2016 NBA Basketball Analytics Hackathon Data Dictionary

This document contains information about each of the datasets that the NBA has provided to the Hackathon competitors. Each dataset below is accompanied by a small paragraph describing the information contained in the dataset and a description of each of the columns/variables in the dataset.

Hackathon_sv_possession_summary_2014-15 and Hackathon_sv_possession_summary_2015-16

Overview: These datasets summarize possessions of the 2014-15 and 2015-16 NBA regular seasons and playoffs. Using data collected from the SportVU cameras, information about each possession is aggregated including counting stats for statistics such as number of passes on the possession, number of dribbles on the possession, and the possession result.

Variable Name	Description
SEASON	The year as of the first game of the season.
GAME_DATE	The date of the game.
GAME_ID	The NBA Game ID for a specific game. The 8 digits represent the following: xyyzzzzz. The x represents regular (2) vs. postseason (4). The yy represents the season in which the game took place (e.g. '98' = games for the 1998-99 season; '10' for 2010-2011. The zzzzz is the 5-digit ID for the game number of the season; in the current format of 82 games per team, there are 1230 total NBA games through the season, so zzzzz goes from 00001 – 01230.
SV_GAME_ID	A 10 digit code using the game date and game number. This ID is uniform across all columns with the "SV_GAME_ID" name and can be used for linking data sets.
POS_TEAM	The offensive team on the play.
TEAM_ID	A 10 digit code unique to each of the 30 NBA teams. This code is can be used to link datasets.
SV_TEAM_ID	Another code unique to each of the 30 NBA teams. We recommend using the TEAM_ID column on all merges.
PERIOD	The associated period of the possession (e.g. 1 = First Quarter and 8 = Fourth Overtime Period).
GAME_CLOCK_START	The game clock time at the start of the possession.
GAME_CLOCK_END	The game clock time at the end of the possession.
POSSESSION_LENGTH	The absolute different between GAME_CLOCK_START and GAME_CLOCK_END.
POS_RESULT	The final result of the possession.
POINTS	The number of points scored on the possession.
DRIBBLES	The number of dribbles taken on the possession.
PASSES	The number of passes made on the possession.
TOUCHES	The number of times a different player possessed the ball on the possession. This is not unique.

Hackathon_sv_rebound_summary_2014-15 and Hackathon_sv_rebound_summary_2015-16

Overview: These datasets contain detailed information on rebounds from the 2014-15 and 2015-16 regular seasons and playoffs. The datasets summarize data collected from the SportVU cameras and contains information on the distance of the rebound, the number of players contesting the rebound, and the distance of the shot.

Variable Name	Description
SEASON	The year as of the first game of the season.
GAME_DATE	The date of the game.
GAME_ID	The NBA Game ID for a specific game. The 8 digits represent the following: xyyzzzzz. The x represents regular (2) vs. postseason (4). The yy represents the season in which the game took place (e.g. '98' = games for the 1998-99 season; '10' for 2010-2011. The zzzzz is the 5-digit ID for the game number of the season; in the current format of 82 games per team, there are 1230 total NBA games through the season, so zzzzz goes from 00001 – 01230.
SV_GAME_ID	A 10 digit code using the game date and game number. This ID is uniform across all columns with the "SV_GAME_ID" name and can be used for linking data sets.
REBOUNDER_ID	The unique player ID of the player who secured the rebound. This ID can be linked to the "Hackathon_player_names_matched_team" dataset.
SV_REBOUNDER_ID	Another unique player ID that can be used to link different datasets.
REBOUNDER_TEAM	The team name of the player who secured the rebound.
REBOUNDER_TEAM_ID	ID number of the team, as referenced in the NBA play-by-play database.
REBOUNDER_SV_TEAM_ID	ID number of the team, as referenced in the SportVU database.
PERIOD	The associated period of the rebound event (e.g. 1 = First Quarter and 8 = Fourth Overtime Period)
GAME_CLOCK	The time left in the period when the rebound was secured
WALL_CLOCK	The real time in Unix format.
REB_TYPE	Offensive or defensive.
REB_DIST	The number of feet away from the hoop the player was when the rebound was secured.
NUM_PLAYERS_CONTESTING_REBOUND	The number of players who attempted to secure the rebound. Does not include the rebounder.
SHOOTER_PERSON_ID	The unique player ID of the player who took the shot. This ID can be used to link different data sets.
SHOOTER_SV_PLAYER_ID	Another unique player ID of the player who took the shot.
PTS_TYPE	The number of points the shot was worth.
SHOT_DIST	The distance of the shot taken in feet.

