



## REPORT ASSIGNMENT 2

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### **NBA Data Analysis** Clustering, Linear Regression, Panel Data

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## Clustering. Which players are similar? (15 points)

**Introduction** Using the `stats` library in R, the purpose of this part is to determine the 'closest' players thanks to the kmeans algorithm. We should not forget the main idea of the NBA analysis started in the assignment 1: *explain the factors that influence the player's salary*. After defining 'closest', we will explain the approach used in order to conduct the analysis.

In the context of NBA players, two players are close if their statistics (**weight**, **height**, **age**, **experience** and its games statistics) are similar. We aim to cluster the current NBA active players in order to understand the characteristics of the different groups and how it influence their salary.

**Data** The first step to conduct the analysis is to build the dataset. To do that, we used the data scraped during the assignment 1 as follows:

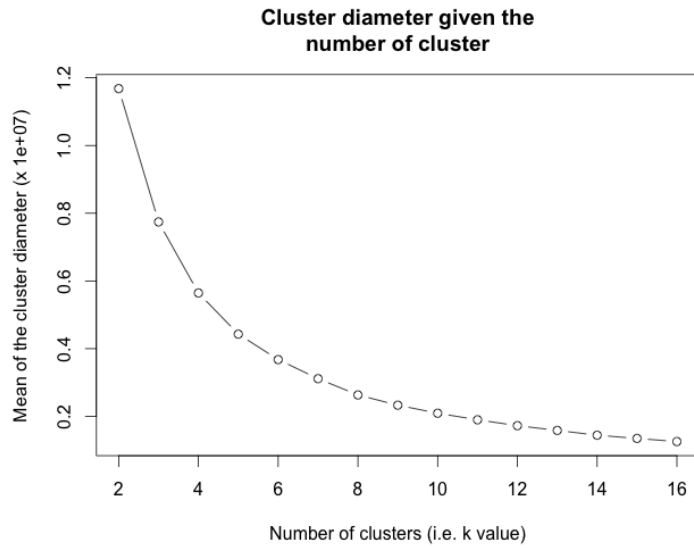
- Filtering
  1. extract the profile of the active players into the `active_player_profile` dataframe (attributes: `PlayerID`, `name`, `shoots`, `weight`, `height`, `dob`, `birth_city`, `birth_state`, `experience` and `age`)
  2. extract the most recent salary recorded for the active players into the `active_salaries` dataframe (attributes: `PlayerID`, `Season`, `Team`, `FranchiseID` and `Salary`)
  3. extract the totals statistics for the current active players into the `active_totals_final` dataframe (attributes: `PlayerID`, `Season`, `Age`, `FranchiseID`, `Lg`, `Pos`, `G`, `GS`, `MP`, `FG`, `FGA`, `FG%`, `X3P`, `X3PA`, `X3P%`, `X2P`, `X2PA`, `X2P%`, `eFG%`, `FT`, `FTA`, `FT%`, `ORB`, `DRB`, `TRB`, `AST`, `STL`, `BLK`, `TOV`, `PF` and `PTS`)
- Merging
  1. merge `active_player_profile` with `active_salaries` into the `player_information_inter` dataframe
  2. merge `player_information_inter` with `active_totals_final` into the `player_information` dataframe

The `player_information` dataframe contains 600 active players but at the end the kmeans algorithm is applied to only 531 active players. Indeed, the dataset is build so that for each active player we keep its last salary recorded - note that the salary of the current season can be missing - with its corresponding totals statistics for the same team and season - some players change team during the season and so have two records in salaries and teams for the same season.

**Attributes chosen to explain the player's salary** The salary is influenced directly by the **experience** of the player and by all the statistical attributes that gather data about the player's performance (see `active_totals_final` for the list).

**kmeans algorithm** The main issue in dealing with the kmeans algorithm is the difficulty in finding the optimal number of centroids (**k**). In order to find the better parameter we use the cluster-diameter mean analysis. The figure below show the result for our dataset.

