
nba_py Documentation

Release 0.1a2

nba_py

May 11, 2017

Contents

1	nba_py package	3
2	nba_py.player module	5
3	nba_py.game module	25
4	nba_py.team module	27
5	nba_py.constants module	35
6	Indices and tables	45
	Python Module Index	47

Contents:

CHAPTER 1

nba_py package

class `nba_py.Scoreboard` (*month=5, day=11, year=2017, league_id='00', offset=0*)
A scoreboard for all games for a given day Displays current games plus info for a given day

Args:

month Specified month (1-12)
day Specified day (1-31)
year Specified year (YYYY)
league_id ID for the league to look in (Default is 00)
offset Day offset from which to operate

Attributes:

json Contains the full json dump to play around with
available()
east_conf_standings_by_day()
game_header()
last_meeting()
line_score()
series_standings()
west_conf_standings_by_day()

CHAPTER 2

nba_py.player module

class nba_py.player.**PlayerCareer** (*player_id*, *per_mode*=*'PerGame'*, *league_id*=*'00'*)

Contains stats based on several parameters such as career regular season totals, post season career totals, all star season careers totals, college season career totals, etc.

Args:

player_id Player ID to look up

per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)

league_id ID for the league to look in (Default is 00)

Attributes:

json Contains the full json dump to play around with

all_star_season_totals()

career_all_star_season_totals()

college_season_career_totals()

college_season_totals()

post_season_career_totals()

post_season_rankings()

post_season_totals()

preseason_career_totals()

preseason_season_totals()

regular_season_career_totals()

regular_season_rankings()

regular_season_totals()

```
class nba_py.player.PlayerClutchSplits (player_id,      team_id=0,      measure_type='Base',
                                         per_mode='PerGame',      plus_minus='N',
                                         pace_adjust='N',      rank='N',      league_id='00',
                                         season='2016-17',      season_type='Regular Season',
                                         po_round='0',      outcome='',      location='',      month='0',
                                         season_segment='',      date_from='',      date_to='',      oppo-
                                         nent_team_id='0',      vs_conference='',      vs_division='',
                                         game_segment='',      period='0',      shot_clock_range='',
                                         last_n_games='0')
```

Bases: nba_py.player._PlayerDashboard

Contains a lot of methods for last n minutes with a deficit of x points

Args:

player_id ID of the player to look up
team_id ID of the team to look up
measure_type Specifies type of measure to use (Base, Advanced, etc.)
per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)
plus_minus Whether or not to consider plus minus (Y or N)
pace_adjust Whether or not to pace adjust stats (Y or N)
rank Whether or not to consider rank (Y or N)
league_id ID for the league to look in (Default is 00)
season Season given to look up
season_type Season type to consider (Regular / Playoffs)
po_round Playoff round
outcome Filter out by wins or losses
location Filter out by home or away
month Specify month to filter by
season_segment Filter by pre/post all star break
date_from Filter out games before a specific date
date_to Filter out games after a specific date
opponent_team_id Opponent team ID to look up
vs_conference Filter by conference
vs_division Filter by division
game_segment Filter by half / overtime
period Filter by quarter / specific overtime
shot_clock_range Filter statistics by range in shot clock
last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with
last10sec_deficit_3point ()
Results in last 5 minutes <= 5 points

last1min_deficit_5point()
Results in last 5 minutes <= 5 points

last1min_plusminus_5point()
Last 1 minutes +/- 5 points

last30sec_deficit_3point()
Results in last 5 minutes <= 5 points

last30sec_plusminus_5point()
Last 30 seconds +/- 3 points

last3min_deficit_5point()
Results in last 5 minutes <= 5 points

last3min_plusminus_5point()
Last 3 minutes +/- 5 points

last5min_deficit_5point()
Results in last 5 minutes <= 5 points

last5min_plusminus_5point()
Last 5 minutes +/- 5 points

```
class nba_py.player.PlayerDefenseTracking(player_id, team_id=0, measure_type='Base',
                                           per_mode='PerGame', plus_minus='N',
                                           pace_adjust='N', rank='N', league_id='00',
                                           season='2016-17', season_type='Regular
Season', po_round='0', outcome='', lo-
cation='', month='0', season_segment='',
date_from='', date_to='', oppo-
nent_team_id='0', vs_conference='',
vs_division='', game_segment='', period='0',
shot_clock_range='', last_n_games='0')
```

Bases: `nba_py.player._PlayerDashboard`

Tracking data for defense for a given player

Args:

player_id ID of the player to look up

team_id ID of the team to look up

measure_type Specifies type of measure to use (Base, Advanced, etc.)

per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)

plus_minus Whether or not to consider plus minus (Y or N)

pace_adjust Whether or not to pace adjust stats (Y or N)

rank Whether or not to consider rank (Y or N)

league_id ID for the league to look in (Default is 00)

season Season given to look up

season_type Season type to consider (Regular / Playoffs)

po_round Playoff round

outcome Filter out by wins or losses

location Filter out by home or away

month Specify month to filter by
season_segment Filter by pre/post all star break
date_from Filter out games before a specific date
date_to Filter out games after a specific date
opponent_team_id Opponent team ID to look up
vs_conference Filter by conference
vs_division Filter by division
game_segment Filter by half / overtime
period Filter by quarter / specific overtime
shot_clock_range Filter statistics by range in shot clock
last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with

```
class nba_py.player.PlayerGameLogs (player_id, league_id='00', season='2016-17', sea-
                                   son_type='Regular Season')
```

Contains a full log of all the games for a player for a given season

Args:

player_id ID of the player to look up
league_id ID for the league to look in (Default is 00)
season Season given to look up
season_type Season type to consider (Regular / Playoffs)

Attributes:

json Contains the full json dump to play around with

info()

```
class nba_py.player.PlayerGeneralSplits (player_id, team_id=0, measure_type='Base',
                                         per_mode='PerGame', plus_minus='N',
                                         pace_adjust='N', rank='N', league_id='00',
                                         season='2016-17', season_type='Regular Season',
                                         po_round='0', outcome='', location='', month='0',
                                         season_segment='', date_from='', date_to='', oppo-
                                         nent_team_id='0', vs_conference='', vs_division='',
                                         game_segment='', period='0', shot_clock_range='',
                                         last_n_games='0')
```

Bases: nba_py.player._PlayerDashboard

Contains stats pertaining to location, wins and losses, pre/post all star break, starting position, and numbers of days rest

Args:

player_id ID of the player to look up
team_id ID of the team to look up
measure_type Specifies type of measure to use (Base, Advanced, etc.)

per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)
plus_minus Whether or not to consider plus minus (Y or N)
pace_adjust Whether or not to pace adjust stats (Y or N)
rank Whether or not to consider rank (Y or N)
league_id ID for the league to look in (Default is 00)
season Season given to look up
season_type Season type to consider (Regular / Playoffs)
po_round Playoff round
outcome Filter out by wins or losses
location Filter out by home or away
month Specify month to filter by
season_segment Filter by pre/post all star break
date_from Filter out games before a specific date
date_to Filter out games after a specific date
opponent_team_id Opponent team ID to look up
vs_conference Filter by conference
vs_division Filter by division
game_segment Filter by half / overtime
period Filter by quarter / specific overtime
shot_clock_range Filter statistics by range in shot clock
last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with

days_rest ()

location ()

month ()

pre_post_all_star ()

starting_position ()

win_losses ()

```
class nba_py.player.PlayerInGameSplits (player_id,      team_id=0,      measure_type='Base',
                                         per_mode='PerGame',      plus_minus='N',
                                         pace_adjust='N',      rank='N',      league_id='00',
                                         season='2016-17',      season_type='Regular Season',
                                         po_round='0',      outcome='',      location='',      month='0',
                                         season_segment='',      date_from='',      date_to='',      oppo-
                                         nent_team_id='0',      vs_conference='',      vs_division='',
                                         game_segment='',      period='0',      shot_clock_range='',
                                         last_n_games='0')
```

Bases: nba_py.player._PlayerDashboard

Contains player stats by half, by quarter, by score margin, and by actual margins.

Args:

player_id ID of the player to look up
team_id ID of the team to look up
measure_type Specifies type of measure to use (Base, Advanced, etc.)
per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)
plus_minus Whether or not to consider plus minus (Y or N)
pace_adjust Whether or not to pace adjust stats (Y or N)
rank Whether or not to consider rank (Y or N)
league_id ID for the league to look in (Default is 00)
season Season given to look up
season_type Season type to consider (Regular / Playoffs)
po_round Playoff round
outcome Filter out by wins or losses
location Filter out by home or away
month Specify month to filter by
season_segment Filter by pre/post all star break
date_from Filter out games before a specific date
date_to Filter out games after a specific date
opponent_team_id Opponent team ID to look up
vs_conference Filter by conference
vs_division Filter by division
game_segment Filter by half / overtime
period Filter by quarter / specific overtime
shot_clock_range Filter statistics by range in shot clock
last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with
by_actual_margin()
by_half()
by_period()
by_score_margin()

```
class nba_py.player.PlayerLastNGamesSplits (player_id, team_id=0, measure_type='Base',
                                             per_mode='PerGame', plus_minus='N',
                                             pace_adjust='N', rank='N', league_id='00',
                                             season='2016-17', season_type='Regular
Season', po_round='0', outcome='', lo-
cation='', month='0', season_segment='',
date_from='', date_to='', oppo-
nent_team_id='0', vs_conference='',
vs_division='', game_segment='', period='0',
shot_clock_range='', last_n_games='0')
```

Bases: nba_py.player._PlayerDashboard

Contains players stats per last 5, 10, 15, and 20 games, or specified number of games.