Hackathon_sv_shot_summary_2014-15 and Hackathon_sv_shot_summary_2015-16

Overview: These datasets contain information on shots taken in the 2014-15 and 2015-16 regular season and playoffs. Using the data collected from the SportVU cameras these datasets contain information such as the shot distance and information on the closest defender.

Variable Name	Description
SEASON	The year as of the first game of the season,
GAME_ID	The NBA Game ID for a specific game. The 8 digits represent the following: xyyzzzzz. The x represents regular (2) vs. postseason (4). The yy represents the season in which the game took place (e.g. '98' = games for the 1998-99 season; '10' for 2010-2011. The zzzzz is the 5-digit ID for the game number of the season; in the current format of 82 games per team, there are 1230 total NBA games through the season, so zzzzz goes from 00001 – 01230.
SV_GAME_ID	A 10 digit code using the game date and game number. This ID is uniform across all columns with the "SV_GAME_ID" name and can be used for linking data sets
GAME_DATE	The date of the game,
TEAM_ID	ID number of the team, as referenced in the NBA play-by-play database.
SV_TEAM_ID	ID number of the team, as referenced in the SportVU database.
SHOT_TAKER_TEAM	The associated team of the player taking the shot.
PERSON_ID	The unique player ID of the player who shot the ball. This ID can be linked to the "Hackathon_player_names_matched_team" dataset.
SV_PLAYER_ID	Another unique player ID that can be used to link different datasets.
SHOT_RESULT	Made or missed.
PERIOD	The associated period of the rebound event (e.g. 1 = First Quarter and 8 = Fourth Overtime Period).
GAME_CLOCK	The time left in the period when the rebound was secured,
WALL_CLOCK	The real time in Unix format.
DRIBBLES	The number of dribbles taken by the shot taker before the shot.
SHOT_DIST	The shot distance from the hoop.
TOUCH_TIME	The amount of time the player possessed the ball before the shot.
CLOSE_DEF_PERSON_ID	The player ID of the closest defender to the shooter.
CLOSE_DEF_SV_PLAYER_ID	Another unique identifier of the closest defender to the shooter.
CLOSE_DEF_DIST	The distance between the closest defender to the shooter in feet.
PT_VALUE	The value of the shot if made.
PTS	The total points scored on the shot.

Hackathon_teamid_link

Overview: This dataset is reference to match team's names across SportVU and NBA Play-by-Play data. Below are the definitions for the variables in the dataset.

VARIABLE	DESCRIPTION
Team.Name	NBA Team Name.
SV_Team_ID	ID number of the team, as referenced in the SportVU database.
Team_ID	ID number of the team, as referenced in the NBA play-by-play database.

Half Court and Full Court Images

Full Court overview: This is a JPEG for use with the SportVU court. The coordinate system of SportVU is a simple X-Y coordinate chart in the first quadrant, with (0,0) corresponding to the bottom-left corner of the court. The Y-axis range is (0, 50), and the X-axis range is (94, 0), though these numbers may be exceeded in cases when SportVU has some noise in the data or the ball goes out of bounds. The center of the court is at (47, 25). The left basket closest to the origin is at (5.25, 25). On the left side of the court, the point of intersection of the left side of the key with the baseline is at (0, 33), while the intersection of the right side of the key with the baseline is at (0, 17).

Half Court overview: Please appropriately transform the SportVU data in accordance with the instructions for the full court to work on the half court.

Hackathon_player_names_matched_team

Overview: This dataset matches player names with their person ID, team they played for at the time, and game in which they played in. Below are the definitions for each variable.

VARIABLE	DESCRIPTION
Team_id	ID number of the team, as referenced in the NBA play-by-play database.
Game_id	The NBA Game ID for a specific game. The 8 digits represent the following: xyyzzzzz. The x represents regular (2) vs. postseason (4). The yy represents the season in which the game took place (e.g. '98' = games for the 1998-99 season; '10' for 2010-2011. The zzzzz is the 5-digit ID for the game number of the season; in the current format of 82 games per team, there are 1230 total NBA games through the season, so zzzzz goes from 00001 – 01230.
Person_id	The NBA Person ID for a player.
Name	A player's name.
Team_Name	The team for which the corresponding player was playing for during the corresponding game.

Hackathon_play_by_play

Overview: This dataset is the official NBA log of play-by-play data from the 2006-07 season to the 2015-16 season, inclusive of playoffs. Below are the definitions for each variable.

