Glossary of Statistics Used

- 'Pos'- position of player. 1=point guard, 2=shooting guard, 3=small forward, 4=power forward, 5=center
- 'Age'-age of player
- 'MPG'-minutes per game. An NBA game has 48 minutes of regulation play
- 'GP'-games played. There are 82 games in an NBA season
- 'ORPG'-offensive rebounds per game
- 'DRPG'-defensive rebounds per game
- 'RPG'-total rebounds per game
- 'APG'-assists per game
- 'SPG'-steals per game
- 'BPG'-blocks per game
- 'TPG'-turnovers per game
- 'PFPG'-personal fouls per game
- 'PPG'-points per game
- 'FGPG'-field goals made per game
- 'FGAPG'-field goals attempted per game
- '3PPG'-three pointers made per game
- '3PAPG'-three pointers attempted per game
- '2PPG'-two pointers made per game
- '2PAPG'-two pointers attempted per game
- 'FTPG'-free throws made per game
- 'FTAPG'-free throws attempted per game
- 'PER'-player efficiency rating returns a per-minute rating of a player's performances based on their accomplishments over the course of a game
- 'TS%'-true shooting percentage calculates shooting percentage adjusting for the value of 3-pointers and free throws.
- '3PAr'-three point attempt rate is the percentage of field goals attempted by a player that are 3-pointers
- 'FTr'-free throw rate is the percentage of a team's free throws attempted that a player has attempted while on the court
- 'ORB%'-offensive rebound percentage calculates the percentage of available offensive rebounds a player collects while on the floor
- 'DRB%'-defensive rebound percentage calculates the percentage of available defensive rebounds a player collects while on the floor
- 'TRB%'-total rebound percentage calculates the percentage of available rebounds a player collects while on the floor
- 'AST%'-assist percentage calculates the percentage of teammates' field goals made that a player assisted on when he was on the floor
- 'STL%'-steal percentage calculates the percentage of a team's steals that a player has while on the floor

- 'BLK%'-block percentage calculates the percentage of a team's blocks that a player has while on the floor
- 'TOV%'-turnover percentage calculates the percentage of a team's turnovers that a player has while on the floor
- 'USG%'-usage percentage is the percentage of team plays used by a player when he is on the floor (plays that end in a field goal attempted, a free throw attempted, or a turnover)
- 'OWS'-offensive wins shares is the share of wins a player contributes to his team from offense
- 'DWS'-defensive wins shares is the share of wins a player contributes to his team from defense
- 'WS'-wins shares is the share of wins a player contributes to his team
- 'WS/48'-wins shares per 48 minutes is win shares normalized for every 48 minutes a player is on the court
- 'BPM'-box plus minus relies on a player's "box score" information and the team's overall performance to estimate a player's performance relative to league average
- 'OBPM'-offensive BPM estimates a player's offensive performance
- DBPM'-defensive BPM estimates a player's defensive performance
- 'VORP'-value over replacement player is a box score estimate that a player contributed above a replacement level player