From that figure we cannot get directly the optimal **k** without being sure of the chosen **k**. Then, we proceed to a deeper analysis. The idea is to compute the divergence of the slope from the  $k^{\text{th}}$  to the  $k+1^{\text{th}}$  clusters. The table below shows the results computed.



k	diameter	slope	variation (%)	divergence (%)	diff.div (%)
2	11680914	0.00	0.000000	0.00000	0.00000000
3	7742893	-3938021.36	-Inf	0.00000	0.00000000
4	5644795	-2098098.18	46.722021	46.72202	46.72202131
5	4429310	-1215484.24	42.067333	69.13465	22.41262459
6	3677566	-751744.45	38.152678	80.91061	11.77595914
7	3113996	-563570.26	25.031670	85.68900	4.77839436
8	2633222	-480773.84	14.691410	87.79149	2.10248776
9	2330790	-302431.24	37.094905	92.32022	4.52873621
10	2093675	-237115.06	21.597036	93.97883	1.65860413
11	1899240	-194435.25	17.999620	95.06262	1.08378818

The **variation** is the % of variation between the  $k^{\text{th}}$  and the  $k-1^{\text{th}}$  slopes. The **divergence** is the variance of each slope from the first one ( $k = 3$ ). Finally, the **diff.div** is the variation between the  $k^{\text{th}}$  and the  $k-1^{\text{th}}$  of the **divergence**.

Theses numbers conduct us to choose  $k = 6$ . Indeed, for that value, the slope is up to 81% different from the first slope. For  $k = 7$ , the difference is of 85.7%. Thus, the variance of the **divergence** start becoming insignificant (about 4.7% compare to previous which are about  $> 12\%$ ).

**Cluster centroids** With  $k = 6$  and the previous attributes chosen, the kmeans algorithm output the same centers (it is 'stable'). The data below shows the difference from the mean.

```

1 > km_final$centers
2   Salary    weight    height experience    age      G
3 1 -1796384.28 -0.3256596 -2.92232958  0.1824454 -0.1335164  1.199887
4 2 -3013671.09  0.1906397 -0.06971589 -1.9161103 -0.9032700 -7.110760
5 3  2944608.94  0.1305320 -1.79908192  2.2301966  1.5640596  8.234934
6 4  7231951.43 -1.7428654  6.30508475  2.4661741  1.2319281  4.138780
7 5 13826170.47  0.4130320  8.31841808  3.1420716  1.3221846  7.864934
8 6   67988.91  0.5091240 -0.13169686  0.7296578  0.2513800  5.433210
9      GS      MP      FG      FGA      X3P      X3PA
10 1 -1.6590457 -17.75074 -8.767042 -17.67844 -2.952233 -5.719221
11 2 -7.9715261 -311.13325 -57.616928 -123.64942 -11.010633 -30.181503
12 3  8.1495115  367.00992  64.626942  142.05535  21.107639  54.038518

```

13	4	16.5513545	370.29958	75.619731	150.50847	0.991453	4.316964	
14	5	24.8426365	643.31804	172.798192	359.58847	18.648889	51.924143	
15	6	0.6371193	148.42425	18.100721	43.48549	8.750958	22.930580	
16		<b>X2P</b>	<b>X2PA</b>	<b>FT</b>	<b>FTA</b>	<b>ORB</b>	<b>PF</b>	
17	1	-5.814809	-11.95922	-7.560660	-8.029586	0.0530475	0.9898798	
18	2	-46.606295	-93.46792	-28.379378	-35.958352	-13.8642266	-22.2423341	
19	3	43.519303	88.01683	30.527395	35.792844	10.9232286	23.7870468	
20	4	74.628278	146.19151	36.672027	51.408228	25.2361292	23.0502680	
21	5	154.149303	307.66433	119.181770	148.632844	32.4751036	32.0564218	
22	6	9.349763	20.55491	4.330736	4.172154	4.5606208	15.1722839	
23		<b>DRB</b>	<b>TRB</b>	<b>AST</b>	<b>STL</b>	<b>BLK</b>	<b>TOV</b>	<b>PTS</b>
24	1	-4.401007	-4.347959	-3.01709	-0.8676804	-1.08407	-1.97136	-28.04698
25	2	-45.046135	-58.910361	-33.95444	-10.1036953	-5.92591	-19.98455	-154.62387
26	3	42.724723	53.647952	30.13609	9.9164901	4.22345	17.47066	180.88892
27	4	72.749964	97.986093	60.06678	14.7362017	15.70983	29.32362	188.90294
28	5	121.165348	153.640452	108.44422	21.9577401	14.18470	62.22003	483.42704
29	6	14.767647	19.328268	5.02169	5.1287746	1.34378	6.55704	49.28314
30								
31		<b>km_final\$size</b>						
32		[1]	107	209	64	39	25	87