VARIABLE	DESCRIPTION
Event_Msg_Type	The NBA event message type corresponding with the Event_Description column.
Game_id	The NBA Game ID for a specific game. The 8 digits represent the following: xyyzzzzz. The x represents regular (2) vs. postseason (4). The yy represents the season in which the game took place (e.g. '98' = games for the 1998-99 season; '10' for 2010-2011. The zzzzz is the 5-digit ID for the game number of the season; in the current format of 82 games per team, there are 1230 total NBA games through the season, so zzzzz goes from 00001 – 01230.
Event_Num	The sequenced order of events that happened during the game.
Period	The associated period of the play (e.g. 1 = First Quarter and 8 = Fourth Overtime Period).
Home_PTS	The number of points that the home team has at the moment of play. When a shot is made, the number of points is not updated until the next line item of the play-by-play. For example, if Player A makes a jump shot at time T, the score is not reflected until time T+1.
Visitor_PTS	The number of points that the visiting team has at the moment of play. When a shot is made, the number of points is not updated until the next line item of the play-by-play. For example, if Player A makes a jump shot at time T, the score is not reflected until time T+1.
Home_Team_id	ID number of the home team, as referenced in the NBA play-by-play database.
Away_Team_id	ID number of the away team, as referenced in the NBA play-by-play database.
PC_Time	The amount of time left on the official play clock time. This time runs from 0 to 7200, and counts in tenths of a second. Thus, because there are 12 minutes in a quarter, the clock counts up to 12*60 = 720 seconds, which equates to 7200 tenths of a second. This clock counts in descending time.
WC_Time	The "real-life" time that passes during the game. For example, it's possible that the PC_Time would elapse by 0 seconds between events, but the WC_Time would elapse by 20 seconds; that means the play clock was stopped for 20 real-life seconds. This clock also counts by tenths of a second. This clock counts in ascending time.
SC_Time	The amount of time on the shot clock at the time of the logged event. When the shot clock is at -1, the ball is not in live play.
Date_EST	The date of the game, in format YEAR-MONTH-DAY.
Home.Team	The home team name.
Away.Team	The visiting team name.
Description	The description of the play.
Event_Description	The NBA description corresponding with the Event_Msg_Type column.

Hackathon_sv_raw_playoff_2016

Overview: This dataset contains x and y coordinates for every player and x, y, and z coordinates for the ball for every moment in the 2016 NBA Playoffs. In each game recorded, there are 25 measurements per second of the positioning of each player and the ball. Also included in this dataset are unique identifiers for the game, information about the shot clock and game clock, and the names and team ids for each player on the court. This is a large dataset, so keep that in mind when loading this dataset for analysis. Below are the definitions for each variable in the dataset.

VARIABLE	DESCRIPTION
SV_Game_ID	A 10 digit code using the game date and game number. This ID is uniform across all columns with the "SV_GAME_ID" name and can be used for linking data sets.
Period	The associated period of the moment (e.g. 1 = First Quarter and 8 = Fourth Overtime Period).
Game_Clock	Number of seconds left in the period. 720 (12 minutes) is the start of a quarter.
Wall_Clock	The time real time of day, in Unix format.
Shot_Clock	Amount of time remaining on the shot clock, in seconds.
moment_id	A unique identifier for the exact time that is captured.
BX	X coordinate for ball.
YB	Y coordinate for ball.
BZ	Z coordinate for ball.
Player1	Name of the 1st player.
Player1ID	The player ID for the 1st player.
P1X	X coordinate for player 1.
P1Y	Y coordinate for player 1.
Player2	Name of the 2nd player.
Player2.1	Player ID for 2nd player.
P2X	X coordinate for player 2.
P2Y	Y coordinate for player 2.
Player3	Name of the 3rd player.
Player3.1	Player ID for the 3rd player.
P3X	X coordinate for player 3.
P3Y	Y coordinate for player 3.
Player4	Name of the 4th player.
Player4.1	Player ID for the 4th player.
P4X	X coordinate for player 4.
P4Y	Y coordinate for player 4.
Player5	Name of the 5th player.
Player5.1	Player ID for the 5th player.
P5X	X coordinate for player 5.
P5Y	Y coordinate for player 5.
Player6	Name of the 6th player.
Player6.1	Player ID for the 6th player.

P6X	X coordinate for player 6.
P6Y	Y coordinate for player 6.
Player7	Name of the 7th player.
Player7.1	Player ID for the 7th player.
P7X	X coordinate for player 7.
P7Y	Y coordinate for player 7.
Player8	Name of the 8th player.
Player8.1	Player ID for the 8th player.
P8X	X coordinate for player 8.
P8Y	Y coordinate for player 8.
Player9	Name of the 9th player.
Player9.1	Player ID for the 9th player.
P9X	X coordinate for player 9.
P9Y	Y coordinate for player 9.
Player10	Name of the 10th player.
Player10.1	Player ID for the 10th player.
P10X	X coordinate for player 10.
P10Y	Y coordinate for player 10.
Player1Team	Team ID for each player.
Player2Team	Team ID for each player.
Player3Team	Team ID for each player.
Player4Team	Team ID for each player.
Player5Team	Team ID for each player.
Player6Team	Team ID for each player.
Player7Team	Team ID for each player.
Player8Team	Team ID for each player.
Player9Team	Team ID for each player.
Player10Team	Team ID for each player.