Args:

player_id ID of the player to look up
team_id ID of the team to look up
measure_type Specifies type of measure to use (Base, Advanced, etc.)
per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)
plus_minus Whether or not to consider plus minus (Y or N)
pace_adjust Whether or not to pace adjust stats (Y or N)
rank Whether or not to consider rank (Y or N)
league_id ID for the league to look in (Default is 00)
season Season given to look up
season_type Season type to consider (Regular / Playoffs)
po_round Playoff round
outcome Filter out by wins or losses
location Filter out by home or away
month Specify month to filter by
season_segment Filter by pre/post all star break
date_from Filter out games before a specific date
date_to Filter out games after a specific date
opponent_team_id Opponent team ID to look up
vs_conference Filter by conference
vs_division Filter by division
game_segment Filter by half / overtime
period Filter by quarter / specific overtime
shot_clock_range Filter statistics by range in shot clock
last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with

gamenumber ()

last10()

last15()

last20()

last5()

class nba_py.player.**PlayerList** (*league_id='00', season='2016-17', only_current=1*)

Contains a list of all players for a season, if specified, and will only contain current players if specified as well

Args:

league_id ID for the league to look in (Default is 00)

season Season given to look up

only_current Restrict lookup to only current players

Attributes:

json Contains the full json dump to play around with

info()

exception nba_py.player.**PlayerNotFoundException**

Bases: exceptions.Exception

class nba_py.player.**PlayerOpponentSplits** (*player_id, team_id=0, measure_type='Base',
per_mode='PerGame', plus_minus='N',
pace_adjust='N', rank='N', league_id='00',
season='2016-17', season_type='Regular Season',
po_round='0', outcome='', location='', month='0',
season_segment='', date_from='', date_to='',
opponent_team_id='0', vs_conference='',
vs_division='', game_segment='', period='0',
shot_clock_range='', last_n_games='0'*)

Bases: nba_py.player._PlayerDashboard

Contains stats pertaining to player stats vs certain opponents by division, conference, and by specific team opponent

Args:

player_id ID of the player to look up

team_id ID of the team to look up

measure_type Specifies type of measure to use (Base, Advanced, etc.)

per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)

plus_minus Whether or not to consider plus minus (Y or N)

pace_adjust Whether or not to pace adjust stats (Y or N)

rank Whether or not to consider rank (Y or N)

league_id ID for the league to look in (Default is 00)

season Season given to look up

season_type Season type to consider (Regular / Playoffs)

po_round Playoff round

outcome Filter out by wins or losses

location Filter out by home or away
month Specify month to filter by
season_segment Filter by pre/post all star break
date_from Filter out games before a specific date
date_to Filter out games after a specific date
opponent_team_id Opponent team ID to look up
vs_conference Filter by conference
vs_division Filter by division
game_segment Filter by half / overtime
period Filter by quarter / specific overtime
shot_clock_range Filter statistics by range in shot clock
last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with

by_conference ()

by_division ()

by_opponent ()

```
class nba_py.player.PlayerPassTracking (player_id,      team_id=0,      measure_type='Base',
                                         per_mode='PerGame',      plus_minus='N',
                                         pace_adjust='N',      rank='N',      league_id='00',
                                         season='2016-17',      season_type='Regular Season',
                                         po_round='0',      outcome='',      location='',      month='0',
                                         season_segment='',      date_from='',      date_to='',      oppo-
                                         nent_team_id='0',      vs_conference='',      vs_division='',
                                         game_segment='',      period='0',      shot_clock_range='',
                                         last_n_games='0')
```

Bases: nba_py.player._PlayerDashboard

Tracking data for passing for a given player

Args:

player_id ID of the player to look up
team_id ID of the team to look up
measure_type Specifies type of measure to use (Base, Advanced, etc.)
per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)
plus_minus Whether or not to consider plus minus (Y or N)
pace_adjust Whether or not to pace adjust stats (Y or N)
rank Whether or not to consider rank (Y or N)
league_id ID for the league to look in (Default is 00)
season Season given to look up
season_type Season type to consider (Regular / Playoffs)

po_round Playoff round
outcome Filter out by wins or losses
location Filter out by home or away
month Specify month to filter by
season_segment Filter by pre/post all star break
date_from Filter out games before a specific date
date_to Filter out games after a specific date
opponent_team_id Opponent team ID to look up
vs_conference Filter by conference
vs_division Filter by division
game_segment Filter by half / overtime
period Filter by quarter / specific overtime
shot_clock_range Filter statistics by range in shot clock
last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with

passes_made()

passes_received()

```
class nba_py.player.PlayerPerformanceSplits(player_id, team_id=0, measure_type='Base',
                                             per_mode='PerGame', plus_minus='N',
                                             pace_adjust='N', rank='N', league_id='00',
                                             season='2016-17', season_type='Regular
Season', po_round='0', outcome='', lo-
cation='', month='0', season_segment='',
date_from='', date_to='', oppo-
nent_team_id='0', vs_conference='',
vs_division='', game_segment='', period='0',
shot_clock_range='', last_n_games='0')
```

Bases: `nba_py.player._PlayerDashboard`

Player stats by different performance metrics such as score differential, points scored, and points scored against

Args:

player_id ID of the player to look up
team_id ID of the team to look up
measure_type Specifies type of measure to use (Base, Advanced, etc.)
per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)
plus_minus Whether or not to consider plus minus (Y or N)
pace_adjust Whether or not to pace adjust stats (Y or N)
rank Whether or not to consider rank (Y or N)
league_id ID for the league to look in (Default is 00)
season Season given to look up

season_type Season type to consider (Regular / Playoffs)
po_round Playoff round
outcome Filter out by wins or losses
location Filter out by home or away
month Specify month to filter by
season_segment Filter by pre/post all star break
date_from Filter out games before a specific date
date_to Filter out games after a specific date
opponent_team_id Opponent team ID to look up
vs_conference Filter by conference
vs_division Filter by division
game_segment Filter by half / overtime
period Filter by quarter / specific overtime
shot_clock_range Filter statistics by range in shot clock
last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with
points_against()
points_scored()
score_differential()

class `nba_py.player.PlayerProfile` (*player_id*, *per_mode*=*'PerGame'*, *league_id*=*'00'*)
Bases: `nba_py.player.PlayerCareer`

Contains a more in depth version of player career stats with season highs, career highs, and when the player's next game is

Args:

player_id Player ID to look up
per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)
league_id ID for the league to look in (Default is 00)

Attributes:

json Contains the full json dump to play around with
career_highs()
next_game()
season_highs()

```
class nba_py.player.PlayerReboundLogTracking (player_id, team_id=0, measure_type='Base',
                                              per_mode='PerGame', plus_minus='N',
                                              pace_adjust='N', rank='N', league_id='00',
                                              season='2016-17', season_type='Regular
                                              Season', po_round='0', outcome='', loca-
                                              tion='', month='0', season_segment='',
                                              date_from='', date_to='', oppo-
                                              nent_team_id='0', vs_conference='',
                                              vs_division='', game_segment='', period='0',
                                              shot_clock_range='', last_n_games='0')
```

Bases: nba_py.player._PlayerDashboard

Contains a log for every rebound for a given season for a given player

Args:

player_id ID of the player to look up

team_id ID of the team to look up

measure_type Specifies type of measure to use (Base, Advanced, etc.)

per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)

plus_minus Whether or not to consider plus minus (Y or N)

pace_adjust Whether or not to pace adjust stats (Y or N)

rank Whether or not to consider rank (Y or N)

league_id ID for the league to look in (Default is 00)

season Season given to look up

season_type Season type to consider (Regular / Playoffs)

po_round Playoff round

outcome Filter out by wins or losses

location Filter out by home or away

month Specify month to filter by

season_segment Filter by pre/post all star break

date_from Filter out games before a specific date

date_to Filter out games after a specific date

opponent_team_id Opponent team ID to look up

vs_conference Filter by conference

vs_division Filter by division

game_segment Filter by half / overtime

period Filter by quarter / specific overtime

shot_clock_range Filter statistics by range in shot clock

last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with

```
class nba_py.player.PlayerReboundTracking(player_id, team_id=0, measure_type='Base',
                                           per_mode='PerGame', plus_minus='N',
                                           pace_adjust='N', rank='N', league_id='00',
                                           season='2016-17', season_type='Regular
Season', po_round='0', outcome='', lo-
cation='', month='0', season_segment='',
date_from='', date_to='', oppo-
nent_team_id='0', vs_conference='',
vs_division='', game_segment='', period='0',
shot_clock_range='', last_n_games='0')
```

Bases: `nba_py.player._PlayerDashboard`

Tracking data for rebounding for a given player

Args:

player_id ID of the player to look up
team_id ID of the team to look up
measure_type Specifies type of measure to use (Base, Advanced, etc.)
per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)
plus_minus Whether or not to consider plus minus (Y or N)
pace_adjust Whether or not to pace adjust stats (Y or N)
rank Whether or not to consider rank (Y or N)
league_id ID for the league to look in (Default is 00)
season Season given to look up
season_type Season type to consider (Regular / Playoffs)
po_round Playoff round
outcome Filter out by wins or losses
location Filter out by home or away
month Specify month to filter by
season_segment Filter by pre/post all star break
date_from Filter out games before a specific date
date_to Filter out games after a specific date
opponent_team_id Opponent team ID to look up
vs_conference Filter by conference
vs_division Filter by division
game_segment Filter by half / overtime
period Filter by quarter / specific overtime
shot_clock_range Filter statistics by range in shot clock
last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with
num_contested_rebounding()

rebound_distance_rebounding()

shot_distance_rebounding()

shot_type_rebounding()

```
class nba_py.player.PlayerShootingSplits (player_id,    team_id=0,    measure_type='Base',
                                           per_mode='PerGame',    plus_minus='N',
                                           pace_adjust='N',    rank='N',    league_id='00',
                                           season='2016-17',    season_type='Regular Season',
                                           po_round='0',    outcome='',    location='',    month='0',
                                           season_segment='',    date_from='',    date_to='',
                                           opponent_team_id='0',    vs_conference='',
                                           vs_division='',    game_segment='',    period='0',
                                           shot_clock_range='',    last_n_games='0')
```

Bases: `nba_py.player._PlayerDashboard`

Shooting stats based on distance, area, assisted to, shot types, and assisted by.

