

Saddiq Bey: Zone Trends, Playtype Profile, and Complementary Value

Caleb Ramsey

February 12, 2026

Executive Summary

Coming off an ACL tear that ended 2023–24 and cost him all of 2024–25, Saddiq Bey has carved out a clear identity this season. His game has shifted toward interior finishing while his perimeter shooting remains around career norms. The rebounding and post-up work reflect real, repeatable strengths rather than situational production. Even on a subpar Pelicans team, he’s shown he can impact possessions with relatively low usage. Bey projects cleanly to a 5th starter or high-end 6th man on a more competitive roster.

Table 1: Saddiq Bey — 2025–26 Per Game Snapshot

GP	MPG	PTS	REB	OREB	AST	FG_PCT	3P_PCT	FT_PCT
48	30.4	16.6	5.8	1.6	2.4	45.0%	34.5%	84.2%

In 48 games, Bey has averaged 16.6 points and 5.8 rebounds in 30.4 minutes per night while shooting 45% from the field and 34.5% from three. The production isn’t star-level, but it’s a real jump from where he was and efficient for a wing coming off a full season lost to injury.

1. Shot Zones: This Season vs 2021-2024

\begin{table}[h] \caption{Saddiq Bey: Shot zone FG% — 2025-26 vs 2021-22 + 2022-23 + 2023-24 combined} \end{table}						
zone	Prior_FGA	Prior_FG	Curr_FGA	Curr_FG	Diff	
Restricted Area	719	59.1%	198	63.1%	4.0%	
In The Paint (Non-RA)	337	32.6%	114	42.1%	9.5%	
Midrange	237	35.0%	39	30.8%	-4.3%	
Threes	1370	34.7%	258	34.5%	-0.2%	

This season, Bey’s efficiency tilts more toward interior shotmaking, where he has seen improvements in touch and finishing, rather than being relegated to shooting 3’s full-time. He’s meaningfully improved at the rim (+4.0%) and especially in the non-restricted paint (+9.5%), while his three-point efficiency remains roughly the same, near his 35% career mark. In New Orleans, coming off a major injury, he’s leaned further into his strengths, leveraging his size and strength to convert easier looks inside the arc.

2. Offensive Rebounding and Complementary Impact

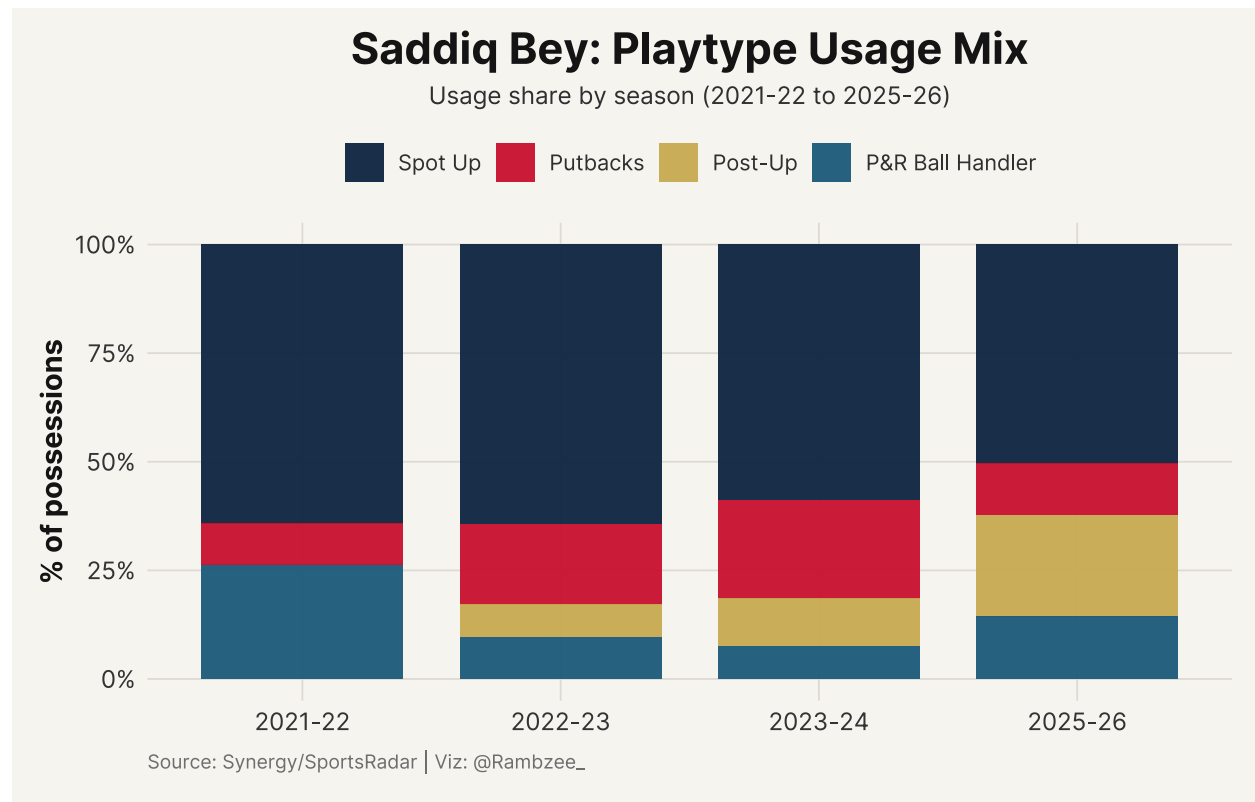
Bey’s rebounding isn’t elite, but it’s a meaningful strength. At 1.6 OREB per game (4.9% OREB%), he creates extra possessions relatively frequently. On a Zion-Murphy offense, that low-usage activity adds value

Table 2: Offensive rebounding snapshot

Metric	Value	Note
OREB / G	1.6	Extra possessions without plays run for him
OREB%	4.9%	Solid complementary strength

even when he isn't getting the ball. It places him closer to the physical connector tier than the pure spacer archetype, stylistically similar to players like Julius Randle and Bobby Portis.

3. Playtype Profile: Volume and Efficiency



In New Orleans, Bey has leaned into his strengths. The post game is now a real self-created option, and he's even assumed more secondary P&R responsibility. He remains a complementary wing, but with a broader offensive toolkit.

Post-up context (Bey vs Zion)

Table 3: Post-up snapshot (context vs Zion)

Player	Post-ups / G	Post-up FGA / G	FG%	TOV%
Saddiq Bey	2.0	1.0	40.0%	2.1%
Zion Williamson	1.8	0.6	50.0%	14.3%

The post-up volume is modest but functional. Bey’s 2.0 per game slightly exceed Zion’s and come with a 2.1% turnover rate, making them clean, low-risk possessions. The allocation is debatable, but Bey has been serviceable in that role as a mismatch punisher.

4. Role Fit and On/Off Context (Low Leverage Removed)

Table 4: WOWY on/off (low leverage removed)

Split	MIN	OFF	DEF	NET
Bey ON	1353	115.3	119.3	-3.9
Bey OFF	1053	108.6	119.6	-11.0
ON - OFF	NA	6.7	-0.3	7.1

With Bey on the floor, the offense improves by +6.7 per 100 in low-leverage-removed minutes, producing a +7.1 net swing. Nothing flashy, but the impact metrics back up that he contributes to offensive floor raising when he’s on the court.

Final Summary

Post-ACL, Bey has re-established himself as a physical, complementary wing. His shift toward interior scoring, steady perimeter shooting, and functional rebounding and post play give him multiple ways to impact possessions without driving usage. It’s a stable, versatile role and an encouraging step forward after a lost year.