Hackathon_nba_2014-15_sv_box_scores and

Hackathon_nba_2015-16_sv_box_scores

Overview: This dataset contains 215 summary statistics on the player-game level for each player and game for the last two seasons. For example, if a player plays 78 games in the 2015-16 season, he would have 78 rows worth of data in the 2015-16 dataset. The main contents of this dataset are statistics about the distance, speed, touches, shots, and drives a player had in a game, and information about their defensive performance.

VARIABLE	DESCRIPTION
GAME_ID	The NBA Game ID for a specific game. The 8 digits represent the following: xyyzzzzz. The x represents regular (2) vs. postseason (4). The yy represents the season in which the game took place (e.g. '98' = games for the 1998-99 season; '10' for 2010-2011. The zzzzz is the 5-digit ID for the game number of the season; in the current format of 82 games per team, there are 1230 total NBA games through the season, so zzzzz goes from 00001 – 01230.
PERSON_ID	Unique identifier for a player. A player's Person ID does not change throughout his career.
TEAM_ID	ID number of the team, as referenced in the NBA play-by-play database.
SV_GAME_ID	A 10 digit code using the game date and game number. This ID is uniform across all columns with the "SV_GAME_ID" name and can be used for linking data sets.
SV_PLAYER_ID	This is another unique identifier for a player, but more easily linked with SportVU data.
SV_TEAM_ID	See above, except for team instead of player.
LEAGUE_ID	This is the league the player is in -- in this case it is the NBA (code 00).
SEASON_ID	A unique identifier for the season.
DATE_EST	The date of the game.
LOCATION	Whether the player is on the home team ("H") or the away team ("A").
OUTCOME	Whether the player is on the winning team of the game ("W") or the losing team ("L").
VS_TEAM_ID	The unique identifier for the opposing team. This corresponds to "TEAM_ID" above, except for the opposition.
DIST_RUN_METERS	The number of meters the player ran in this game, measured using SportVU player tracking.
DIST_RUN_FEET	See above, but in feet instead of meters.
DIST_RUN_OFF_METERS	The number of meters the player ran while his team possessed the ball, in meters.
DIST_RUN_OFF_FEET	See above, but in feet.
DIST_RUN_DEF_METERS	The number of meters the player ran while the opposing team possessed the ball, in meters.
DIST_RUN_DEF_FEET	See above, but in feet.
AVG_SPEED_KPH	The average speed in kilometers per hour of the player while on the court.
AVG_SPEED_MPH	See above, but in miles per hour.
AVG_SPEED_OFF_KPH	The average speed in kilometers per hour of the player while his team possessed the ball, in KPH.
AVG_SPEED_OFF_MPH	See above, but in MPH.
AVG_SPEED_DEF_KPH	The average speed in kilometers per hour of the player while the other team possessed the ball, in KPH.
AVG_SPEED_DEF_MPH	See above, but in MPH.
NUM_TOUCHES	The number of times a player touches and possesses the ball in this game.
NUM_HALF_CT_TOUCHES	The number of times a player touches and possesses the ball in the front court in this game.
AVG_SEC_PER_TCH	The average number of seconds per touch by this player.