Args:

player_id ID of the player to look up

team_id ID of the team to look up

measure_type Specifies type of measure to use (Base, Advanced, etc.)

per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)

plus_minus Whether or not to consider plus minus (Y or N)

pace_adjust Whether or not to pace adjust stats (Y or N)

rank Whether or not to consider rank (Y or N)

league_id ID for the league to look in (Default is 00)

season Season given to look up

season_type Season type to consider (Regular / Playoffs)

po_round Playoff round

outcome Filter out by wins or losses

location Filter out by home or away

month Specify month to filter by

season_segment Filter by pre/post all star break

date_from Filter out games before a specific date

date_to Filter out games after a specific date

opponent_team_id Opponent team ID to look up

vs_conference Filter by conference

vs_division Filter by division

game_segment Filter by half / overtime

period Filter by quarter / specific overtime

shot_clock_range Filter statistics by range in shot clock

last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with

assisted_by()

assisted_shots()

shot_5ft()

shot_8ft()

shot_areas()

shot_types_detail()

shot_types_summary()

```
class nba_py.player.PlayerShotLogTracking(player_id, team_id=0, measure_type='Base',
                                           per_mode='PerGame', plus_minus='N',
                                           pace_adjust='N', rank='N', league_id='00',
                                           season='2016-17', season_type='Regular
Season', po_round='0', outcome='', lo-
cation='', month='0', season_segment='',
date_from='', date_to='', oppo-
nent_team_id='0', vs_conference='',
vs_division='', game_segment='', period='0',
shot_clock_range='', last_n_games='0')
```

Bases: `nba_py.player._PlayerDashboard`

Contains a log for every shot for a given season for a given player

Args:

player_id ID of the player to look up

team_id ID of the team to look up

measure_type Specifies type of measure to use (Base, Advanced, etc.)

per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)

plus_minus Whether or not to consider plus minus (Y or N)

pace_adjust Whether or not to pace adjust stats (Y or N)

rank Whether or not to consider rank (Y or N)

league_id ID for the league to look in (Default is 00)

season Season given to look up

season_type Season type to consider (Regular / Playoffs)

po_round Playoff round

outcome Filter out by wins or losses

location Filter out by home or away

month Specify month to filter by

season_segment Filter by pre/post all star break

date_from Filter out games before a specific date

date_to Filter out games after a specific date

opponent_team_id Opponent team ID to look up

vs_conference Filter by conference

vs_division Filter by division

game_segment Filter by half / overtime

period Filter by quarter / specific overtime

shot_clock_range Filter statistics by range in shot clock

last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with

```
class nba_py.player.PlayerShotTracking(player_id, team_id=0, measure_type='Base',
                                       per_mode='PerGame', plus_minus='N',
                                       pace_adjust='N', rank='N', league_id='00',
                                       season='2016-17', season_type='Regular Season',
                                       po_round='0', outcome='', location='', month='0',
                                       season_segment='', date_from='', date_to='', oppo-
                                       nent_team_id='0', vs_conference='', vs_division='',
                                       game_segment='', period='0', shot_clock_range='',
                                       last_n_games='0')
```

Bases: `nba_py.player._PlayerDashboard`

Tracking data for shooting for a given player

Args:

player_id ID of the player to look up

team_id ID of the team to look up

measure_type Specifies type of measure to use (Base, Advanced, etc.)

per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)

plus_minus Whether or not to consider plus minus (Y or N)

pace_adjust Whether or not to pace adjust stats (Y or N)

rank Whether or not to consider rank (Y or N)

league_id ID for the league to look in (Default is 00)

season Season given to look up

season_type Season type to consider (Regular / Playoffs)

po_round Playoff round

outcome Filter out by wins or losses

location Filter out by home or away

month Specify month to filter by

season_segment Filter by pre/post all star break

date_from Filter out games before a specific date

date_to Filter out games after a specific date

opponent_team_id Opponent team ID to look up

vs_conference Filter by conference

vs_division Filter by division

game_segment Filter by half / overtime

period Filter by quarter / specific overtime

shot_clock_range Filter statistics by range in shot clock

last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with

closest_defender_shooting()

closest_defender_shooting_long()

dribble_shooting()

general_shooting()

shot_clock_shooting()

touch_time_shooting()

class nba_py.player.**PlayerSummary**(*player_id*)

Contains common player information like headline stats, weight, etc.

Args:

player_id ID of the player to look up

Attributes:

json Contains the full json dump to play around with

headline_stats()

info()

class nba_py.player.**PlayerVsPlayer**(*player_id*, *vs_player_id*, *team_id*=0, *measure_type*='Base',
per_mode='PerGame', *plus_minus*='N', *pace_adjust*='N',
rank='N', *league_id*='00', *season*='2016-17', *season_type*='Regular Season',
po_round='0', *outcome*='', *location*='', *month*='0', *season_segment*='',
date_from='', *date_to*='', *opponent_team_id*='0',
vs_conference='', *vs_division*='', *game_segment*='', *period*='0',
shot_clock_range='', *last_n_games*='0')

Contains general stats that pertain to players going against other players

Args:

player_id ID of the player to look up

vs_player_id ID of the vs player to look up

team_id ID of the team to look up

measure_type Specifies type of measure to use (Base, Advanced, etc.)

per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)

plus_minus Whether or not to consider plus minus (Y or N)

pace_adjust Whether or not to pace adjust stats (Y or N)

rank Whether or not to consider rank (Y or N)

league_id ID for the league to look in (Default is 00)

season Season given to look up

season_type Season type to consider (Regular / Playoffs)

po_round Playoff round

outcome Filter out by wins or losses

location Filter out by home or away

month Specify month to filter by

season_segment Filter by pre/post all star break

date_from Filter out games before a specific date

date_to Filter out games after a specific date

opponent_team_id Opponent team ID to look up

vs_conference Filter by conference

vs_division Filter by division

game_segment Filter by half / overtime

period Filter by quarter / specific overtime

shot_clock_range Filter statistics by range in shot clock

last_n_games Filter by number of games specified in N

Attributes: json: Contains the full json dump to play around with

on_off_court ()

overall ()

player_info ()

shot_area_off_court ()

shot_area_on_court ()

shot_area_overall ()

shot_distance_off_court ()

shot_distance_on_court ()

shot_distance_overall ()

vs_player_info ()

```
class nba_py.player.PlayerYearOverYearSplits (player_id, team_id=0, measure_type='Base',
                                                per_mode='PerGame', plus_minus='N',
                                                pace_adjust='N', rank='N', league_id='00',
                                                season='2016-17', season_type='Regular
Season', po_round='0', outcome='', loca-
tion='', month='0', season_segment='',
date_from='', date_to='', oppo-
nent_team_id='0', vs_conference='',
vs_division='', game_segment='', period='0',
shot_clock_range='', last_n_games='0')
```

Bases: nba_py.player._PlayerDashboard

Displays player stats over the given season and over all seasons in the given league

Args:

player_id ID of the player to look up
team_id ID of the team to look up
measure_type Specifies type of measure to use (Base, Advanced, etc.)
per_mode Mode to measure statistics (Totals, PerGame, Per36, etc.)
plus_minus Whether or not to consider plus minus (Y or N)
pace_adjust Whether or not to pace adjust stats (Y or N)
rank Whether or not to consider rank (Y or N)
league_id ID for the league to look in (Default is 00)
season Season given to look up
season_type Season type to consider (Regular / Playoffs)
po_round Playoff round
outcome Filter out by wins or losses
location Filter out by home or away
month Specify month to filter by
season_segment Filter by pre/post all star break
date_from Filter out games before a specific date
date_to Filter out games after a specific date
opponent_team_id Opponent team ID to look up
vs_conference Filter by conference
vs_division Filter by division
game_segment Filter by half / overtime
period Filter by quarter / specific overtime
shot_clock_range Filter statistics by range in shot clock
last_n_games Filter by number of games specified in N

Attributes:

json Contains the full json dump to play around with

by_year ()

```
nba_py.player.get_player (first_name, last_name=None, season='2016-17', only_current=0,  
                           just_id=True)
```

Calls our PlayerList class to get a full list of players and then returns just an id if specified or the full row of player information

Args:

first_name First name of the player

last_name Last name of the player

(this is None if the player only has first name [None]) :only_current: Only wants the current list of players

:just_id: Only wants the id of the player

Returns: Either the ID or full row of information of the player inputted

Raises: :PlayerNotFoundException:

nba_py.game module

```
class nba_py.game.Boxscore(game_id, season='2016-17', season_type='Regular Season',
                             range_type='0', start_period='0', end_period='0', start_range='0',
                             end_range='0')
    Bases: nba_py.game._BaseBoxcore
    player_stats()
    team_starter_bench_stats()
    team_stats()

class nba_py.game.BoxscoreAdvanced(game_id, season='2016-17', season_type='Regular Sea-
                                   son', range_type='0', start_period='0', end_period='0',
                                   start_range='0', end_range='0')
    Bases: nba_py.game._BaseBoxcore
    sql_players_advanced()
    sql_team_advanced()

class nba_py.game.BoxscoreFourFactors(game_id, season='2016-17', season_type='Regular Sea-
                                       son', range_type='0', start_period='0', end_period='0',
                                       start_range='0', end_range='0')
    Bases: nba_py.game._BaseBoxcore
    sql_players_four_factors()
    sql_team_four_factors()

class nba_py.game.BoxscoreMisc(game_id, season='2016-17', season_type='Regular Sea-
                                son', range_type='0', start_period='0', end_period='0',
                                start_range='0', end_range='0')
    Bases: nba_py.game._BaseBoxcore
    sql_players_misc()
    sql_team_misc()
```

```
class nba_py.game.BoxscoreScoring(game_id, season='2016-17', season_type='Regular Season',
                                   range_type='0', start_period='0', end_period='0',
                                   start_range='0', end_range='0')
    Bases: nba_py.game._BaseBoxcore
    sql_players_scoring()
    sql_team_scoring()

class nba_py.game.BoxscoreSummary(game_id, season='2016-17', season_type='Regular Season',
                                   range_type='0', start_period='0', end_period='0',
                                   start_range='0', end_range='0')

    available_video()
    game_info()
    game_summary()
    inactive_players()
    last_meeting()
    line_score()
    officials()
    other_stats()
    season_series()

class nba_py.game.BoxscoreUsage(game_id, season='2016-17', season_type='Regular Season',
                                 range_type='0', start_period='0', end_period='0',
                                 start_range='0', end_range='0')
    Bases: nba_py.game._BaseBoxcore
    sql_players_usage()
    sql_team_usage()

class nba_py.game.HustleStats(game_id)

    hustle_stats_available()
    hustle_stats_player_box_score()
    hustle_stats_team_box_score()

class nba_py.game.PlayByPlay(game_id, start_period='0', end_period='0')

    available_video()
    info()

class nba_py.game.PlayerTracking(game_id)

    info()
```

CHAPTER 4

nba_py.team module

```
class nba_py.team.TeamClutchSplits (team_id,  measure_type='Base',  per_mode='PerGame',
                                     plus_minus='N',  pace_adjust='N',  rank='N',
                                     league_id='00',  season='2016-17',  season_type='Regular
Season', po_round='0', outcome='', location='', month='0',
                                     season_segment='',  date_from='',  date_to='',  oppo-
nent_team_id='0',  vs_conference='',  vs_division='',
                                     game_segment='',  period='0',  shot_clock_range='',
                                     last_n_games='0')
```

Bases: nba_py.team._TeamDashboard

This is a weird endpoint, to be honest. It's got a lot of cool little stats and there are two extra fields in the json that I have no idea what they do.

If you know please tell me.

