



FIBA STATISTICIANS' MANUAL 2024

VERSION: 1.0

CONTENTS

PREFACE

i	INTRODUCTION
---	--------------

CHAPTERS

1	POSSESSION
2	FIELD GOALS
3	FREE THROWS
4	REBOUNDS
5	TURNOVERS
6	ASSISTS
7	STEALS
8	BLOCKED SHOTS
9	FOULS

APPENDIX

A	TYPES OF SHOTS
B	TYPE OF TURNOVERS
C	ADDITIONAL DATA
D	INSTANT REPLAY SYSTEM (IRS) AND HEAD COACH CHALLENGE (HCC)

The statisticians' role is to record what has happened on the court. This manual provides hard and fast guidelines to reduce the likelihood of guessing work by statisticians. For any situation not covered by this manual, statisticians must use their best judgement to record the play. In the example situations, team A refers to the offensive team, while team B refers to the defensive team. Official interpretations appear in every section. Statisticians must thoroughly understand the [Official Basketball Rules](#) in order to fulfil their role.

1

POSSESSION

- 1.1
- Definition
- 1.2
- Mini-posessions

1 POSSESSION

1.1 DEFINITION

Many of the following definitions will be referring to the definition of possession.

- The possession of a team starts when a player of that team is in control of a live ball by holding or dribbling it or a live ball is at the player's disposal. The possession continues while a player of that team is in control of the ball or it is passed between teammates
- The possession ends when the opponent team / a player of the opponent team gains control; the possession can end after a Turnover, a Field Goal Made (FGM) / last Free-Throw Made (FTM) or Field Goal Attempt (FGA) / last Free-Throw Attempt (FTA) (followed by a Defensive Rebound)

A missed shot (FGA or last FTA) followed by an Offensive Rebound is considered as a continuation of the same possession, not as a new or additional one.

1.2 MINI-POSSESSIONS

Mini-possessiones are situations where control of the ball changes for a very short time from one team to the other and back. For statistical purposes mini-possessiones are usually not considered a change of possession.

It is important to note that **the definition of control and possession for statistical purposes is similar but not identical to the definitions in the Official Basketball Rules.**

2

FIELD GOALS

2.1	Definition
2.2	Own Basket
2.3	Goaltending
2.4	Fast-Break points
2.5	Examples

2 FIELD GOALS

2.1 DEFINITION

A field goal attempt (FGA) is credited to a player when they shoot, throw, or tip a live ball towards the opponents' basket in an attempt to score a goal.

A field goal made (FGM) is credited to a player when they take a FGA that results in a goal being scored, or being awarded because of illegal interference with the ball (goaltending) by a defensive player.

A FGM always counts as a FGA, as well, which is usually recorded by the software automatically.

- A FGA can happen from anywhere on the court, regardless of the shooting motion.
- A FGA at the end of a period counts as a FGA, if the ball was released before the buzzer.
- A player fouled in the act of shooting is not credited a FGA unless the field goal is made.
- A FGA is not recorded if the player shoots the ball when a team-mate has committed a violation or foul just before the ball has been released. When this foul or violation is committed after the ball has been released, a FGA is recorded.
- A tip (also known as a putback) by an offensive player counts as a FGA (and an offensive rebound) if it is under control in an attempt to score. If the tip is successful, a FGM is credited regardless of whether it is under control or not.
- If a shot is blocked, a FGA is recorded (regardless of whether the ball has already been released or not).

2.2 OWN BASKET

When a field goal results from a defensive player accidentally scoring in their team's own basket, the score will be credited to the court captain of the opponents' team as a FGM. If this goal has occurred during a rebound situation following a missed FGA by the offensive team, the offensive team will be credited with an offensive team rebound. In situations other than those involving rebounds, if the same team is in possession before scoring in their own basket, a turnover needs to be credited to the player who has scored in their own basket.

2.3 GOALTENDING

- In the event of goaltending by a defensive player, a FGM is credited to the shooter even if the shot has been missed. No statistics are credited to the player committing the goaltending.
- In the event of offensive goaltending, no FGA is credited to the shooter. Instead, a turnover is credited to the player committing the goaltending.

2.4 FAST-BREAK POINTS

Fast-break points are points scored quickly (max. 8 seconds) by a team before their opponents have set their half-court defense following a change in possession. The change of possession may be due to a turnover, defensive rebound, or a FGM, and any points scored as a result are all counted as fast-break points. Points may come from a FGM and/or FTM(s), including those resulting from any foul (incl. technical fouls against a player, coach or substitute) committed during a fast-break situation. Fast-break points are also possible after an offensive rebound (for example, after a missed lay-up during a fast break), assuming that the defense was still not set at the moment the team scored following the offensive rebound.

