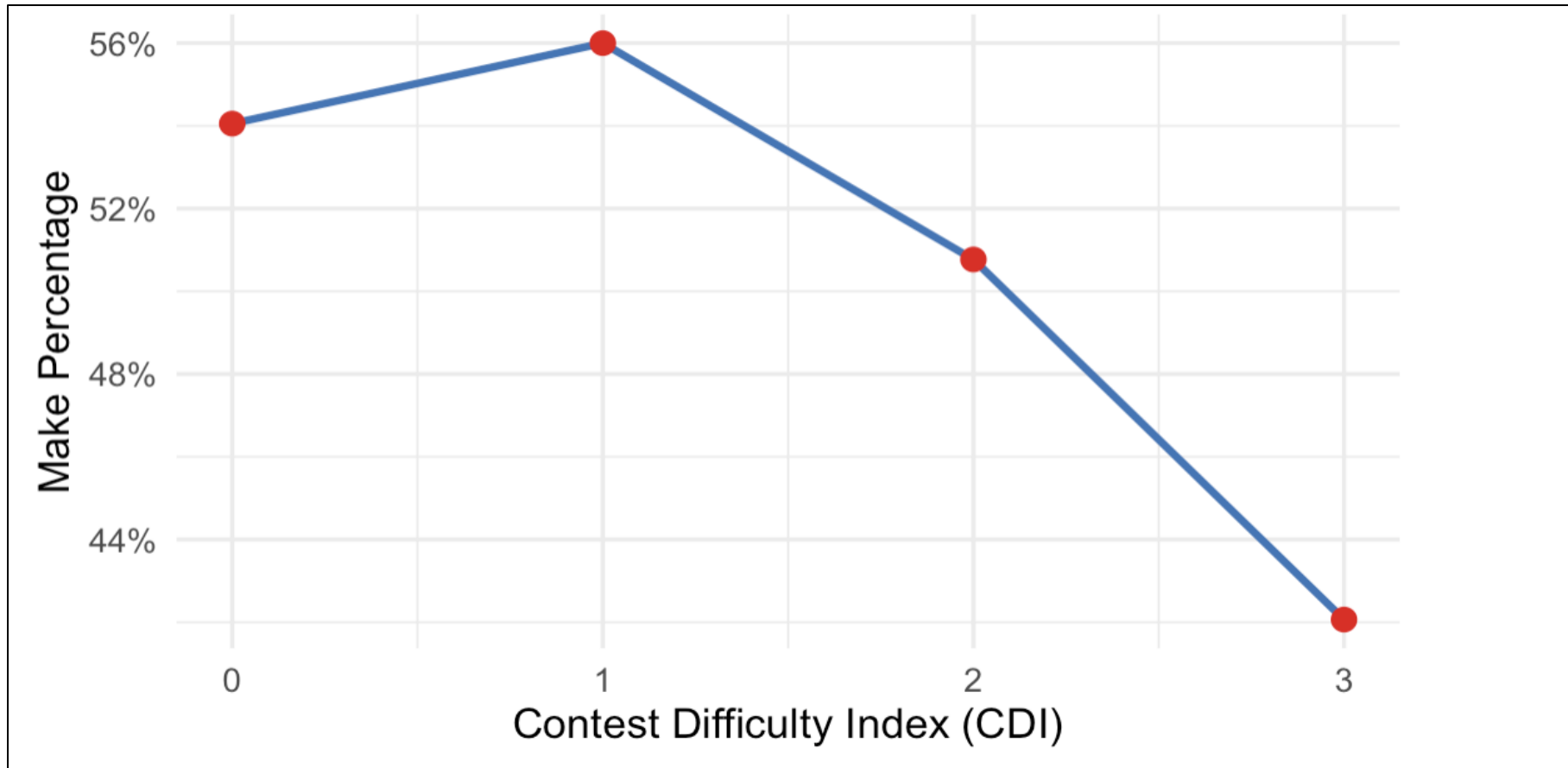
Hand

+



Defender Distance

Shot Success by Contest Difficulty (CDI)