- Last30Sec3Point2TeamDashboard
- Last10Sec3Point2TeamDashboard

last10sec_deficit_3point ()
Results in last 5 minutes <= 5 points

last1min_deficit_5point ()
Results in last 5 minutes <= 5 points

last1min_plusminus_5point ()
Last 1 minutes +/- 5 points

last30sec_deficit_3point ()
Results in last 5 minutes <= 5 points

last30sec_plusminus_5point ()
Last 30 seconds +/- 3 points

last3min_deficit_5point ()
Results in last 5 minutes <= 5 points

```
last3min_plusminus_5point ()
    Last 3 minutes +/- 5 points

last5min_deficit_5point ()
    Results in last 5 minutes <= 5 points

last5min_plusminus_5point ()
    Last 5 minutes +/- 5 points
```

```
class nba_py.team.TeamCommonRoster (team_id, season='2016-17')
```

```
    coaches ()
    roster ()
```

```
class nba_py.team.TeamDetails (team_id)
```

```
    awards_championships ()
    awards_conf ()
    awards_div ()
    background ()
    history ()
    hof ()
    retired ()
    social_sites ()
```

```
class nba_py.team.TeamGameLogs (team_id, season='2016-17', season_type='Regular Season')
```

```
    info ()
```

```
class nba_py.team.TeamGeneralSplits (team_id, measure_type='Base', per_mode='PerGame',
                                     plus_minus='N', pace_adjust='N', rank='N',
                                     league_id='00', season='2016-17', season_type='Regular
                                     Season', po_round='0', outcome='', location='',
                                     month='0', season_segment='', date_from='', date_to='',
                                     opponent_team_id='0', vs_conference='', vs_division='',
                                     game_segment='', period='0', shot_clock_range='',
                                     last_n_games='0')
```

```
Bases: nba_py.team._TeamDashboard
```

```
    days_rest ()
    location ()
    monthly ()
    pre_post_all_star ()
    wins_losses ()
```



```
class nba_py.team.TeamInGameSplits (team_id, measure_type='Base', per_mode='PerGame',
                                     plus_minus='N', pace_adjust='N', rank='N',
                                     league_id='00', season='2016-17', season_type='Regular
                                     Season', po_round='0', outcome='', location='', month='0',
                                     season_segment='', date_from='', date_to='', oppo-
                                     nent_team_id='0', vs_conference='', vs_division='',
                                     game_segment='', period='0', shot_clock_range='',
                                     last_n_games='0')
```

Bases: nba_py.team._TeamDashboard

by_actual_margin()

by_half()

by_period()

by_score_margin()

```
class nba_py.team.TeamLastNGamesSplits (team_id, measure_type='Base', per_mode='PerGame',
                                          plus_minus='N', pace_adjust='N', rank='N',
                                          league_id='00', season='2016-17', sea-
                                          son_type='Regular Season', po_round='0', out-
                                          come='', location='', month='0', season_segment='',
                                          date_from='', date_to='', opponent_team_id='0',
                                          vs_conference='', vs_division='', game_segment='',
                                          period='0', shot_clock_range='', last_n_games='0')
```

Bases: nba_py.team._TeamDashboard

gamenumber()

last10()

last15()

last20()

last5()

```
class nba_py.team.TeamLineups (team_id, game_id='', group_quantity=5, season='2016-
17', season_type='Regular Season', measure_type='Base',
per_mode='PerGame', plus_minus='N', pace_adjust='N',
rank='N', outcome='', location='', month='0', season_segment='',
date_from='', date_to='', opponent_team_id='0', vs_conference='',
vs_division='', game_segment='', period='0', last_n_games='0')
```

lineups()

overall()

```
class nba_py.team.TeamList (league_id='00')
```

info()

```
class nba_py.team.TeamOpponentSplits (team_id, measure_type='Base', per_mode='PerGame',
                                       plus_minus='N', pace_adjust='N', rank='N',
                                       league_id='00', season='2016-17', sea-
                                       son_type='Regular Season', po_round='0', out-
                                       come='', location='', month='0', season_segment='',
                                       date_from='', date_to='', opponent_team_id='0',
                                       vs_conference='', vs_division='', game_segment='',
                                       period='0', shot_clock_range='', last_n_games='0')
```

Bases: nba_py.team._TeamDashboard

by_conference()

by_division()

by_opponent()

```
class nba_py.team.TeamPassTracking(team_id, measure_type='Base', per_mode='PerGame',
                                   plus_minus='N', pace_adjust='N', rank='N',
                                   league_id='00', season='2016-17', season_type='Regular
                                   Season', po_round='0', outcome='', location='', month='0',
                                   season_segment='', date_from='', date_to='', oppo-
                                   nent_team_id='0', vs_conference='', vs_division='',
                                   game_segment='', period='0', shot_clock_range='',
                                   last_n_games='0')
```

Bases: nba_py.team._TeamDashboard

passes_made()

passes_recieved()

```
class nba_py.team.TeamPerformanceSplits(team_id, measure_type='Base',
                                          per_mode='PerGame', plus_minus='N',
                                          pace_adjust='N', rank='N', league_id='00',
                                          season='2016-17', season_type='Regular Season',
                                          po_round='0', outcome='', location='', month='0',
                                          season_segment='', date_from='', date_to='', oppo-
                                          nent_team_id='0', vs_conference='', vs_division='',
                                          game_segment='', period='0', shot_clock_range='',
                                          last_n_games='0')
```

Bases: nba_py.team._TeamDashboard

points_against()

points_scored()

score_differential()

```
class nba_py.team.TeamPlayerOnOffDetail(team_id, measure_type='Base',
                                          per_mode='PerGame', plus_minus='N',
                                          pace_adjust='N', rank='N', league_id='00',
                                          season='2016-17', season_type='Regular Season',
                                          po_round='0', outcome='', location='', month='0',
                                          season_segment='', date_from='', date_to='', oppo-
                                          nent_team_id='0', vs_conference='', vs_division='',
                                          game_segment='', period='0', shot_clock_range='',
                                          last_n_games='0')
```

Bases: nba_py.team._TeamDashboard

off_court()

on_court()

```
class nba_py.team.TeamPlayerOnOffSummary(team_id,
                                         measure_type='Base',
                                         per_mode='PerGame',
                                         plus_minus='N',
                                         pace_adjust='N',
                                         rank='N',
                                         league_id='00',
                                         season='2016-17',
                                         season_type='Regular Season',
                                         po_round='0',
                                         outcome='',
                                         location='',
                                         month='0',
                                         season_segment='',
                                         date_from='',
                                         date_to='',
                                         opponent_team_id='0',
                                         vs_conference='',
                                         vs_division='',
                                         game_segment='',
                                         period='0',
                                         shot_clock_range='',
                                         last_n_games='0')
```

Bases: nba_py.team._TeamDashboard

off_court()

on_court()

```
class nba_py.team.TeamPlayers(team_id,
                              measure_type='Base',
                              per_mode='PerGame',
                              plus_minus='N',
                              pace_adjust='N',
                              rank='N',
                              league_id='00',
                              season='2016-17',
                              season_type='Regular Season',
                              po_round='0',
                              outcome='',
                              location='',
                              month='0',
                              season_segment='',
                              date_from='',
                              date_to='',
                              opponent_team_id='0',
                              vs_conference='',
                              vs_division='',
                              game_segment='',
                              period='0',
                              shot_clock_range='',
                              last_n_games='0')
```

Bases: nba_py.team._TeamDashboard

season_totals()

```
class nba_py.team.TeamReboundTracking(team_id,
                                       measure_type='Base',
                                       per_mode='PerGame',
                                       plus_minus='N',
                                       pace_adjust='N',
                                       rank='N',
                                       league_id='00',
                                       season='2016-17',
                                       season_type='Regular Season',
                                       po_round='0',
                                       outcome='',
                                       location='',
                                       month='0',
                                       season_segment='',
                                       date_from='',
                                       date_to='',
                                       opponent_team_id='0',
                                       vs_conference='',
                                       vs_division='',
                                       game_segment='',
                                       period='0',
                                       shot_clock_range='',
                                       last_n_games='0')
```

Bases: nba_py.team._TeamDashboard

contested_rebounding()

rebound_distance_rebounding()

shot_distance_rebounding()

shot_type_rebounding()

```
class nba_py.team.TeamSeasons(team_id,
                              league_id='00',
                              season_type='Regular Season',
                              per_mode='PerGame')
```

info()

```
class nba_py.team.TeamShootingSplits(team_id,
                                       measure_type='Base',
                                       per_mode='PerGame',
                                       plus_minus='N',
                                       pace_adjust='N',
                                       rank='N',
                                       league_id='00',
                                       season='2016-17',
                                       season_type='Regular Season',
                                       po_round='0',
                                       outcome='',
                                       location='',
                                       month='0',
                                       season_segment='',
                                       date_from='',
                                       date_to='',
                                       opponent_team_id='0',
                                       vs_conference='',
                                       vs_division='',
                                       game_segment='',
                                       period='0',
                                       shot_clock_range='',
                                       last_n_games='0')
```

Bases: nba_py.team._TeamDashboard

assisted_by()

```
assisted_shots()

shot_5ft()

shot_8ft()

shot_areas()

shot_type_summary()

class nba_py.team.TeamShotTracking(team_id, measure_type='Base', per_mode='PerGame',
                                   plus_minus='N', pace_adjust='N', rank='N',
                                   league_id='00', season='2016-17', season_type='Regular
                                   Season', po_round='0', outcome='', location='', month='0',
                                   season_segment='', date_from='', date_to='', oppo-
                                   nent_team_id='0', vs_conference='', vs_division='',
                                   game_segment='', period='0', shot_clock_range='',
                                   last_n_games='0')

Bases: nba_py.team._TeamDashboard

closest_defender_shooting()

closest_defender_shooting_long()

dribble_shooting()

shot_clock_shooting()

touch_time_shooting()

class nba_py.team.TeamSummary(team_id, season='2016-17', league_id='00', season_type='Regular
                               Season')

info()

season_ranks()

class nba_py.team.TeamVsPlayer(team_id, vs_player_id, measure_type='Base',
                                per_mode='PerGame', plus_minus='N', pace_adjust='N',
                                rank='N', league_id='00', season='2016-17', sea-
                                son_type='Regular Season', po_round='0', outcome='', loca-
                                tion='', month='0', season_segment='', date_from='', date_to='',
                                opponent_team_id='0', vs_conference='', vs_division='',
                                game_segment='', period='0', shot_clock_range='',
                                last_n_games='0')

on_off_court()

overall()

shot_area_off_court()

shot_area_on_court()

shot_area_overall()

shot_distance_off_court()

shot_distance_on_court()

shot_distance_overall()

vs_player_overall()
```

```
class nba_py.team.TeamYearOverYearSplits (team_id,                measure_type='Base',
                                           per_mode='PerGame',      plus_minus='N',
                                           pace_adjust='N',    rank='N',    league_id='00',
                                           season='2016-17', season_type='Regular Season',
                                           po_round='0', outcome='', location='', month='0',
                                           season_segment='', date_from='', date_to='',
                                           opponent_team_id='0', vs_conference='',
                                           vs_division='', game_segment='', period='0',
                                           shot_clock_range='', last_n_games='0')

Bases: nba_py.team._TeamDashboard

by_year ()
```