NUM_TOUCHES_0_2_SECS	Number of touches that lasted between 0 and 2 seconds before giving up possession.
NUM_TOUCHES_2_4_SECS	See above, but between 2 and 4 seconds.
NUM_TOUCHES_4_PLUS_SECS	See above, but for touches that last longer than 4 seconds.
AVG_DRIB_PER_TCH	The average number of dribbles per touch by the player.
NUM_TOUCHES_0_0_DRIB	Number of touches with zero dribbles.
NUM_TOUCHES_1_2_DRIB	Number of touches with 1-2 dribbles.
NUM_TOUCHES_3_5_DRIB	Number of touches with 3-5 dribbles.
NUM_TOUCHES_6_PLUS_DRIB	Number of touches with 6 or more dribbles.
SHOT_DIST_0_5_FGM	Number of field goals made from 5 feet or closer to the basket.
SHOT_DIST_0_5_FGA	Number of field goals attempted from 5 feet or closer to the basket.
SHOT_DIST_5_10_FGM	Number of field goals made from 5-10 feet from the basket.
SHOT_DIST_5_10_FGA	Number of field goals attempted from 5-10 feet from the basket.
SHOT_DIST_0_10_FGM	Number of field goals made from 10 feet or closer to the basket.
SHOT_DIST_0_10_FGA	Number of field goals attempted from 10 feet or closer to the basket.
SHOT_DIST_10_15_FGM	Number of field goals made from 10-15 feet from the basket.
SHOT_DIST_10_15_FGA	Number of field goals attempted from 10-15 feet from the basket.
SHOT_DIST_15_20_FGM	Number of field goals made from 15-20 feet from the basket.
SHOT_DIST_15_20_FGA	Number of field goals attempted from 15-20 feet from the basket.
SHOT_DIST_20_PLUS_FGM	Number of field goals made from 20 or more feet from the basket.
SHOT_DIST_20_PLUS_FGA	Number of field goals attempted from 20 or more feet from the basket.
CATCH_SHOOT_DIST_10_15_FGM	Number of field goals from a catch and shoot made from 10-15 feet.
CATCH_SHOOT_DIST_10_15_FGA	Number of field goals from a catch and shoot attempted from 10-15 feet.
CATCH_SHOOT_DIST_15_20_FGM	Number of field goals from a catch and shoot made from 15-20 feet.
CATCH_SHOOT_DIST_15_20_FGA	Number of field goals from a catch and shoot attempted from 15-20 feet.
CATCH_SHOOT_DIST_20_PLUS_FGM	Number of field goals from a catch and shoot made from 20 or more feet.
CATCH_SHOOT_DIST_20_PLUS_FGA	Number of field goals from a catch and shoot attempted from 20 or more feet.
CATCH_SHOOT_FG3M	Number of three-point field goals made from a catch and shoot situation.
CATCH_SHOOT_FG3A	Number of three-point field goals attempted from a catch and shoot situation.
DRIB_0_0_FGM	Number of FGM's after zero dribbles.
DRIB_0_0_FGA	Number of FGA's after zero dribbles.
DRIB_1_2_FGM	Number of FGM's after 1-2 dribbles.
DRIB_1_2_FGA	Number of FGA's after 1-2 dribbles.
DRIB_3_4_FGM	Number of FGM's after 3-4 dribbles.
DRIB_3_4_FGA	Number of FGA's after 3-4 dribbles.
DRIB_5_PLUS_FGM	Number of FGM's after 5 or more dribbles.
DRIB_5_PLUS_FGA	Number of FGA's after 5 or more dribbles.
DRIB_0_0_FG3M	Number of 3P FGM's after 0 dribbles.
DRIB_0_0_FG3A	Number of 3P FGA's after 0 dribbles.
DRIB_1_2_FG3M	Number of 3P FGM's after 1-2 dribbles.
DRIB_1_2_FG3A	Number of 3P FGM's after 1-2 dribbles.
DRIB_3_4_FG3M	Number of 3P FGM's after 3-4 dribbles.