Shot Value Across Locations (EPPS)

- Needed to evaluate shot value, not just shot success
- Created a metric to evaluate the expected value of specific shots

$$\text{Expected Points per Shot} = \frac{\text{Total Points Scored in the Group}}{\text{Total Shots}}$$

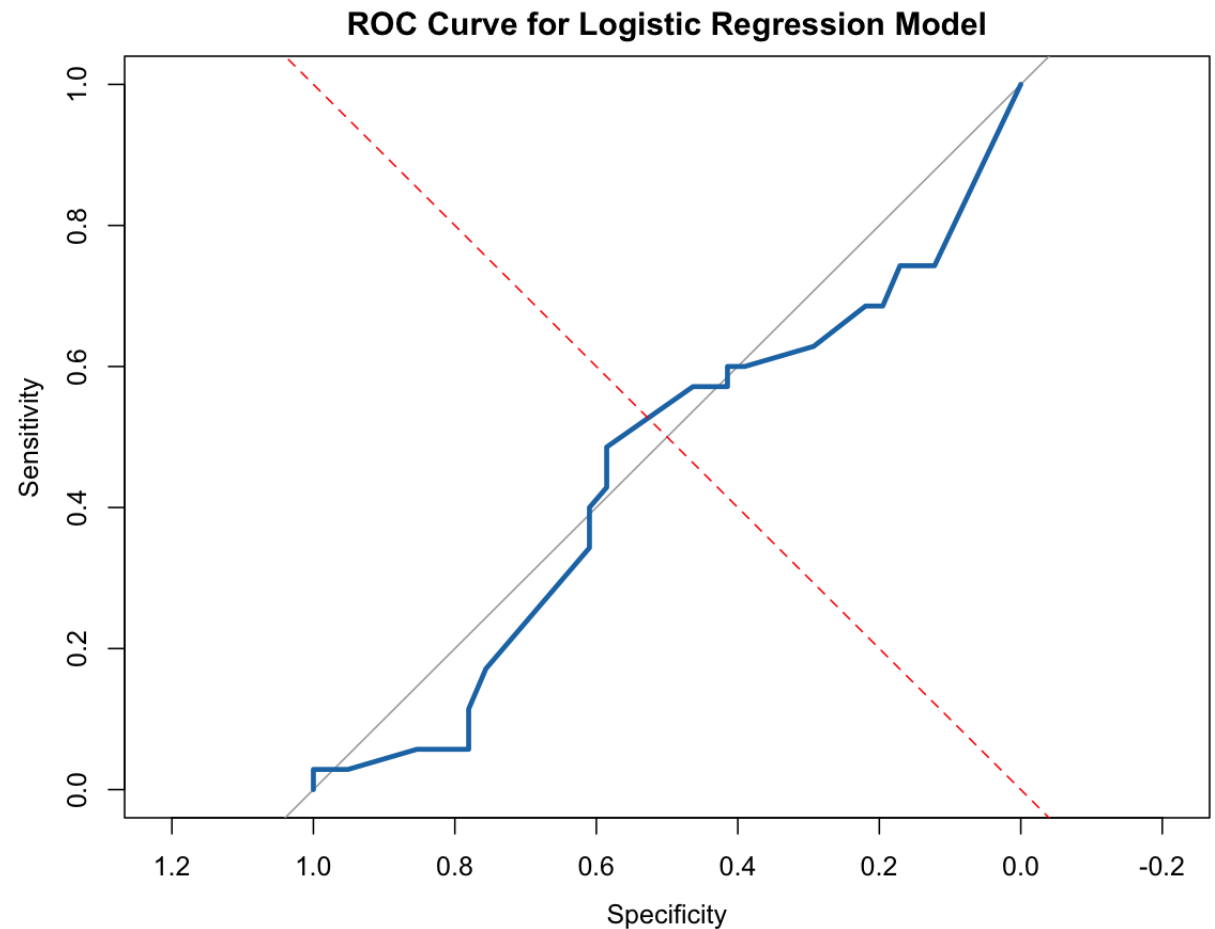
Location	Attempts	Makes	Field Goal Percentage	Expected Points per Shot
Paint	62	22	0.452	0.903
Mid	48	28	0.458	0.917
Three	143	70	0.49	1.47