CHAPTER 5

nba_py.constants module

```
class nba_py.constants.AheadBehind
    Bases: nba_py.constants._DefaultBlank

    AheadOrBehind = 'Ahead or Behind'
    AheadOrTied = 'Ahead or Tied'
    BehindOrTied = 'Behind or Tied'

class nba_py.constants.ClutchTime
    Bases: nba_py.constants._DefaultBlank

    Last10Sec = 'Last 10 Seconds'
    Last1Min = 'Last 1 Minutes'
    Last2Min = 'Last 2 Minutes'
    Last30Sec = 'Last 30 Seconds'
    Last3Min = 'Last 3 Minutes'
    Last4Min = 'Last 4 Minutes'
    Last5Min = 'Last 5 Minutes'

class nba_py.constants.College
    Bases: nba_py.constants._DefaultBlank

class nba_py.constants.Conference
    Bases: nba_py.constants.VsConference

class nba_py.constants.ContextMeasure

    Default = 'FGM'
    EFG_PCT = 'EFG_PCT'
    FG3A = 'FG3A'
```

```
FG3M = 'FG3m'
FG3_PCT = 'FG3_PCT'
FGA = 'FGA'
FGM = 'FGM'
FG_PCT = 'FG_PCT'
PF = 'PF'
PTS_2ND_CHANCE = 'PTS_2ND_CHANCE'
PTS_FB = 'PTS_FB'
PTS_OFF_TOV = 'PTS_OFF_TOV'
TS_PCT = 'TS_PCT'
```

```
class nba_py.constants.Counter
```

```
    Default = '1000'
```

```
class nba_py.constants.Country
    Bases: nba_py.constants._DefaultBlank
```

```
class nba_py.constants.DateFrom
    Bases: nba_py.constants._DefaultBlank
```

```
class nba_py.constants.DateTo
    Bases: nba_py.constants._DefaultBlank
```

```
class nba_py.constants.Direction
```

```
    ASC = 'ASC'
```

```
    DESC = 'DESC'
```

```
    Default = 'DESC'
```

```
class nba_py.constants.Division
    Bases: nba_py.constants.VsDivision
```

```
class nba_py.constants.DraftPick
    Bases: nba_py.constants._DefaultBlank
```

```
    FirstPick = '1st+Pick'
```

```
    FirstRound = '1st+Round'
```

```
    Lottery = 'Lottery+Pick'
```

```
    Picks11Thru20 = 'Picks+11+Thru+20'
```

```
    Picks21Thru30 = 'Picks+21+Thru+30'
```

```
    SecondRound = '2nd+Round'
```

```
    Top10 = 'Top+10+Pick'
```

```
    Top15 = 'Top+15+Pick'
```

```
    Top20 = 'Top+20+Pick'
```

```
    Top25 = 'Top+25+Pick'
```


Top5 = 'Top+5+Pick'

Undrafted = 'Undrafted'

```
class nba_py.constants.DraftYear
    Bases: nba_py.constants._DefaultBlank
```

```
class nba_py.constants.EndPeriod
    Bases: nba_py.constants.Period
```

```
class nba_py.constants.EndRange
    Bases: nba_py.constants._DefaultZero
```

```
class nba_py.constants.GameID
    Bases: nba_py.constants._DefaultBlank
```

```
class nba_py.constants.GameScope
```

Default = 'Season'

Finals = 'Finals'

Last10 = 'Last 10'

Season = 'Season'

Yesterday = 'Yesterday'

```
class nba_py.constants.GameSegment
    Bases: nba_py.constants._DefaultBlank
```

EntireGame = ''

FirstHalf = 'First Half'

Overtime = 'Overtime'

SecondHalf = 'Second Half'

```
class nba_py.constants.Game_Scope
    Bases: nba_py.constants._DefaultBlank
```

Last10 = 'Last 10'

Yesterday = 'Yesterday'

```
class nba_py.constants.GroupQuantity
```

Default = 5

```
class nba_py.constants.Height
    Bases: nba_py.constants._DefaultBlank
```

Example: for greater than 6ft8 api call should be GT+6-8 for lower than 7ft3 api call should be LT+7-3

```
class nba_py.constants.LastNGames
    Bases: nba_py.constants._DefaultZero
```

```
class nba_py.constants.League
```

Default = '00'

NBA = '00'

```
class nba_py.constants.Location
    Bases: nba_py.constants._DefaultBlank

    Away = 'Away'
    Home = 'Home'

class nba_py.constants.MeasureType

    Advanced = 'Advanced'
    Base = 'Base'
    Default = 'Base'
    FourFactors = 'Four Factors'
    Misc = 'Misc'
    Opponent = 'Opponent'
    Scoring = 'Scoring'
    Usage = 'Usage'

class nba_py.constants.Month
    Bases: nba_py.constants._DefaultZero

    All = '0'
    April = '7'
    August = '11'
    December = '3'
    February = '5'
    January = '4'
    July = '10'
    June = '9'
    March = '6'
    May = '8'
    November = '2'
    October = '1'
    September = '12'

class nba_py.constants.OpponentTeamID
    Bases: nba_py.constants._DefaultZero

class nba_py.constants.Outcome
    Bases: nba_py.constants._DefaultBlank

    Loss = 'L'
    Win = 'W'

class nba_py.constants.PaceAdjust
    Bases: nba_py.constants._DefaultN
```

```
class nba_py.constants.PerMode
```

```
    Default = 'PerGame'
    MinutesPer = 'MinutesPer'
    Per100Plays = 'Per100Plays'
    Per100Possessions = 'Per100Possessions'
    Per36 = 'Per36'
    Per40 = 'Per40'
    Per48 = 'Per48'
    PerGame = 'PerGame'
    PerMinute = 'PerMinute'
    PerPlay = 'PerPlay'
    PerPossession = 'PerPossession'
    Totals = 'Totals'
```

```
class nba_py.constants.Period
    Bases: nba_py.constants._DefaultZero
```

```
    AllQuarters = '0'
    FirstQuarter = '1'
    FourthQuarter = '4'
    Overtime(n)
    SecondQuarter = '2'
    ThirdQuarter = '3'
```

```
class nba_py.constants.PlayerExperience
    Bases: nba_py.constants._DefaultBlank
```

```
    Rookie = 'Rookie'
    Sophomore = 'Sophomore'
    Veteran = 'Veteran'
```

```
class nba_py.constants.PlayerOrTeam
```

```
    Default = 'Player'
    Player = 'Player'
    Team = 'Team'
```

```
class nba_py.constants.PlayerPosition
    Bases: nba_py.constants._DefaultBlank
```

```
    Center = 'C'
    Forward = 'F'
    Guard = 'G'
```

```
class nba_py.constants.PlayerScope

    AllPlayers = 'All Players'
    Default = 'All Players'
    Rookies = 'Rookie'

class nba_py.constants.Player_or_Team

    Default = 'P'
    Player = 'P'
    Team = 'T'

class nba_py.constants.PlayoffRound
    Bases: nba_py.constants._DefaultZero

    All = '0'
    ConferenceFinals = '3'
    Finals = '4'
    QuarterFinals = '1'
    SemiFinals = '2'

class nba_py.constants.PlusMinus
    Bases: nba_py.constants._DefaultN

class nba_py.constants.PtMeasureType

    SpeedDistance = 'SpeedDistance'

class nba_py.constants.RangeType
    Bases: nba_py.constants._DefaultZero

class nba_py.constants.Rank
    Bases: nba_py.constants._DefaultN

class nba_py.constants.RookieYear
    Bases: nba_py.constants._DefaultBlank

class nba_py.constants.Scope

    AllPlayers = 'S'
    Default = 'S'
    Rookies = 'Rookies'

class nba_py.constants.SeasonSegment
    Bases: nba_py.constants._DefaultBlank

    EntireSeason = ''
    PostAllStar = 'Post All-Star'
    PreAllStar = 'Pre All-Star'

class nba_py.constants.SeasonType
```

```
    Default = 'Regular Season'
    Playoffs = 'Playoffs'
    Regular = 'Regular Season'
class nba_py.constants.ShotClockRange
    Bases: nba_py.constants._DefaultBlank
    AllRanges = ''
    ShotClockOff = 'ShotClock Off'
    get (n)
class nba_py.constants.Sorter

    AST = 'AST'
    BLK = 'BLK'
    DREB = 'DREB'
    Default = 'PTS'
    FG3A = 'FG3A'
    FG3M = 'FG3M'
    FG3_PCT = 'FG3_PCT'
    FGA = 'FGA'
    FGM = 'FGM'
    FG_PCT = 'FG_PCT'
    FTA = 'FTA'
    FTM = 'FTM'
    FT_PCT = 'FT_PCT'
    OREB = 'OREB'
    PTS = 'PTS'
    REB = 'REB'
    STL = 'STL'
    TOV = 'TOV'
class nba_py.constants.StartPeriod
    Bases: nba_py.constants.Period
class nba_py.constants.StartRange
    Bases: nba_py.constants._DefaultZero
class nba_py.constants.StarterBench
    Bases: nba_py.constants._DefaultBlank
    Bench = 'Bench'
    Starters = 'Starters'
class nba_py.constants.StatCategory
```

```
AST = 'AST'
AST_TOV = 'AST/TO'
BLK = 'BLK'
DREB = 'DREB'
Default = 'PTS'
EFF = 'EFF'
FG3A = '3PA'
FG3M = '3PM'
FG3_PCT = '3P%'
FGA = 'FGA'
FGM = 'FGM'
FG_PCT = 'FG%'
FTA = 'FTA'
FTM = 'FTM'
FT_PCT = 'FT%'
OREB = 'OREB'
PF = 'PF'
PTS = 'PTS'
REB = 'REB'
STL = 'STL'
STL_TOV = 'STL/TOV'
TOV = 'TOV'

class nba_py.constants.TeamID
    Bases: nba_py.constants._DefaultZero

class nba_py.constants.VsConference
    Bases: nba_py.constants._DefaultBlank
    All = ''
    East = 'East'
    West = 'West'

class nba_py.constants.VsDivision
    Bases: nba_py.constants._DefaultBlank
    All = ''
    Atlantic = 'Atlantic'
    Central = 'Central'
    Northwest = 'Northwest'
    Pacific = 'Pacific'
    Southeast = 'Southeast'
```