DRIB_3_4_FG3A	Number of 3P FGA's after 3-4 dribbles.
DRIB_5_PLUS_FG3M	Number of 3P FGM's after 5 or more dribbles.
DRIB_5_PLUS_FG3A	Number of 3P FGA's after 5 or more dribbles.
POSS_SEC_0_2_FGM	Number of FGM's after a touch of less than 2 seconds.
POSS_SEC_0_2_FGA	Number of FGA's after a touch of less than 2 seconds.
POSS_SEC_2_4_FGM	Number of FGM's after a touch of 2-4 seconds.
POSS_SEC_2_4_FGA	Number of FGA's after a touch of 2-4 seconds.
POSS_SEC_4_PLUS_FGM	Number of FGM's after a touch of 4 or more seconds.
POSS_SEC_4_PLUS_FGA	Number of FGA's after a touch of 4 or more seconds.
POSS_SEC_0_2_FG3M	Number of 3P FGM's after a touch of less than 2 seconds.
POSS_SEC_0_2_FG3A	Number of 3P FGA's after a touch of less than 2 seconds.
POSS_SEC_2_4_FG3M	Number of 3P FGM's after a touch of 2-4 seconds.
POSS_SEC_2_4_FG3A	Number of 3P FGA's after a touch of 2-4 seconds.
POSS_SEC_4_PLUS_FG3M	Number of 3P FGM's after a touch of 4 or more seconds.
POSS_SEC_4_PLUS_FG3A	Number of 3P FGA's after a touch of 4 or more seconds.
DEF_DIST_0_2_FGM	Number of FGM's with a defender within 2 feet.
DEF_DIST_0_2_FGA	Number of FGA's with a defender within 2 feet.
DEF_DIST_2_4_FGM	Number of FGM's with a defender between 2-4 feet away.
DEF_DIST_2_4_FGA	Number of FGA's with a defender between 2-4 feet away.
DEF_DIST_4_PLUS_FGM	Number of FGM's with a defender more than 4 feet away.
DEF_DIST_4_PLUS_FGA	Number of FGA's with a defender more than 4 feet away.
DEF_DIST_0_2_FG3M	See above but for three pointers only.
DEF_DIST_0_2_FG3A	See above but for three pointers only.
DEF_DIST_2_4_FG3M	See above but for three pointers only.
DEF_DIST_2_4_FG3A	See above but for three pointers only.
DEF_DIST_4_PLUS_FG3M	See above but for three pointers only.
DEF_DIST_4_PLUS_FG3A	See above but for three pointers only.
SHOT_CLK_0_6_FGM	Number of FGM's with the shot clock at or below 6 seconds.
SHOT_CLK_0_6_FGA	Number of FGA's with the shot clock at or below 6 seconds.
SHOT_CLK_6_12_FGM	Number of FGM's with the shot clock between 6-12 seconds.
SHOT_CLK_6_12_FGA	Number of FGA's with the shot clock between 6-12 seconds.
SHOT_CLK_12_18_FGM	Number of FGM's with the shot clock between 12-18 seconds.
SHOT_CLK_12_18_FGA	Number of FGA's with the shot clock between 12-18 seconds.
SHOT_CLK_18_24_FGM	Number of FGM's with the shot clock between 18-24 seconds.
SHOT_CLK_18_24_FGA	Number of FGA's with the shot clock between 18-24 seconds.
SHOT_CLK_0_6_FG3M	See above but for three pointers only.
SHOT_CLK_0_6_FG3A	See above but for three pointers only.
SHOT_CLK_6_12_FG3M	See above but for three pointers only.
SHOT_CLK_6_12_FG3A	See above but for three pointers only.
SHOT_CLK_12_18_FG3M	See above but for three pointers only.
SHOT_CLK_12_18_FG3A	See above but for three pointers only.

SHOT_CLK_18_24_FG3M	See above but for three pointers only.
SHOT_CLK_18_24_FG3A	See above but for three pointers only.
CONT_RIM_DEF_1_1_FGM	Number of FGM's on shots at the rim contested by 1 defender.
CONT_RIM_DEF_1_1_FGA	Number of FGA's on shots at the rim contested by 1 defender.
CONT_RIM_DEF_2_5_FGM	Number of FGM's on shots at the rim contested by 2 or more defenders.
CONT_RIM_DEF_2_5_FGA	Number of FGA's on shots at the rim contested by 2 or more defenders.
SHOT_10FT_DEF_DIST_0_2_FGM	Number of FGM's on shots longer than 10 feet with a defender within 2 feet.
SHOT_10FT_DEF_DIST_0_2_FGA	Number of FGA's on shots longer than 10 feet with a defender within 2 feet.
SHOT_10FT_DEF_DIST_2_4_FGM	Number of FGM's on shots longer than 10 feet with a defender between 2-4 feet away.
SHOT_10FT_DEF_DIST_2_4_FGA	Number of FGA's on shots longer than 10 feet with a defender between 2-4 feet away.
SHOT_10FT_DEF_DIST_4_PLUS_FGM	Number of FGM's on shots longer than 10 feet with a defender more than 4 feet away.
SHOT_10FT_DEF_DIST_4_PLUS_FGA	Number of FGA's on shots longer than 10 feet with a defender more than 4 feet away.
SHOT_10FT_DEF_DIST_0_2_FG3M	See above, but for three pointers only.
SHOT_10FT_DEF_DIST_0_2_FG3A	See above, but for three pointers only.
SHOT_10FT_DEF_DIST_2_4_FG3M	See above, but for three pointers only.
SHOT_10FT_DEF_DIST_2_4_FG3A	See above, but for three pointers only.
SHOT_10FT_DEF_DIST_4_PLUS_FG3M	See above, but for three pointers only.
SHOT_10FT_DEF_DIST_4_PLUS_FG3A	See above, but for three pointers only.
SHOT_10FT_DRIB_0_0_FGM	Number of FGM's on shots longer than 10 feet after zero dribbles.
SHOT_10FT_DRIB_0_0_FGA	Number of FGA's on shots longer than 10 feet after zero dribbles.
SHOT_10FT_DRIB_1_2_FGM	Number of FGM's on shots longer than 10 feet after 1-2 dribbles.
SHOT_10FT_DRIB_1_2_FGA	Number of FGA's on shots longer than 10 feet after 1-2 dribbles.
SHOT_10FT_DRIB_3_4_FGM	Number of FGM's on shots longer than 10 feet after 3-4 dribbles.
SHOT_10FT_DRIB_3_4_FGA	Number of FGA's on shots longer than 10 feet after 3-4 dribbles.
SHOT_10FT_DRIB_5_PLUS_FGM	Number of FGM's on shots longer than 10 feet after 5 or more dribbles.
SHOT_10FT_DRIB_5_PLUS_FGA	Number of FGA's on shots longer than 10 feet after 5 or more dribbles.
SHOT_10FT_DRIB_0_0_FG3M	See above, but for three pointers only.
SHOT_10FT_DRIB_0_0_FG3A	See above, but for three pointers only.
SHOT_10FT_DRIB_1_2_FG3M	See above, but for three pointers only.
SHOT_10FT_DRIB_1_2_FG3A	See above, but for three pointers only.
SHOT_10FT_DRIB_3_4_FG3M	See above, but for three pointers only.
SHOT_10FT_DRIB_3_4_FG3A	See above, but for three pointers only.
SHOT_10FT_DRIB_5_PLUS_FG3M	See above, but for three pointers only.
SHOT_10FT_DRIB_5_PLUS_FG3A	See above, but for three pointers only.
DEF_RIM_FGM	Number of FGM by the opposing team at the rim while the player of interest is contesting the shot.
DEF_RIM_FGA	Number of FGA by the opposing team at the rim while the player of interest is contesting the shot.
PASSES_MADE	Number of passes made.
PASSES_RECEIVED	Number of passes received.
OREB_AVG_DIST	Average distance from the rim on this player's offensive rebounds.
OREB_CONTEST	Number of offensive rebounds while an opposing player is within 3.5 feet.
OREB_UNCONTEST	Number of offensive rebounds with no defender within 3.5 feet.