Shot Value Based on Defense



Predicting Shot Outcome

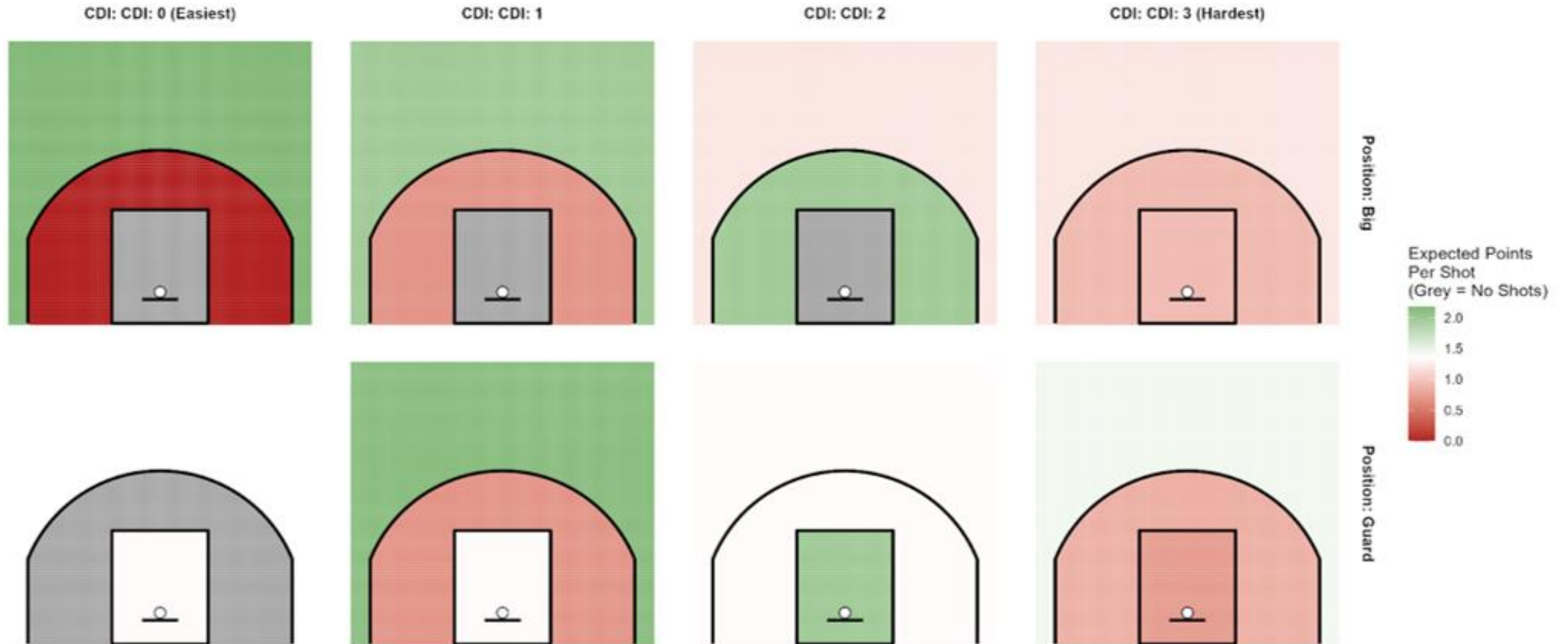
- Logistic Regression
- All our variables as is
- 48.7% accuracy
- No significant variables



Shot Value Across CDI and Player Position

Shot Efficiency Heatmap: Position vs. Contest Difficulty Index (CDI)

Zones: Paint, Mid-Range, Three-Point. CDI ranges from 0 (Easiest) to 3 (Hardest)