**Interpretation** By analyzing the centers coordinates, we can derive the characteristics of the different player clusters. We can assume the clusters are as follows: **rookies** (cluster 2), **intermediate experienced** (cluster 1), **advanced experienced** (cluster 6), **seniors 2P** (cluster 4), **seniors 3P** (cluster 3) and **all-stars** (cluster 5). The experience is the attribute that influence the most the player salary. The more experienced a player is, the higher salary he earns - senior players are above 3 millions. At the opposite, the rookies are under 3 millions the mean salary. Note also that the age is strongly correlated with experience. The more experienced a player is, the higher the probability to be older and finally the higher salary he earns. Let's understand deeper the differences between clusters.

**Rookies - 209 players** Since rookies have played lesser games than other players, their statistics are lower - the centroid's coordinates are all below the mean. But be careful, that doesn't mean the players are bad. It just translates a lack of experience compared to experienced and seniors players. Players in this category can be very promising.

**Intermediate experienced - 109 players** This category corresponds to players with some experience in NBA (equals to the mean). This is by no doubt the category of the worst players since it concerns the players with experience but with statistics below the mean. One important thing is the **height** which is the lower - of 3cm from the mean - between the clusters. Since basket-ball uses to be a sport with tall players, we can induce that this attribute may influence the salary (< 1.7 million). We should be aware of this result. Indeed, Tony Parker is a 'small' player but still earns more than 12.5 million USD. This cluster groups the worst players (lower statistics).

**Advanced experienced - 87 players** This category groups the players with some experience in NBA (a little higher than the mean) but who do not separate from the crowd. Their statistics shows they are close to the mean - including the salary.

**Seniors 2P and Seniors 3P - 39 and 64 players** These two categories are quite complementary. What distinguishes the most these clusters are the difference in **height** of the players (about 8cm) and the salary. That difference influences also their

statistics. Indeed, seniors 2P have higher statistics in X2P, X2PA, DRB TRB, AST, STL and TOV than seniors 3P. Since seniors 2P are taller, we can assume they tend to be positionned under the basket, then are prone to score more 2 points. In the opposite, seniors 3P, smaller, are prone to score more 3 points and their position requires less defensive than seniors 2P.

**All-stars - 25 players** This last category contains the best players of the current NBA season. As expected, they have the higher statistics in all the attributes making them the most experienced and talented NBA players. They obviously are the best paid players (13.8 million above the mean).

## Linear regression models. What factors predict a player's salary in the 2011-2012 season? (20 points)

**Predictor variables** We build 3 models for the linear regression:

- one with the usual in-game statistics: points per game PTS, assists per game AST, rebound per game TRB, turnovers TOV, blocks BLK, steals STL;

```
1 lm(Salary ~ PTS+AST+TRB+BLK+TOV+STL, data = per_game_salaries)
```

- one with the statistics regarding the usage of players: number of games played G, games started GS, minutes played per game MP;

```
1 lm(Salary ~ G+GS+MP, data = per_game_salaries)
```

- one with the statistics regarding the shooting accuracy of players: field goal percentage FG%, 3-points-percentage 3PA%, free throw percentage FT%, multiplied by the number of minutes played to account for the importance of players in a team.

```
1 lm(Salary ~ X3P.*MP+X2P.*MP+FT.*MP+FG.*MP, data = per_game_salaries)
```

**Predictor explanation** We tried to evaluate the impact of a player on the field as, excluding off-field factors, this determines the value of a player and hence his salary. To do that, we chose variables that are commonly used to assess the performance of a player by the coaches and the players themselves as well as by the sports commentators. Let's analyse the results of the linear regression.