Southwest = 'Southwest'

class nba_py.constants.**Weight**

Bases: nba_py.constants._DefaultBlank

Example: for greater than 225lbs api call should be GT+225lbs

CHAPTER 6

Indices and tables

- `genindex`
- `modindex`
- `search`

n

- `nba_py`, [3](#)
- `nba_py.constants`, [35](#)
- `nba_py.game`, [25](#)
- `nba_py.player`, [5](#)
- `nba_py.team`, [27](#)

A

Advanced (nba_py.constants.MeasureType attribute), 38
AheadBehind (class in nba_py.constants), 35
AheadOrBehind (nba_py.constants.AheadBehind attribute), 35
AheadOrTied (nba_py.constants.AheadBehind attribute), 35
All (nba_py.constants.Month attribute), 38
All (nba_py.constants.PlayoffRound attribute), 40
All (nba_py.constants.VsConference attribute), 42
All (nba_py.constants.VsDivision attribute), 42
all_star_season_totals() (nba_py.player.PlayerCareer method), 5
AllPlayers (nba_py.constants.PlayerScope attribute), 40
AllPlayers (nba_py.constants.Scope attribute), 40
AllQuarters (nba_py.constants.Period attribute), 39
AllRanges (nba_py.constants.ShotClockRange attribute), 41
April (nba_py.constants.Month attribute), 38
ASC (nba_py.constants.Direction attribute), 36
assisted_by() (nba_py.player.PlayerShootingSplits method), 19
assisted_by() (nba_py.team.TeamShootingSplits method), 31
assisted_shots() (nba_py.player.PlayerShootingSplits method), 19
assisted_shots() (nba_py.team.TeamShootingSplits method), 31
AST (nba_py.constants.Sorter attribute), 41
AST (nba_py.constants.StatCategory attribute), 41
AST_TOV (nba_py.constants.StatCategory attribute), 42
Atlantic (nba_py.constants.VsDivision attribute), 42
August (nba_py.constants.Month attribute), 38
available() (nba_py.Scoreboard method), 3
available_video() (nba_py.game.BoxscoreSummary method), 26
available_video() (nba_py.game.PlayByPlay method), 26
awards_championships() (nba_py.team.TeamDetails method), 28

awards_conf() (nba_py.team.TeamDetails method), 28
awards_div() (nba_py.team.TeamDetails method), 28
Away (nba_py.constants.Location attribute), 38

B

background() (nba_py.team.TeamDetails method), 28
Base (nba_py.constants.MeasureType attribute), 38
BehindOrTied (nba_py.constants.AheadBehind attribute), 35
Bench (nba_py.constants.StarterBench attribute), 41
BLK (nba_py.constants.Sorter attribute), 41
BLK (nba_py.constants.StatCategory attribute), 42
Boxscore (class in nba_py.game), 25
BoxscoreAdvanced (class in nba_py.game), 25
BoxscoreFourFactors (class in nba_py.game), 25
BoxscoreMisc (class in nba_py.game), 25
BoxscoreScoring (class in nba_py.game), 25
BoxscoreSummary (class in nba_py.game), 26
BoxscoreUsage (class in nba_py.game), 26
by_actual_margin() (nba_py.player.PlayerInGameSplits method), 10
by_actual_margin() (nba_py.team.TeamInGameSplits method), 29
by_conference() (nba_py.player.PlayerOpponentSplits method), 13
by_conference() (nba_py.team.TeamOpponentSplits method), 30
by_division() (nba_py.player.PlayerOpponentSplits method), 13
by_division() (nba_py.team.TeamOpponentSplits method), 30
by_half() (nba_py.player.PlayerInGameSplits method), 10
by_half() (nba_py.team.TeamInGameSplits method), 29
by_opponent() (nba_py.player.PlayerOpponentSplits method), 13
by_opponent() (nba_py.team.TeamOpponentSplits method), 30
by_period() (nba_py.player.PlayerInGameSplits method), 10

by_period() (nba_py.team.TeamInGameSplits method), 29
by_score_margin() (nba_py.player.PlayerInGameSplits method), 10
by_score_margin() (nba_py.team.TeamInGameSplits method), 29
by_year() (nba_py.player.PlayerYearOverYearSplits method), 23
by_year() (nba_py.team.TeamYearOverYearSplits method), 33

C

career_all_star_season_totals()
(nba_py.player.PlayerCareer method), 5
career_highs() (nba_py.player.PlayerProfile method), 15
Center (nba_py.constants.PlayerPosition attribute), 39
Central (nba_py.constants.VsDivision attribute), 42
closest_defender_shooting()
(nba_py.player.PlayerShotTracking method), 21
closest_defender_shooting()
(nba_py.team.TeamShotTracking method), 32
closest_defender_shooting_long()
(nba_py.player.PlayerShotTracking method), 21
closest_defender_shooting_long()
(nba_py.team.TeamShotTracking method), 32
ClutchTime (class in nba_py.constants), 35
coaches() (nba_py.team.TeamCommonRoster method), 28
College (class in nba_py.constants), 35
college_season_career_totals()
(nba_py.player.PlayerCareer method), 5
college_season_totals() (nba_py.player.PlayerCareer method), 5
Conference (class in nba_py.constants), 35
ConferenceFinals (nba_py.constants.PlayoffRound attribute), 40
contested_rebounding() (nba_py.team.TeamReboundTracking method), 31
ContextMeasure (class in nba_py.constants), 35
Counter (class in nba_py.constants), 36
Country (class in nba_py.constants), 36

D

DateFrom (class in nba_py.constants), 36
DateTo (class in nba_py.constants), 36
days_rest() (nba_py.player.PlayerGeneralSplits method), 9
days_rest() (nba_py.team.TeamGeneralSplits method), 28
December (nba_py.constants.Month attribute), 38
Default (nba_py.constants.ContextMeasure attribute), 35

Default (nba_py.constants.Counter attribute), 36
Default (nba_py.constants.Direction attribute), 36
Default (nba_py.constants.GameScope attribute), 37
Default (nba_py.constants.GroupQuantity attribute), 37
Default (nba_py.constants.League attribute), 37
Default (nba_py.constants.MeasureType attribute), 38
Default (nba_py.constants.PerMode attribute), 39
Default (nba_py.constants.Player_or_Team attribute), 40
Default (nba_py.constants.PlayerOrTeam attribute), 39
Default (nba_py.constants.PlayerScope attribute), 40
Default (nba_py.constants.Scope attribute), 40
Default (nba_py.constants.SeasonType attribute), 40
Default (nba_py.constants.Sorter attribute), 41
Default (nba_py.constants.StatCategory attribute), 42
DESC (nba_py.constants.Direction attribute), 36
Direction (class in nba_py.constants), 36
Division (class in nba_py.constants), 36
DraftPick (class in nba_py.constants), 36
DraftYear (class in nba_py.constants), 37
DREB (nba_py.constants.Sorter attribute), 41
DREB (nba_py.constants.StatCategory attribute), 42
dribble_shooting() (nba_py.player.PlayerShotTracking method), 21
dribble_shooting() (nba_py.team.TeamShotTracking method), 32

E

East (nba_py.constants.VsConference attribute), 42
east_conf_standings_by_day() (nba_py.Scoreboard method), 3
EFF (nba_py.constants.StatCategory attribute), 42
EFG_PCT (nba_py.constants.ContextMeasure attribute), 35
EndPeriod (class in nba_py.constants), 37
EndRange (class in nba_py.constants), 37
EntireGame (nba_py.constants.GameSegment attribute), 37
EntireSeason (nba_py.constants.SeasonSegment attribute), 40

F

February (nba_py.constants.Month attribute), 38
FG3_PCT (nba_py.constants.ContextMeasure attribute), 36
FG3_PCT (nba_py.constants.Sorter attribute), 41
FG3_PCT (nba_py.constants.StatCategory attribute), 42
FG3A (nba_py.constants.ContextMeasure attribute), 35
FG3A (nba_py.constants.Sorter attribute), 41
FG3A (nba_py.constants.StatCategory attribute), 42
FG3M (nba_py.constants.ContextMeasure attribute), 35
FG3M (nba_py.constants.Sorter attribute), 41
FG3M (nba_py.constants.StatCategory attribute), 42
FG_PCT (nba_py.constants.ContextMeasure attribute), 36

FG_PCT (nba_py.constants.Sorter attribute), 41
 FG_PCT (nba_py.constants.StatCategory attribute), 42
 FGA (nba_py.constants.ContextMeasure attribute), 36
 FGA (nba_py.constants.Sorter attribute), 41
 FGA (nba_py.constants.StatCategory attribute), 42
 FGM (nba_py.constants.ContextMeasure attribute), 36
 FGM (nba_py.constants.Sorter attribute), 41
 FGM (nba_py.constants.StatCategory attribute), 42
 Finals (nba_py.constants.GameScope attribute), 37
 Finals (nba_py.constants.PlayoffRound attribute), 40
 FirstHalf (nba_py.constants.GameSegment attribute), 37
 FirstPick (nba_py.constants.DraftPick attribute), 36
 FirstQuarter (nba_py.constants.Period attribute), 39
 FirstRound (nba_py.constants.DraftPick attribute), 36
 Forward (nba_py.constants.PlayerPosition attribute), 39
 FourFactors (nba_py.constants.MeasureType attribute), 38
 FourthQuarter (nba_py.constants.Period attribute), 39
 FT_PCT (nba_py.constants.Sorter attribute), 41
 FT_PCT (nba_py.constants.StatCategory attribute), 42
 FTA (nba_py.constants.Sorter attribute), 41
 FTA (nba_py.constants.StatCategory attribute), 42
 FTM (nba_py.constants.Sorter attribute), 41
 FTM (nba_py.constants.StatCategory attribute), 42

G

game_header() (nba_py.Scoreboard method), 3
 game_info() (nba_py.game.BoxscoreSummary method), 26
 Game_Scope (class in nba_py.constants), 37
 game_summary() (nba_py.game.BoxscoreSummary method), 26
 GameID (class in nba_py.constants), 37
 gamenumber() (nba_py.player.PlayerLastNGamesSplits method), 11
 gamenumber() (nba_py.team.TeamLastNGamesSplits method), 29
 GameScope (class in nba_py.constants), 37
 GameSegment (class in nba_py.constants), 37
 general_shooting() (nba_py.player.PlayerShotTracking method), 21
 get() (nba_py.constants.ShotClockRange method), 41
 get_player() (in module nba_py.player), 23
 GroupQuantity (class in nba_py.constants), 37
 Guard (nba_py.constants.PlayerPosition attribute), 39