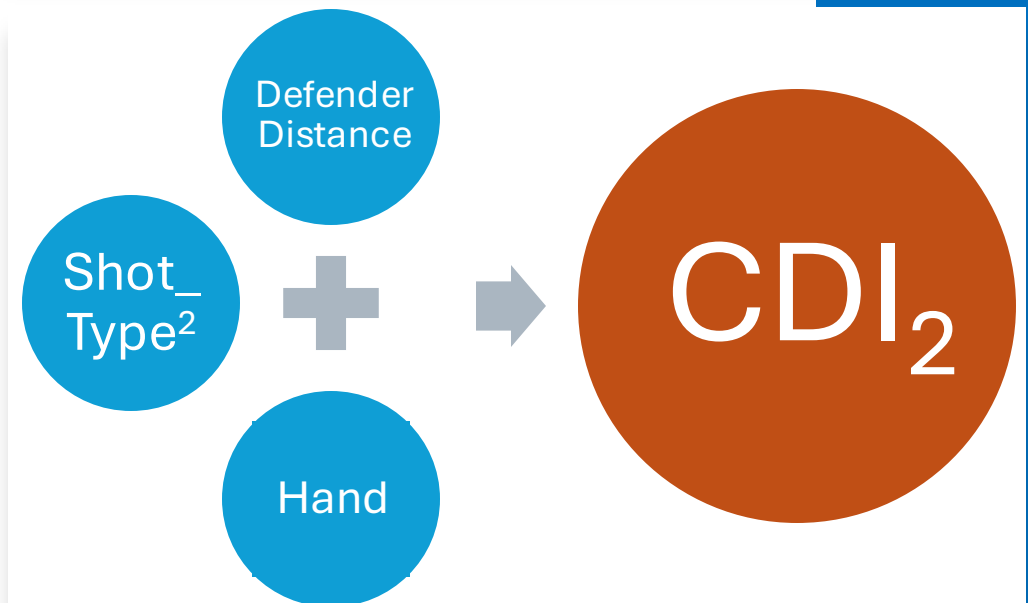
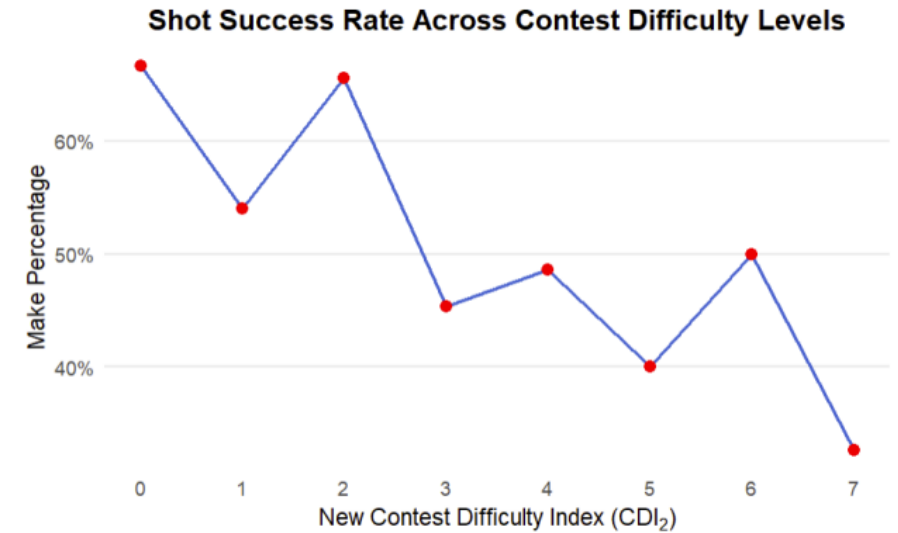
CDI₂: Better Measure of Contest Quality

Continues the same trend as the previous CDI, but now ranges from 0 to 7

Follows the success rate of the type of shots completed

Captures non-linear jump in shot difficulty from pull-ups → floaters

Becomes a statistically significant predictor of Makes. $p=.009 < .01$



Next Steps & Future Improvements



IMPROVE DATA QUALITY



ADD MISSING GAME
CONTEXT



STRENGTHEN
MODELING APPROACH



Thank You!