OREB_CONTEST_PCT	Percentage of offensive rebounds that are classified as contested by the above definition.
OREB_CHANCES	Number of times the player was within 3.5 feet of a potential offensive rebound.
OREB_CHANCE_PCT	Ratio of offensive rebounds to offensive rebound chances.
OREB_CHANCE_DEFER	Number of times a player is within 3.5 feet of a potential offensive rebound, but defers the rebound to a teammate.
OREB_CHANCE_PCT_ADJ	Adjusted the OREB_CHANCE_PCT to account for deferred rebounds. The formula is OREB / (OREB_Chances - OREB_CHANCE_DEFER)
DREB_AVG_DIST	See above but for defensive rebounds instead of offensive rebounds.
DREB_CONTEST	See above but for defensive rebounds instead of offensive rebounds.
DREB_UNCONTEST	See above but for defensive rebounds instead of offensive rebounds.
DREB_CONTEST_PCT	See above but for defensive rebounds instead of offensive rebounds.
DREB_CHANCES	See above but for defensive rebounds instead of offensive rebounds.
DREB_CHANCE_PCT	See above but for defensive rebounds instead of offensive rebounds.
DREB_CHANCE_DEFER	See above but for defensive rebounds instead of offensive rebounds.
DREB_CHANCE_PCT_ADJ	See above but for defensive rebounds instead of offensive rebounds.
REB_AVG_DIST	See formula for offensive rebounds. This statistic is generalized for all rebounds, not just offensive or defensive rebounds.
REB_CONTEST	See formula for offensive rebounds. This statistic is generalized for all rebounds, not just offensive or defensive rebounds.
REB_UNCONTEST	See formula for offensive rebounds. This statistic is generalized for all rebounds, not just offensive or defensive rebounds.
REB_CONTEST_PCT	See formula for offensive rebounds. This statistic is generalized for all rebounds, not just offensive or defensive rebounds.
REB_CHANCES	See formula for offensive rebounds. This statistic is generalized for all rebounds, not just offensive or defensive rebounds.
REB_CHANCE_PCT	See formula for offensive rebounds. This statistic is generalized for all rebounds, not just offensive or defensive rebounds.
REB_CHANCE_DEFER	See formula for offensive rebounds. This statistic is generalized for all rebounds, not just offensive or defensive rebounds.
REB_CHANCE_PCT_ADJ	See formula for offensive rebounds. This statistic is generalized for all rebounds, not just offensive or defensive rebounds.
SECONDARY_AST	Number of "hockey assists." This is how many times the player passed to the assisting player. The assisting player cannot hold the ball for more than 4 seconds or take more than 1 dribble for the player to be eligible for a secondary assist.
POTENTIAL_AST	Passes to a teammate who took a shot that would've registered an assist for the player if the shot had gone in.
AST_POINTS_CREATED	Points created by a player through their assists.
FT_AST	Number of passes made by the player to a teammate who was fouled, missed the shot if shooting, and made at least 1 FT. Recipient is required to have the ball for less than 4 seconds and less than 2 dribbles for a player to be eligible for a FT Assist.
AST_ADJ	Sum of assists, free throw assists, and secondary assists.
AST_TO_PASS_PCT	Percentage of passes by a player that are assists.
AST_TO_PASS_PCT_ADJ	Percentage of passes that are assists, free throw assists, or secondary assists.
DRIBBLES	Number of dribbles in a game.
DRIVES	Number of times a player drives to the basket.
DRIVE_POINTS	Number of points on drives by the player.
DRIVE_FTM	Number of free throws made on drives by the player.
DRIVE_FTA	Number of free throws attempted on drives by the player.
DRIVE_FGM	Number of FGM's on drives by the player.
DRIVE_FGA	Number of FGA's on drives by the player.
DRIVE_PASSES	Number of passes made by the player on a drive.
DRIVE_AST	Number of assists from drives.

