Mining NBA

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Contents

1 Stats 101

1.1 Traditional stats

- **Pos** - Position. Traditionaly, position can be one of the following: PG - point guard, SG - shooting guard, SF - small forward, PF - power forward and C - center. Nowdays, one player usually plays multiple positions and usually is oen of the: Point - primarly PG, Combo guard - plays PG and SG, Wing - SF and SG, Forward - PF and SF, Big - usually C but can also be PF.

- **G** - Games. Number of games player played in during a season.

- **GS** - Game started. Number of games player started. Cannot be greater than G.

- **MP** - Minutes played (Per game or total in a season).

- **FG** - Field goals.

- **FGA** - Field goals attempts.

- **FG%** - Field goal percentage. Calculated as FG / FGA.

- **3P** - 3-point field goals.

- **3PA** - 3-point field goal attempts.

- **3P%** - 3-point percentage. Calculated as 3P / 3PA.

- **2P** - 2-point field goals.

- **2PA** - 2-point field goal attempts.

- **2P%** - 2-point percentage. Calculated as 2P / 2PA.

- **FT** - Free throws.

- **FTA** - Free throw attempts.

- **FT%** - Free throws percentage. Calculated as FT / FTA.

- **eFG%** - Field goal percentage that takes into account that a 3-point field goal is, by one point, worth more than a 2-point field goal. Calculated as (FG + 0.5 * 3P) / FGA.

- **ORB** - Offensive rebounds.

- **TRB** - Defensive rebounds.

- **AST** - Assists.

- **STL** - Steals.

- **BLK** - Blocks.

- **TOV** - Turnovers.

- **PF** - Personal fouls.

- **PTS or PPG** - Points or Points per game.

1.2 Advanced stats

- **ORtg** - Offensive rating. An estimate of points produced/scored by a player/team per 100 possessions [1].

- **DRtg** - Defensive rating. An estimate of point allowed per 100 possessions [1].

- **PER** - Player efficiency rating. A measure of a per minute production standardized such that the league average is 15 [2].

- **TS%** - True shooting percentage. A measure of shooting efficiency that takes into account 2P, 3P and FT. Calculated as PTS / (2 * FGA + 0.44 * FTA)

- **3PAr** - 3-Point attempt rate. Percentage of FGA from 3-point range.

- **FTr** - Free throw attempt rate. Number of FTA per FGA.

- **ORD%** - Offensive rebound percentage. An estimate of the percentage of available offensive rebounds a player grabbed while he was on the floor.

- **DRB%** - Defensive rebound percentage. An estimate of the percentage of available defensive rebounds a player grabbed while he was on the floor

- **TRB%** - Total rebound percentage. An estimate of the percentage of available rebounds a player grabbed while he was on the floor.

- **AST%** - Assist percentage. An estimate of the percentage of teammate field goals a player assisted while he was on the floor.

- **STL%** - Steal Percentage. An estimate of the percentage of opponent possessions that end with a steal by the player while he was on the floor.

- **BLK%** - Block percentage. An estimate of the percentage of opponent two-point field goal attempts blocked by the player while he was on the floor.

- **TOV%** - Turnover percentage. An estimate of turnovers per 100 plays.

- **USG%** - Usage percentage. An estimate of the percentage of team plays used by a player while he was on the floor.

- **OWS** - Offensive win shares. An estimate of the number of wins contributed by a player due to his offense [3].

- **DWS** - Defensive win shares. An estimate of the number of wins contributed by a player due to his defense [3].

- **WS** - Win shares. An estimate number of wins contibuted by a player [3].

- **WS/48** - Win shares per 48 minutes. League average is around 0.100.

- **OBPM** - Offensive Box plus/minus. A box score estimate of the offensive points per 100 possessions that a player contributed above a league-average player, translated to an average team [4].

- **DBPM** - Defensive Box plus/minus. A box score estimate of the defensive points per 100 possessions that a player contributed above a league-average player, translated to an average team [4].

- **BPM** - Box plus/minus. A box score estimate of the points per 100 possessions that a player contributed above a league-average player, translated to an average team [4].

- **VORP** - Value over replacement player. An estimate of the points per 100 TEAM possessions that a player contributed above a replacement-level (-2.0) player, translated to an average team and prorated to an 82-game season [4].

References

[1] Basketball-Reference. Calculating individual offensive and defensive ratings. on-line at: https://www.basketball-reference.com/about/ratings.html.

[2] Basketball-Reference. Calculating per. on-line at: https://www.basketball-reference.com/about/per.html.

[3] Basketball-Reference. Nba win shares. on-line at: https://www.basketball-reference.com/about/ws.html.

[4] Basketball-Reference. About box plus/minus (bpm). on-line at: https://www.basketball-reference.com/about/bpm.html.