H

headline_stats() (nba_py.player.PlayerSummary method), 21
 Height (class in nba_py.constants), 37
 history() (nba_py.team.TeamDetails method), 28
 hof() (nba_py.team.TeamDetails method), 28
 Home (nba_py.constants.Location attribute), 38

hustle_stats_available() (nba_py.game.HustleStats method), 26
 hustle_stats_player_box_score() (nba_py.game.HustleStats method), 26
 hustle_stats_team_box_score() (nba_py.game.HustleStats method), 26
 HustleStats (class in nba_py.game), 26

I

inactive_players() (nba_py.game.BoxscoreSummary method), 26
 info() (nba_py.game.PlayByPlay method), 26
 info() (nba_py.game.PlayerTracking method), 26
 info() (nba_py.player.PlayerGameLogs method), 8
 info() (nba_py.player.PlayerList method), 12
 info() (nba_py.player.PlayerSummary method), 21
 info() (nba_py.team.TeamGameLogs method), 28
 info() (nba_py.team.TeamList method), 29
 info() (nba_py.team.TeamSeasons method), 31
 info() (nba_py.team.TeamSummary method), 32

J

January (nba_py.constants.Month attribute), 38
 July (nba_py.constants.Month attribute), 38
 June (nba_py.constants.Month attribute), 38

L

Last10 (nba_py.constants.Game_Scope attribute), 37
 Last10 (nba_py.constants.GameScope attribute), 37
 last10() (nba_py.player.PlayerLastNGamesSplits method), 12
 last10() (nba_py.team.TeamLastNGamesSplits method), 29
 Last10Sec (nba_py.constants.ClutchTime attribute), 35
 last10sec_deficit_3point() (nba_py.player.PlayerClutchSplits method), 6
 last10sec_deficit_3point() (nba_py.team.TeamClutchSplits method), 27
 last15() (nba_py.player.PlayerLastNGamesSplits method), 12
 last15() (nba_py.team.TeamLastNGamesSplits method), 29
 Last1Min (nba_py.constants.ClutchTime attribute), 35
 last1min_deficit_5point() (nba_py.player.PlayerClutchSplits method), 7
 last1min_deficit_5point() (nba_py.team.TeamClutchSplits method), 27
 last1min_plusminus_5point() (nba_py.player.PlayerClutchSplits method), 7
 last1min_plusminus_5point() (nba_py.team.TeamClutchSplits method), 27

last20() (nba_py.player.PlayerLastNGamesSplits method), 12

last20() (nba_py.team.TeamLastNGamesSplits method), 29

Last2Min (nba_py.constants.ClutchTime attribute), 35

Last30Sec (nba_py.constants.ClutchTime attribute), 35

last30sec_deficit_3point() (nba_py.player.PlayerClutchSplits method), 7

last30sec_deficit_3point() (nba_py.team.TeamClutchSplits method), 27

last30sec_plusminus_5point() (nba_py.player.PlayerClutchSplits method), 7

last30sec_plusminus_5point() (nba_py.team.TeamClutchSplits method), 27

Last3Min (nba_py.constants.ClutchTime attribute), 35

last3min_deficit_5point() (nba_py.player.PlayerClutchSplits method), 7

last3min_deficit_5point() (nba_py.team.TeamClutchSplits method), 27

last3min_plusminus_5point() (nba_py.player.PlayerClutchSplits method), 7

last3min_plusminus_5point() (nba_py.team.TeamClutchSplits method), 27

Last4Min (nba_py.constants.ClutchTime attribute), 35

last5() (nba_py.player.PlayerLastNGamesSplits method), 12

last5() (nba_py.team.TeamLastNGamesSplits method), 29

Last5Min (nba_py.constants.ClutchTime attribute), 35

last5min_deficit_5point() (nba_py.player.PlayerClutchSplits method), 7

last5min_deficit_5point() (nba_py.team.TeamClutchSplits method), 28

last5min_plusminus_5point() (nba_py.player.PlayerClutchSplits method), 7

last5min_plusminus_5point() (nba_py.team.TeamClutchSplits method), 28

last_meeting() (nba_py.game.BoxscoreSummary method), 26

last_meeting() (nba_py.Scoreboard method), 3

LastNGames (class in nba_py.constants), 37

League (class in nba_py.constants), 37

line_score() (nba_py.game.BoxscoreSummary method), 26

line_score() (nba_py.Scoreboard method), 3

lineups() (nba_py.team.TeamLineups method), 29

Location (class in nba_py.constants), 37

location() (nba_py.player.PlayerGeneralSplits method), 9

location() (nba_py.team.TeamGeneralSplits method), 28

Loss (nba_py.constants.Outcome attribute), 38

Lottery (nba_py.constants.DraftPick attribute), 36

M

March (nba_py.constants.Month attribute), 38

May (nba_py.constants.Month attribute), 38

MeasureType (class in nba_py.constants), 38

MinutesPer (nba_py.constants.PerMode attribute), 39

Misc (nba_py.constants.MeasureType attribute), 38

Month (class in nba_py.constants), 38

month() (nba_py.player.PlayerGeneralSplits method), 9

monthly() (nba_py.team.TeamGeneralSplits method), 28

N

NBA (nba_py.constants.League attribute), 37

nba_py (module), 3

nba_py.constants (module), 35

nba_py.game (module), 25

nba_py.player (module), 5

nba_py.team (module), 27

next_game() (nba_py.player.PlayerProfile method), 15

Northwest (nba_py.constants.VsDivision attribute), 42

November (nba_py.constants.Month attribute), 38

num_contested_rebounding() (nba_py.player.PlayerReboundTracking method), 17

O

October (nba_py.constants.Month attribute), 38

off_court() (nba_py.team.TeamPlayerOnOffDetail method), 30

off_court() (nba_py.team.TeamPlayerOnOffSummary method), 31

officials() (nba_py.game.BoxscoreSummary method), 26

on_court() (nba_py.team.TeamPlayerOnOffDetail method), 30

on_court() (nba_py.team.TeamPlayerOnOffSummary method), 31

on_off_court() (nba_py.player.PlayerVsPlayer method), 22

on_off_court() (nba_py.team.TeamVsPlayer method), 32

Opponent (nba_py.constants.MeasureType attribute), 38

OpponentTeamID (class in nba_py.constants), 38

OREB (nba_py.constants.Sorter attribute), 41

OREB (nba_py.constants.StatCategory attribute), 42

other_stats() (nba_py.game.BoxscoreSummary method), 26

Outcome (class in nba_py.constants), 38

overall() (nba_py.player.PlayerVsPlayer method), 22

overall() (nba_py.team.TeamLineups method), 29

overall() (nba_py.team.TeamVsPlayer method), 32

Overtime (nba_py.constants.GameSegment attribute), 37

Overtime() (nba_py.constants.Period method), 39

P

- PaceAdjust (class in nba_py.constants), 38
- Pacific (nba_py.constants.VsDivision attribute), 42
- passes_made() (nba_py.player.PlayerPassTracking method), 14
- passes_made() (nba_py.team.TeamPassTracking method), 30
- passes_received() (nba_py.player.PlayerPassTracking method), 14
- passes_recieved() (nba_py.team.TeamPassTracking method), 30
- Per100Plays (nba_py.constants.PerMode attribute), 39
- Per100Possessions (nba_py.constants.PerMode attribute), 39
- Per36 (nba_py.constants.PerMode attribute), 39
- Per40 (nba_py.constants.PerMode attribute), 39
- Per48 (nba_py.constants.PerMode attribute), 39
- PerGame (nba_py.constants.PerMode attribute), 39
- Period (class in nba_py.constants), 39
- PerMinute (nba_py.constants.PerMode attribute), 39
- PerMode (class in nba_py.constants), 38
- PerPlay (nba_py.constants.PerMode attribute), 39
- PerPossession (nba_py.constants.PerMode attribute), 39
- PF (nba_py.constants.ContextMeasure attribute), 36
- PF (nba_py.constants.StatCategory attribute), 42
- Picks11Thru20 (nba_py.constants.DraftPick attribute), 36
- Picks21Thru30 (nba_py.constants.DraftPick attribute), 36
- PlayByPlay (class in nba_py.game), 26
- Player (nba_py.constants.Player_or_Team attribute), 40
- Player (nba_py.constants.PlayerOrTeam attribute), 39
- player_info() (nba_py.player.PlayerVsPlayer method), 22
- Player_or_Team (class in nba_py.constants), 40
- player_stats() (nba_py.game.Boxscore method), 25
- PlayerCareer (class in nba_py.player), 5
- PlayerClutchSplits (class in nba_py.player), 5
- PlayerDefenseTracking (class in nba_py.player), 7
- PlayerExperience (class in nba_py.constants), 39
- PlayerGameLogs (class in nba_py.player), 8
- PlayerGeneralSplits (class in nba_py.player), 8
- PlayerInGameSplits (class in nba_py.player), 9
- PlayerLastNGamesSplits (class in nba_py.player), 10
- PlayerList (class in nba_py.player), 12
- PlayerNotFoundException, 12
- PlayerOpponentSplits (class in nba_py.player), 12
- PlayerOrTeam (class in nba_py.constants), 39
- PlayerPassTracking (class in nba_py.player), 13
- PlayerPerformanceSplits (class in nba_py.player), 14
- PlayerPosition (class in nba_py.constants), 39
- PlayerProfile (class in nba_py.player), 15
- PlayerReboundLogTracking (class in nba_py.player), 15
- PlayerReboundTracking (class in nba_py.player), 16
- PlayerScope (class in nba_py.constants), 39
- PlayerShootingSplits (class in nba_py.player), 18
- PlayerShotLogTracking (class in nba_py.player), 19
- PlayerShotTracking (class in nba_py.player), 20
- PlayerSummary (class in nba_py.player), 21
- PlayerTracking (class in nba_py.game), 26
- PlayerVsPlayer (class in nba_py.player), 21
- PlayerYearOverYearSplits (class in nba_py.player), 22
- PlayoffRound (class in nba_py.constants), 40
- Playoffs (nba_py.constants.SeasonType attribute), 41
- PlusMinus (class in nba_py.constants), 40
- points_against() (nba_py.player.PlayerPerformanceSplits method), 15
- points_against() (nba_py.team.TeamPerformanceSplits method), 30
- points_scored() (nba_py.player.PlayerPerformanceSplits method), 15
- points_scored() (nba_py.team.TeamPerformanceSplits method), 30
- post_season_career_totals() (nba_py.player.PlayerCareer method), 5
- post_season_rankings() (nba_py.player.PlayerCareer method), 5
- post_season_totals() (nba_py.player.PlayerCareer method), 5
- PostAllStar (nba_py.constants.SeasonSegment attribute), 40
- pre_post_all_star() (nba_py.player.PlayerGeneralSplits method), 9
- pre_post_all_star() (nba_py.team.TeamGeneralSplits method), 28
- PreAllStar (nba_py.constants.SeasonSegment attribute), 40
- preseason_career_totals() (nba_py.player.PlayerCareer method), 5
- preseason_season_totals() (nba_py.player.PlayerCareer method), 5
- PtMeasureType (class in nba_py.constants), 40
- PTS (nba_py.constants.Sorter attribute), 41
- PTS (nba_py.constants.StatCategory attribute), 42
- PTS_2ND_CHANCE (nba_py.constants.ContextMeasure attribute), 36
- PTS_FB (nba_py.constants.ContextMeasure attribute), 36
- PTS_OFF_TOV (nba_py.constants.ContextMeasure attribute), 36