2.5 EXAMPLES

2.5.1 EXAMPLE 1

The following examples concern situations where the shooter commits a foul.

A. #13 white commits a foul before the ball is in flight; no FGA is credited to him.
PF (Offensive Foul) #13 white - Foul Drawn #10 blue - Turnover #13 white (Offensive Foul)

B. A5 shoots but fouls B5 after the ball is in flight, and misses the shot.
FGA A5 - Defensive Team Rebound B - PF A5 - Foul Drawn B5

C. A5 shoots but fouls B5 after the ball is in flight, and the field goal is made.
FGM A5 - PF A5 - Foul Drawn B5

If in doubt about whether the foul occurred before or after the ball was in flight, the actions of the officials will indicate the correct ruling. If the foul occurred before the ball was in flight, it will be considered a "team control foul". If the foul occurred after the ball was in flight, the official will not indicate a team control foul.

2.5.2 EXAMPLE 2

#11 black misses a lay-up and #33 yellow tips the ball accidentally into his own basket. #9 is the team captain of black and on court during this play.
2FGA #11 black - Offensive Team Rebound black - 2FGM #9 black.

2.5.3 EXAMPLE 3

Shots shortly before and after the end of a period

(a) With 4 seconds left in the quarter, blue #24 steals the ball and passes to #6 blue, who releases the ball at the opponents' basket with 1 second left in the quarter.
Turnover (bad pass) #10 white - Steal #24 blue - 3FGA #6 blue.

2.5.4 EXAMPLE 4

#8 green attempts a dunk, which is blocked by #4 white, and the ball lodges on the basket support. White receive the ball due to the possession arrow.
2FGA #8 green - BS #4 white - defensive team rebound white.

2.5.5 EXAMPLE 5

The following examples concern situations where one team is in a penalty situation for the current period and commits a foul.

A. Team B is in a penalty situation. A1 is driving toward the basket and fouled by B5 before the shot
PF (non-shooting) B5 - Foul Drawn A1 - No FGA is credited

B. #2 white is driving toward the basket and fouled by #7 blue in the act of shooting
PF (shooting foul) #7 blue - Foul Drawn #2 white - No FGA is credited

C. Team B is in a penalty situation. A1 is driving toward the basket and fouled by B5 after the ball has been released
FGA A1 - Offensive Team Rebound A - Personal Foul (non-shooting) B5 - Foul Drawn A1

2.5.6 EXAMPLE 6

After a Defensive Rebound, #17 red throws a long pass to #9 red. #9 red misses the lay-up. After the missed lay-up, #10 red gets the rebound and scores with a putback tip-in. The defense was still not set at the time the putback occurred.
FGA #11 white - Defensive Rebound #7 red - FGA #9 red - Offensive Rebound #10 red - FGM #10 red (Second-chance Points and Fast-break Points)

2.5.7 EXAMPLE 7

A1 misses a FGA and B1 retrieves the rebound. Immediately after taking the rebound, B1 is fouled by A3 and is awarded two FTs because of team

fouls. He makes both FTs.

FGA A1 - Defensive Rebound B1 - Personal Foul A3 - Foul Drawn B1 - twice FTM B1 (NOT recorded as fast-break points)

2.5.8 **EXAMPLE 8**

#5 blue misses a FGA and #22 white retrieves the rebound. After an outlet pass to #6 white, #6 white initiates a fast break and is fouled by #21 blue to stop the fast break.
#6 white is awarded two FTs because of team fouls and makes one of them.
2FGA #5 blue - Defensive Rebound #22 white - PF #21 blue - Foul Drawn #6 white - FTM (fast-break points) #6 white.

3

FREE THROWS

3.1	Definition
3.2	Examples

3 FREE THROWS

3.1 DEFINITION

A free-throw attempt (FTA) is credited to a player when they shoot a free-throw, unless there is a violation by a defensive player and the shot is missed. That is, a player should not be credited for a FTA that is influenced by the illegal actions of an opponent, unless the shot results in a free-throw made (FTM).

A FTM is credited to a player when they make a free-throw attempt that results in a score of one point being awarded.

A FTM always counts as a FTA, as well, which is usually recorded by the software automatically.