**Model 1** The points, assists and rebounds per game are significant variables, which are positively correlated with the salary. There is also a significant negative offset.

```
1 lm(formula = Salary ~ PTS+AST+TRB+BLK+TOV+STL, data = per_game_salaries)
2 Coefficients:
3             Estimate Std. Error t value Pr(>|t|)
4 (Intercept)  -697236    318395  -2.190  0.02899 *
5 PTS           328918     51412   6.398 3.59e-10 ***
6 AST           486670     164995   2.950  0.00333 **
7 TRB           563932     112552   5.010 7.51e-07 ***
8 BLK           281477     458148   0.614  0.53924
9 TOV             6553     472058   0.014  0.98893
10 STL          -900142     528883  -1.702  0.08937 .
11 Multiple R-squared:  0.4623,    Adjusted R-squared:  0.4559
```

**Model 2** The number of games started, games played and minutes per game are all significant variables, positively correlated for the games started and minutes played and negatively for the number of games played.

```

1 lm(formula = Salary ~ G + GS + MP, data = per_game_salaries)
2 Coefficients:
3           Estimate Std. Error t value Pr(>|t|)
4 (Intercept) -787854      485370  -1.623  0.10516
5 G            -44112       9994   -4.414 1.24e-05 ***
6 GS           30220      11165    2.707  0.00702 **
7 MP           308776     27763   11.122 < 2e-16 ***
8 Multiple R-squared:  0.4181,      Adjusted R-squared:  0.4147

```

**Model 3** The field goal percentage as well as the field goal percentage times the minutes played are significant variables.

```

1 lm(formula = Salary ~ X3P. * MP + X2P. * MP + FT. * MP + FG. *
2     MP, data = per_game_salaries)
3 Coefficients:
4           Estimate Std. Error t value Pr(>|t|)
5 (Intercept)  7296398    3662965   1.992 0.047042 *
6 X3P.         1150100    3585118   0.321 0.748527
7 MP          -281849     203865  -1.383 0.167565
8 X2P.         17803703    9854024   1.807 0.071537 .
9 FT.          -5118364    3106271  -1.648 0.100172
10 FG.         -34587121   10796146  -3.204 0.001463 **
11 X3P.:MP       -71879     173444  -0.414 0.678781
12 MP:X2P.      -1288671     602168  -2.140 0.032942 *
13 MP:FT.        265472     171688   1.546 0.122818
14 MP:FG.       2379415     625467   3.804 0.000164 ***
15 Multiple R-squared:  0.4216,      Adjusted R-squared:  0.4089

```

We can see that the model with the highest adjusted R-squared value is the model 1.

**Interpretation** Based on the results for each model, we can make a few interpretations. First the number of points, assists and rebounds per game are the best predictors of the salaries. Teams are ready to pay higher salaries to players who can score more points, give more assists and collect more rebounds. These results were expected. We also see that the number of games started and minutes played are positively correlated with the salaries. Surprisingly, the number of games played is negatively correlated with the salaries. To explain this, we can say that players with very high salaries play more games and thus are more prone to injuries. Since their salaries are guaranteed, there are cases of highly-paid players who do not play in a whole season because of grave injuries such as torn ligaments in the knee. Using model 3, we can see that field goal percentage times minutes played is positively correlated with salary (which we expected) but that field goal percentage is negatively correlated. To interpret that, we say that role players, who typically play very few minutes and have low salaries, have a field goal percentage comparable to star players (in part because they play mostly when games are already decided and against low-class competition). You are much more valuable to your team if you can sustain a good field-goal percentage for long minutes.