DRIVE_AST_PCT	Percentage of a team's assists by the player while he is on the floor.
DRIVE_TOV	Number of turnovers by a player.
DRIVE_TOV_PCT	Percentage of a team's turnovers by the player while he is on the floor.
DRIVE_FOULS	Number of times the player committed a foul on an opposing player's drive.
ELBOW_TOUCHES	Number of touches by the player at the elbow (within the 5-foot radius nearing the edge of the lane and free throw line, inside the 3-point line.).
ELBOW_TOUCH_PTS	Number of points scored by the player at the elbow.
ELBOW_TOUCH_FTM	Number of free throws made on plays at the elbow.
ELBOW_TOUCH_FTA	Number of free throws attempted on plays at the elbow.
ELBOW_TOUCH_FGM	Number of field goals made on plays at the elbow.
ELBOW_TOUCH_FGA	Number of field goals attempted on plays at the elbow.
ELBOW_TOUCH_PASSES	Number of passes made by the elbow by this player.
ELBOW_TOUCH_AST	Number of assists from passes made at the elbow.
ELBOW_TOUCH_AST_PCT	Percentage of assists that come from passes made at the elbow.
ELBOW_TOUCH_TOV	Turnovers from touches at the elbow.
ELBOW_TOUCH_TOV_PCT	Percentage of turnovers coming from touches at the elbow.
ELBOW_TOUCH_FOULS	Number of fouls this player committed at the elbow.
POST_TOUCHES	Number of touches that originate from a reception of a pass within 12 feet of the basket.
POST_TOUCH_PTS	Number of points from touches in the post.
POST_TOUCH_FTM	Number of free throws made after touches in the post.
POST_TOUCH_FTA	Number of free throws attempted after touches in the post.
POST_TOUCH_FGM	Number of FGM's after touches in the post.
POST_TOUCH_FGA	Number of FGA's after touches in the post.
POST_TOUCH_PASSES	Number of passes made from a touch in the post.
POST_TOUCH_AST	Number of assists made out of passes from the post.
POST_TOUCH_AST_PCT	Percentage of assists that come from passes made from post touches.
POST_TOUCH_TOV	Number of turnovers from players in the post.
POST_TOUCH_TOV_PCT	Percentage of turnovers that come from the post.
POST_TOUCH_FOULS	Number of times this player fouled another player in the post.
PAINT_TOUCHES	Number of touches that originate from a reception of a pass in the paint.
PAINT_TOUCH_PTS	Number of points off a paint touch.
PAINT_TOUCH_FTM	Number of free throws made off a paint touch.
PAINT_TOUCH_FTA	Number of free throws attempted off a paint touch.
PAINT_TOUCH_FGM	Number of FGM's off a paint touch.
PAINT_TOUCH_FGA	Number of FGA's off a paint touch.
PAINT_TOUCH_PASSES	Number of passes out of a paint touch.
PAINT_TOUCH_AST	Number of assists resulting from passes out of a paint touch.
PAINT_TOUCH_AST_PCT	Percentage of a player's assists that result from passes out of a paint touch.
PAINT_TOUCH_TOV	Number of turnovers from a paint touch.
PAINT_TOUCH_TOV_PCT	Percentage of a player's turnovers that result from a paint touch.
PAINT_TOUCH_FOULS	Number of fouls committed by a player on an opposing player's paint touch.