If there is a violation during the free-throws, the statistician should very clearly observe what the officials are awarding, who the violation is called against, and what the result of the call is. The following statistics apply:

» When a **player on the defensive team** commits a violation:

- If the free-throw is successful, the score will count despite the defensive violation, so credit the free-throw shooter with a FTM.
- If the free-throw is missed, do not credit the free-throw shooter with a FTA because they will be awarded a substitute free-throw. Ignore the missed free-throw and credit a FTA (FTM if successful) for the substitute free-throw.

» When the **shooter** commits a violation:

- If the free-throw is successful, it will be cancelled.
- A FTA is credited to the shooter.
- If the free-throw is the last of a series, the defensive team will be awarded possession out of bounds. Credit the defensive team with a team rebound.

» When a **team-mate of the shooter** commits a violation:

- The officials will not cancel a successful free-throw when an offensive player has violated, so credit a FTM to the free-throw shooter.
- If the free-throw is missed, the free-throw shooter is still credited with a FTA. If the free-throw is the last of a series, the defensive team will be awarded possession out of bounds. Credit the defensive team with a team rebound.

In all of the above situations, **no turnovers** will have occurred.

If a wrong player is attempting a free-throw, the official will cancel the FTMs and/or FTAs resulting from the error. This will be credited as a Team Turnover instead.

If a technical foul has resulted in a free-throw being taken immediately before the start of a period, the FTA (and FTM if successful) shall be credited in the new period.

In all such “special” situations, it is important that the statisticians follow the referees’ decisions and communicate with the table officials where necessary.

3.2 EXAMPLES

1. A1 shoots a free-throw, and during the shot, B3 commits a free-throw violation.(a) The free-throw is made or (b) the free-throw is missed.

(a) **FTM A1.**

(b) **Do not credit A1 with a FTA – a substitute free-throw will be awarded.**

2. A5 shoots the last free-throw in a series, and during the shot, A4 commits a violation. (a) The free-throw is made or (b) the free-throw is missed.

(a) **FTM A5.**

(b) **FTA A5, Defensive Rebound Team B. No Turnover is recorded.**

4

REBOUNDS

4.1

Definition

4.2

Mini Possessions

4.3

Examples

4 REBOUNDS

4.1 DEFINITION

Any missed FGA or last FTA is followed by a rebound, except for some exceptions listed below. A rebound is the controlled recovery of a live ball by a player or a team, including their entitlement to the ball for a throw-in after a missed FGA or last FTA.

Rebounds are divided into Offensive and Defensive. Offensive rebounds are recorded when possession is retained by the same team that missed the FTA or FGA, while defensive rebounds are recorded when possession is gained by the team that did not attempt to score.

The recovery may be accomplished by:

- Being first to gain control of the ball, even if the ball has touched several hands, bounced, or rolled along the floor.
- Tipping the ball in a controlled attempt to score a goal.
- Tipping or deflecting the ball intentionally, in a controlled manner to a team-mate, or to a place on the court where it can be picked up easily by a team-mate.
- Tipping or deflecting the ball in a controlled manner to an opposing player, resulting in the ball going out of bounds and possession being gained for the team that controlled the tip.
- Retrieving a rebound simultaneously with an opposing player and having their team be awarded the ball as a result of the alternating possession.

A team rebound is credited to the team entitled to possession of the ball when:

- The ball goes out of bounds after a missed FGA or last FTA, and before any player gains control of the ball.
- A foul occurs after a missed FGA or last FTA, and before any player gains control of the ball.
- After a missed FGA or last FTA, two or more players from the same team are involved in a held ball.
- The ball lodges between the ring and the backboard, or on the basket support.
- An own basket occurs during a rebound situation (a defensive player tips the ball accidentally into their team's own basket).

No rebounds are recorded:

- After any missed FTA where the ball is not live.
- At the end of a period when the buzzer sounds after a missed FGA or FTA, and before a team gains possession.
- After a missed FGA where the ball does not touch the ring, the shot clock signal sounds, and the officials blow their whistle to signal a shot clock violation before a player makes a controlled recovery.

4.2 MINI POSSESSIONS

In situations where a player rebound is followed immediately by a turnover by that same player (for example, gaining control while in the air and landing out of bounds), a team rebound must be given to the other team, instead. "Control" in this sense is defined as players controlling the ball and their body.

4.3 EXAMPLES

EXAMPLE 1

A missed shot is retrieved simultaneously by white #9 and blue #27.

Rebound depending on the alternating-possession arrow; in this case, Offensive Rebound #9 white

EXAMPLE 2

After a missed shot by #2 red, #5 white jumps and catches the ball, but falls and loses control. #5 white loses control, and the ball is retrieved by #7 red.