**Advice from the team coach** A coach can use these results to tell its players on what area of their games they should focus on. The total salary of a player can indeed be divided between his performance in points, rebounds and assists. For example, 10% of the salary of a player could be because of his points performance, 40% because of

his assists and 50% because of its rebounds. If this player neglects his rebounding game to try to score more points, the coach could tell him to focus on the rebounds, because that is what he is paid for.

**Pertinence of the results** I think the results are valid but that the models are too simple to effectively reflect the performance of the players. For example, to obtain a finer analysis, we could have used the clusters found in question 1 and make a linear regression on each of those clusters. We could also have taken into account the position of each player. Here we make the linear regression on very different groups of players (stars and roles players for example) which can prove to be problematic to analyse the results. There are also off-field factors who influence a player salary. For example, the contract structure of the NBA limits the salaries of new players in the league, which is one of the reasons we observe a strong positive correlation between salary and experience in the league.

## Panel data. What predicts the players' salaries in the past 10 years? (20 points)

In this question, we used our data on player performances during the past ten years to better understand the factors that determine players' salaries. Classical linear regression techniques cannot necessarily take advantage of time-dependent variables measured on different entities. Therefore, a panel regression is more suited for this problem.

**Time-varying predictors** It is quite difficult to know in real life exactly how many variables are correlated, and if they are, how important will be their bias on the regression result. Therefore, our first idea is to keep only the following information about players for each season: age, position, games played, points scored, 3-points average, number of assists, number of steals, total rebounds, Win-Loss percentage of team during season; and some dummy variables to distinguish players that played exceptionally well during each season: championship winner member, championship runner-up member and best points, rebounds, assists, win-shares performance during the whole championship.

**Time-invariant predictors** All these variables are time-invariant. Indeed, as we saw in question 2, height and weight have little correlation with players' salaries; therefore we decided not to include them in this panel data. Moreover, fixed effect model couldn't take advantage of these variables. The dummy variables we introduced aim at separating exceptional players from others, since we think that salaries do not necessarily depend linearly on performances but also on player's fame, which can be less rational.

**Regression** The data we use consists in players that have been active in the past 10 seasons (i.e. from 2004-2005 to 2014-2015) for at least 8 seasons. This limitation aims at reducing the bias resulting from unbalanced data. After removing players who do not match these criteria, we have still 202 players for 1907 observations. The result of the panel regression is shown here:

```

1  # Panel regression
2  Coefficients :
3
4      Estimate Std. Error t-value Pr(>|t|)
5  Age          409870.87    30376.82 13.4929 < 2.2e-16 ***
6  G           -33248.53     6448.52  -5.1560 2.82e-07 ***
7  PTS           3003.38      486.98   6.1674 8.67e-10 ***
   X3P           4709.47      3256.09   1.4464 0.1482633

```

```

8  AST                3642.69                1526.60  2.3861 0.0171358 *
9  STL                -9675.03                6328.84 -1.5287 0.1265214
10 PosC                863717.09 2109942.06  0.4094 0.6823305
11 PosPF              784927.66 2074082.68  0.3784 0.7051471
12 PosPG              1506901.02 2027284.45  0.7433 0.4573975
13 PosSF              138135.30 2009546.42  0.0687 0.9452051
14 PosSG              1390703.09 2002512.41  0.6945 0.4874774
15 WL_percentage      -1391715.89 592015.18 -2.3508 0.0188471 *
16 Champion           -194477.12 465851.92 -0.4175 0.6763911
17 RunnerUp           11731.55 415405.61  0.0282 0.9774731
18 TopPerformerPoints  831576.87 1193764.94  0.6966 0.4861490
19 TopPerformerAssists -1695243.10 1259194.51 -1.3463 0.1783893
20 TopPerformerRebounds -1306341.45 1245226.75 -1.0491 0.2942919
21 TopPerformerWinShares 4941261.14 1459454.98  3.3857 0.0007263 ***
22 ---
23 Signif. codes:  0 *** 0.001 ** 0.01 * 0.05 . 0.1 1
24
25 Total Sum of Squares: 2.1218e+16
26 Residual Sum of Squares: 1.784e+16
27 R-Squared          : 0.15918
28 Adj. R-Squared    : 0.14081
29 F-statistic: 17.7426 on 18 and 1687 DF, p-value: < 2.22e-16