Q

- QuarterFinals (nba_py.constants.PlayoffRound attribute), 40

R

- RangeType (class in nba_py.constants), 40
- Rank (class in nba_py.constants), 40
- REB (nba_py.constants.Sorter attribute), 41
- REB (nba_py.constants.StatCategory attribute), 42
- rebound_distance_rebounding() (nba_py.player.PlayerReboundTracking

method), 18
 rebound_distance_rebounding()
 (nba_py.team.TeamReboundTracking method), 31
 Regular (nba_py.constants.SeasonType attribute), 41
 regular_season_career_totals()
 (nba_py.player.PlayerCareer method), 5
 regular_season_rankings() (nba_py.player.PlayerCareer method), 5
 regular_season_totals() (nba_py.player.PlayerCareer method), 5
 retired() (nba_py.team.TeamDetails method), 28
 Rookie (nba_py.constants.PlayerExperience attribute), 39
 Rookies (nba_py.constants.PlayerScope attribute), 40
 Rookies (nba_py.constants.Scope attribute), 40
 RookieYear (class in nba_py.constants), 40
 roster() (nba_py.team.TeamCommonRoster method), 28

S

Scope (class in nba_py.constants), 40
 score_differential() (nba_py.player.PlayerPerformanceSplits method), 15
 score_differential() (nba_py.team.TeamPerformanceSplits method), 30
 Scoreboard (class in nba_py), 3
 Scoring (nba_py.constants.MeasureType attribute), 38
 Season (nba_py.constants.GameScope attribute), 37
 season_highs() (nba_py.player.PlayerProfile method), 15
 season_ranks() (nba_py.team.TeamSummary method), 32
 season_series() (nba_py.game.BoxscoreSummary method), 26
 season_totals() (nba_py.team.TeamPlayers method), 31
 SeasonSegment (class in nba_py.constants), 40
 SeasonType (class in nba_py.constants), 40
 SecondHalf (nba_py.constants.GameSegment attribute), 37
 SecondQuarter (nba_py.constants.Period attribute), 39
 SecondRound (nba_py.constants.DraftPick attribute), 36
 SemiFinals (nba_py.constants.PlayoffRound attribute), 40
 September (nba_py.constants.Month attribute), 38
 series_standings() (nba_py.Scoreboard method), 3
 shot_5ft() (nba_py.player.PlayerShootingSplits method), 19
 shot_5ft() (nba_py.team.TeamShootingSplits method), 32
 shot_8ft() (nba_py.player.PlayerShootingSplits method), 19
 shot_8ft() (nba_py.team.TeamShootingSplits method), 32
 shot_area_off_court() (nba_py.player.PlayerVsPlayer method), 22
 shot_area_off_court() (nba_py.team.TeamVsPlayer method), 32
 shot_area_on_court() (nba_py.player.PlayerVsPlayer method), 22

shot_area_on_court() (nba_py.team.TeamVsPlayer method), 32
 shot_area_overall() (nba_py.player.PlayerVsPlayer method), 22
 shot_area_overall() (nba_py.team.TeamVsPlayer method), 32
 shot_areas() (nba_py.player.PlayerShootingSplits method), 19
 shot_areas() (nba_py.team.TeamShootingSplits method), 32
 shot_clock_shooting() (nba_py.player.PlayerShotTracking method), 21
 shot_clock_shooting() (nba_py.team.TeamShotTracking method), 32
 shot_distance_off_court() (nba_py.player.PlayerVsPlayer method), 22
 shot_distance_off_court() (nba_py.team.TeamVsPlayer method), 32
 shot_distance_on_court() (nba_py.player.PlayerVsPlayer method), 22
 shot_distance_on_court() (nba_py.team.TeamVsPlayer method), 32
 shot_distance_overall() (nba_py.player.PlayerVsPlayer method), 22
 shot_distance_overall() (nba_py.team.TeamVsPlayer method), 32
 shot_distance_rebounding() (nba_py.player.PlayerReboundTracking method), 18
 shot_distance_rebounding() (nba_py.team.TeamReboundTracking method), 31
 shot_type_rebounding() (nba_py.player.PlayerReboundTracking method), 18
 shot_type_rebounding() (nba_py.team.TeamReboundTracking method), 31
 shot_type_summary() (nba_py.team.TeamShootingSplits method), 32
 shot_types_detail() (nba_py.player.PlayerShootingSplits method), 19
 shot_types_summary() (nba_py.player.PlayerShootingSplits method), 19
 ShotClockOff (nba_py.constants.ShotClockRange attribute), 41
 ShotClockRange (class in nba_py.constants), 41
 social_sites() (nba_py.team.TeamDetails method), 28
 Sophomore (nba_py.constants.PlayerExperience attribute), 39
 Sorter (class in nba_py.constants), 41
 Southeast (nba_py.constants.VsDivision attribute), 42
 Southwest (nba_py.constants.VsDivision attribute), 42
 SpeedDistance (nba_py.constants.PtMeasureType attribute), 40
 sql_players_advanced() (nba_py.game.BoxscoreAdvanced

- method), 25
- sql_players_four_factors() (nba_py.game.BoxscoreFourFactors method), 25
- sql_players_misc() (nba_py.game.BoxscoreMisc method), 25
- sql_players_scoring() (nba_py.game.BoxscoreScoring method), 26
- sql_players_usage() (nba_py.game.BoxscoreUsage method), 26
- sql_team_advanced() (nba_py.game.BoxscoreAdvanced method), 25
- sql_team_four_factors() (nba_py.game.BoxscoreFourFactors method), 25
- sql_team_misc() (nba_py.game.BoxscoreMisc method), 25
- sql_team_scoring() (nba_py.game.BoxscoreScoring method), 26
- sql_team_usage() (nba_py.game.BoxscoreUsage method), 26
- StarterBench (class in nba_py.constants), 41
- Starters (nba_py.constants.StarterBench attribute), 41
- starting_position() (nba_py.player.PlayerGeneralSplits method), 9
- StartPeriod (class in nba_py.constants), 41
- StartRange (class in nba_py.constants), 41
- StatCategory (class in nba_py.constants), 41
- STL (nba_py.constants.Sorter attribute), 41
- STL (nba_py.constants.StatCategory attribute), 42
- STL_TOV (nba_py.constants.StatCategory attribute), 42
- T**
- Team (nba_py.constants.Player_or_Team attribute), 40
- Team (nba_py.constants.PlayerOrTeam attribute), 39
- team_starter_bench_stats() (nba_py.game.Boxscore method), 25
- team_stats() (nba_py.game.Boxscore method), 25
- TeamClutchSplits (class in nba_py.team), 27
- TeamCommonRoster (class in nba_py.team), 28
- TeamDetails (class in nba_py.team), 28
- TeamGameLogs (class in nba_py.team), 28
- TeamGeneralSplits (class in nba_py.team), 28
- TeamID (class in nba_py.constants), 42
- TeamInGameSplits (class in nba_py.team), 28
- TeamLastNGamesSplits (class in nba_py.team), 29
- TeamLineups (class in nba_py.team), 29
- TeamList (class in nba_py.team), 29
- TeamOpponentSplits (class in nba_py.team), 29
- TeamPassTracking (class in nba_py.team), 30
- TeamPerformanceSplits (class in nba_py.team), 30
- TeamPlayerOnOffDetail (class in nba_py.team), 30
- TeamPlayerOnOffSummary (class in nba_py.team), 30
- TeamPlayers (class in nba_py.team), 31
- TeamReboundTracking (class in nba_py.team), 31
- TeamSeasons (class in nba_py.team), 31
- TeamShootingSplits (class in nba_py.team), 31
- TeamShotTracking (class in nba_py.team), 32
- TeamSummary (class in nba_py.team), 32
- TeamVsPlayer (class in nba_py.team), 32
- TeamYearOverYearSplits (class in nba_py.team), 32
- ThirdQuarter (nba_py.constants.Period attribute), 39
- Top10 (nba_py.constants.DraftPick attribute), 36
- Top15 (nba_py.constants.DraftPick attribute), 36
- Top20 (nba_py.constants.DraftPick attribute), 36
- Top25 (nba_py.constants.DraftPick attribute), 36
- Top5 (nba_py.constants.DraftPick attribute), 36
- Totals (nba_py.constants.PerMode attribute), 39
- touch_time_shooting() (nba_py.player.PlayerShotTracking method), 21
- touch_time_shooting() (nba_py.team.TeamShotTracking method), 32
- TOV (nba_py.constants.Sorter attribute), 41
- TOV (nba_py.constants.StatCategory attribute), 42
- TS_PCT (nba_py.constants.ContextMeasure attribute), 36
- U**
- Undrafted (nba_py.constants.DraftPick attribute), 37
- Usage (nba_py.constants.MeasureType attribute), 38
- V**
- Veteran (nba_py.constants.PlayerExperience attribute), 39
- vs_player_info() (nba_py.player.PlayerVsPlayer method), 22
- vs_player_overall() (nba_py.team.TeamVsPlayer method), 32
- VsConference (class in nba_py.constants), 42
- VsDivision (class in nba_py.constants), 42
- W**
- Weight (class in nba_py.constants), 43
- West (nba_py.constants.VsConference attribute), 42
- west_conf_standings_by_day() (nba_py.Scoreboard method), 3
- Win (nba_py.constants.Outcome attribute), 38
- win_losses() (nba_py.player.PlayerGeneralSplits method), 9
- wins_losses() (nba_py.team.TeamGeneralSplits method), 28
- Y**
- Yesterday (nba_py.constants.Game_Scope attribute), 37
- Yesterday (nba_py.constants.GameScope attribute), 37