Offensive Rebound #7 red.

EXAMPLE 3

After a missed shot, #14 white catches the ball at almost the same time as #24 red fouls him.

The statistician must decide if #14 white had control of the ball for a split-second before being fouled. If so, credit the rebound to #14 white. Otherwise, white will be credited with a defensive team rebound.

Offensive Rebound #14 white.

EXAMPLE 4

After a missed shot B2, B4, and A4 contest the rebound, getting both hands on the ball in a held-ball situation. (a) Team A are entitled to the alternating possession, or (b) Team B are entitled to the alternating possession.

(a) Off. Rebound A4 (because only one player of Team A is involved).

(b) Def. Rebound Team B (because more than one player of Team B is involved).

EXAMPLE 5 (REBOUND SITUATIONS WITH EITHER A FOUL BEING CALLED OR THE BALL GOING OUT OF BOUNDS)

(a) After a missed lay-up by #10 blue, a foul is called against #27 blue before any player has control of the ball.

2 FGA #10 blue - PF #27 blue - Foul drawn #15 white - Defensive Team Rebound white

(b) After a missed jump shot by #11 yellow, #4 blue tips the ball out of bounds.

2 FGA #11 yellow - Offensive Team Rebound yellow

EXAMPLE 6 (REBOUND SITUATIONS WHILE THE SHOT CLOCK EXPIRES)

(a) The shot clock expires shortly after a missed 3 FGA by #23 blue, and before any player gains control of the ball.

3 FGA #23 blue - Team Turnover (Shot clock violation) blue. No rebound is recorded, as the ball is dead.

(b) After a missed jump shot by #13 green, #8 green gets the rebound, but fails to release a shot before the shot clock expires.

3 FGA #13 green - Offensive Rebound #8 green - Team Turnover (Shot clock violation) green

EXAMPLE 7

A2 misses the first of two free-throws.

There is no rebound, as A2 is entitled to a second free-throw and the ball is dead.

EXAMPLE 8

#15 white misses a FGA, and before any player retrieves the rebound, the period ends.

3 FGA #15 white. Do not record any rebound, as the ball is dead.

EXAMPLE 9

#32 yellow misses a FGA, and the ball misses the rim; The ball hits the floor, and #13 red picks up the loose ball.

3 FGA #32 yellow - Def. Rebound #13 red.

EXAMPLE 10

#21 yellow misses a FGA. Several players are fighting for the rebound and tipping the ball before it is picked up by #10 yellow.

FGA #21 yellow - Off. Rebound #10 yellow.

EXAMPLE 11

#8 white misses a FGA. #10 white is fighting with several other players for the rebound and is able to tip the ball in a controlled manner to #8 white, who drives immediately toward the basket and scores with a dunk.

FGA #8 white - Off. Rebound #10 white - 2FGM #8 white - Assist #10 white.

EXAMPLE 12

#20 yellow misses a FGA. #14 yellow is jumping for the rebound, gains control, but lands out of bounds.

FGA #20 yellow - Def. Rebound Team blue.

EXAMPLE 13

#13 red misses a FGA. #14 red is fighting for the rebound, and in the last moment before falling out of bounds, she tips the ball at the leg of #19 yellow, from where the ball goes out of bounds. Red is rewarded with a throw-in, as a result.

FGA #13 red - Off Rebound #14 red.

EXAMPLE 14

After an unsportsmanlike foul, A3 misses the second FTA.

No rebound.

5.1	Definition
5.2	Turnover Types
5.3	Mini Possessions
5.4	Examples

5 TURNOVERS

5.1 DEFINITION

A turnover is a mistake by an offensive player or team that results in the defensive team gaining possession of the ball, including:

- A bad pass
- Ball handling or fumbling
- Any kind of violation or offensive foul

A turnover can only be committed by the team in control. A team is in control of the ball when:

- A player of that team is holding or dribbling a live ball.
- The ball is at its disposal for a throw-in during an out-of-bounds situation.
- The ball is at the disposal of a player for a free-throw.
- The ball is being passed between team-mates.

If the offensive team is forced into a held ball by the actions of a defensive player, the result of the alternating possession rule will determine the statistics to be recorded:

- If the offensive team gains possession as a result of the alternating possession rule - NO statistics are recorded.
- If the defensive team gains possession as a result of the alternating possession rule – credit a turnover to the offensive player at fault, and a steal to the defensive player that initiated the turnover.