```

We understand that this is an unbalanced panel due to players having their debut seasons on different seasons in the past decade. Nevertheless, we see some unwanted results here: the more a player plays (G coefficient), the less he is paid. We also see that the better a player's team performs (WL\_percentage coefficient), the less this player earns. We cannot be satisfied with this regression. Thus, we remove variables that produce these errors and see if the variables that were detected as good predictors are still predictors after our model's transformation:

```

1  Coefficients :
2
3      Estimate Std. Error t-value Pr(>|t|)
4  Age          434450.61  30331.37 14.3235 < 2.2e-16 ***
5  PTS           1456.62    404.42  3.6018 0.0003252 ***
6  X3P           2769.00    3283.94  0.8432 0.3992387
7  AST           2044.82    1462.27  1.3984 0.1621788
8  PosC          152097.29 2134818.36  0.0712 0.9432104
9  PosPF          69280.69 2098642.23  0.0330 0.9736688
10 PosPG          919394.29 2050932.03  0.4483 0.6540076
11 PosSF         -589410.59 2032567.80 -0.2900 0.7718646
12 PosSG          700798.70 2025538.47  0.3460 0.7293996
13 TopPerformerPoints 239969.53 1164789.50  0.2060 0.8368003
14 TopPerformerWinShares 4044273.65 1332347.65  3.0354 0.0024384 **
15 ---
16 Signif. codes:  0 *** 0.001 ** 0.01 * 0.05 . 0.1 1
17
18 Total Sum of Squares: 2.1218e+16
19 Residual Sum of Squares: 1.8418e+16
20 R-Squared          : 0.13194
21 Adj. R-Squared    : 0.1172
22 F-statistic: 23.4073 on 11 and 1694 DF, p-value: < 2.22e-16

```

**Interpretation** We find in this new regression the same predictors as before. Thus, we can feel disturbed to have removed the "number of games played" variable. Thus, we observe that even if we put this variable in the list of predictors, the regression will also conclude that TopPerformerWinShares, Age, and PTS have significant influence on our outcome variable and are probably good predictors of players' salary. We

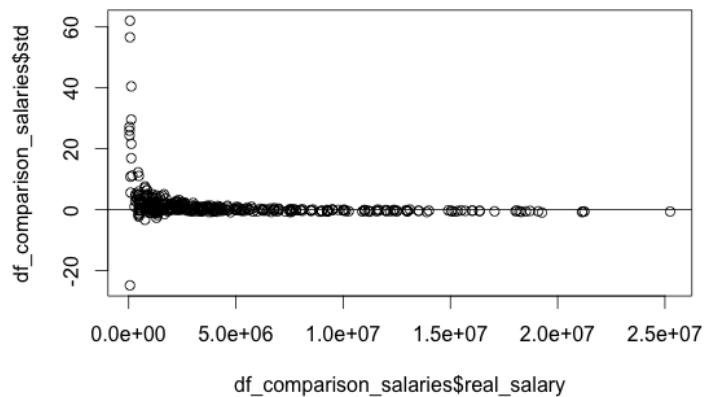


also tried to many other combination of predictors, trying to replace variables by other variables with which they could be correlated (e.g. 2-points scored with total points scored) but we always found that these three variables are the best predictor of players' salaries. We also tried a random model regression by including the time-invariant variables height and weight but the Hausman test always gave us that the fixed effect model was better.

In conclusion, we suggest that the most important factor in players' salaries is age of players (which corresponds to their experience) and the number of points they score in one season. As we initially suggested, there is also an exception in player's salaries: players that have the best statistics for win shares in the championship are usually paid 4M\$ than others. In concrete terms, team owner should consider that one year of experience in a player is worth 400k\$. If a player score more points than usual, he could also give bonus up to 2000\$ per point. Finally, owner of the best teams should reward their top performer with a bonus of 4M\$.

**Interpretation.** There are many other factors which contribute to a players' salary besides performance. How does this affect your player's salaries prediction above?

**Upper-bound or lower-bound coefficients** We use the best model we have, i.e. the model with the points, rebounds and assists. We first plot the standard error between the estimate salary and the real salary, with the real salary on the x axis. We can see that our prediction is not very good for low salaries but rather good for high salaries (even if it is normal that the standard error diminishes when the salary increases).



We then plot the estimate salaries with the real salaries on the x axis. We can see that the coefficients we predicted are upper-bound for low salaries and lower-bound for high salaries.

**Salary causal analysis** Suppose we are interested in the effect of number of games played in a season have on salary. We can use differences-in-differences analysis. In a season, an increase in the number of games played would result in an increase in salary. We can investigate this by setting up a control group by creating a subset of



data from 2004-2009. In the control group, we will have track variables such as Age, X3P, AST, TopPerformerWinShares. In the treatment group, we will create a subset of data from 2010-2014. The variables tracked will be the same as the control group, but we will include a new variable for the treatment group. We can then compare the average change of salary over time in the treatment group against average change of salary over time in the control group.

We assume the average change over the variables in the control group and treatment group cancels out each other. This removes the biases in comparison between the control and treatment groups.

**Including corporation amongst members** We have collected player statistics that includes data that could give us an indication of how well a player does in a team setting or how much he contributes to the team's success. In predicting player's salaries, we can include variables that gives us an indication of teamwork and collaboration. Stats like points scored, minutes played usually indicate performance on an individual level. Stats like number of assists (AST), field goal attempts (FGA), number of field goals/number of assists (FG/AST) usually indicate whether a player tends to shoot more or passes to a teammate in a better scoring position and bag the assist instead of points. If a player is not in the cluster of top players, his salary can be affected by his stats mentioned earlier. The higher those stats, he could be paid higher, compared to similar players but with lower stats in those areas.

### **Draft system: offer and supply**

**Which player a team chooses such that the player will accept?** Teams have to realize their reputation, or standings with other teams in the league. If a team is not popular, or always playing badly, they cannot expect to bid for a new athlete with the best stats and get their man. The new athlete usually have an idea of their abilities and the exceptional ones will be expecting big teams to come in with a hefty salary to get him on their team. Usually, smaller teams do not have the ability to pay that kind of money. Smaller teams should aim to entice players who are better than average and collaborate well with others in a team setting and develop them over the duration of their contracts. the probability for such players to accept an offer from a smaller team is also much higher.

**How much to initially offer a player?** We have to understand that over-paying for players will have repercussions in future. Not only will the salary become a drain for the team's resources, the team is bound by contract to pay the salaries.

Statistics can be collected on new athletes from their previous seasons before NBA, like NCAA, or previous leagues they come from. These data can be merged into the team's own database so that comparisons between potential new recruits and current players playing in a similar position can be made. If the new athlete has similar stats than current players, the initial salary to offer to the new recruit will be 10-15% lower than the average of the players he is compared to. This difference is because of the lack of experience of the potential new athlete. If the new athlete has better stats than current players playing in a similar position, the team can offer an initial salary to the new athlete that is comparable to the average salary of the players. This is to avoid the scenario where there is a big pay disparity between new players and current players of similar stats. The new athlete will have to understand that the team cannot overpay for players due to the wage structures in place. But if the athlete is of comparable ability than the rest of the team, he will be appropriately compensated for his services.

**Besides overpaying or underpaying a player, why else would a team reject a player?** A team can reject a player if he is not a fit to the team's requirements (attempts many field goals in a team with a lot of shooters, collect many rebounds in a team where it is already the case, etc). Also, a team may already have a lot of players in a particular position and the pool of new athletes have an excess of that position. For example, a team can have 4 power forwards, and the norm is that a team has 4 players in that position. So a team will not want add another power forward to its team roster and reject the player.