5.2 TURNOVER TYPES

Ball Handling

An offensive player loses possession while holding or dribbling the ball, or by failing to catch a pass that should have been caught.

Violation

A violation by an offensive player or team, e.g.: travelling, 3 or 5 second violations, backcourt violation, out of bounds, 8 second or shot clock violations. 5 second violations during an inbound play, as well as all 8 second and shot clock violations, are recorded as team turnovers. All other turnovers are recorded as turnovers for a player.

Offensive Foul

An offensive player commits a foul.

Any Unsportsmanlike or Disqualifying Foul committed by a player or team in control of the ball is considered a turnover. If committed by a player on the court, it will be recorded as a player turnover. Otherwise, it will be recorded as a team turnover.

Passing

When a team loses possession due to a bad pass, the turnover should always be credited to the passer unless the statistician feels that the pass should have been caught, in which case the turnover should be credited to the receiver.

In some situations, a turnover could be classified as of more than one type, for example when a bad pass causes a team-mate to commit a violation by stepping out of the playing court to catch the ball. The statistician must recognize how the turnover was originally caused. In this example, the bad pass caused the violation, so the player attempting the pass should be credited with a turnover (Passing).

5.3 MINI POSSESSIONS

There are certain situations where two or more turnovers happen almost simultaneously. The statistician must decide if a team gained control of the ball before losing it again. For turnovers, if there is any doubt over whether a player had control of the ball, the statistician should assume that there was no control.

5.4 EXAMPLES

EXAMPLE 1

#6 yellow has the ball stolen from her by #5 red as she is dribbling down the court.
Turnover (Ball Handling) #6 yellow - Steal #5 red - FGM #10 red (fastbreak points) - Assist #7 red.

EXAMPLE 2

#11 white passes the ball, and it goes straight out of bounds.
Turnover (Bad pass) #11 white.

EXAMPLE 3

#20 red makes a good pass, but #3 red drops the ball, which goes out of bounds.
Turnover (Ball Handling) #3 red.

EXAMPLE 4

#22 yellow commits a travelling violation.
Turnover (Travel) #22 yellow.

EXAMPLE 5

#27 blue commits a foul whilst his team is in offense (moving screen)
PF #27 blue - Turnover (Offensive Foul) #27 blue - Foul Drawn #9 white

EXAMPLE 6

White fails to get a shot off and commits a shot clock violation.
Turnover (Shot Clock Violation) white.

EXAMPLE 7

A2 picks up the ball after dribbling and is closely guarded by B2. A2 is unable to shoot or pass the ball and commits a five second violation.
Turnover (5 seconds) A2.

EXAMPLE 8

White is in possession of the ball when #11 blue and #8 white commit technical fouls simultaneously.
As the foul penalties are cancelled and white is awarded the ball out-of-bounds, no turnover exists. Both #11 blue and #8 white are credited with a technical foul.

EXAMPLE 9 (JUMP-BALL SITUATIONS AND THE ALTERNATING-POSSESSION ARROW)

(a) #32 yellow is dribbling the ball, which is tipped away by #11 red and a held ball is called.
As yellow is entitled to the alternating possession, no statistics are recorded in this situation.

(b) After #9 red receives a pass, a held ball is called between him and #5 white. White is entitled to the alternating possession.
Turnover (Ball Handling) #9 red - Steal #5 white.

EXAMPLE 10

A technical foul is called against A2, (a) while A3 is dribbling the ball, (b) immediately after B5 has stolen the ball from A3.
(a) Technical foul A2 - No Turnover A2.
(b) Turnover (ball handling) A3 - Steal B5 - Technical foul A2 - no turnover A2.

EXAMPLE 11

A4 is trapped in the corner by B5. While trying to save the situation, (a) a travelling violation is called against A4; (b) A4 throws a pass to A1, which is deflected by B5 and ultimately intercepted by B1; (c) A4 throws a pass to A1, which is intercepted by B1 without being touched by B5.

(a) Turnover (travelling) A4

(b) Turnover (bad pass) A4 - Steal B5

(c) Turnover (bad pass) A4 - Steal B1

EXAMPLE 12

A3 is attempting a pass to A5, which is deflected by B3. A5 and B5 are fighting for the loose ball. (a) B5 seems to be in control for a split second before stepping out of bounds; (b) B5 seems to be in control for a split second before A5 takes the ball away from B5 again; (c) B5 picks up the loose ball, dribbles twice, and throws a pass which is intercepted by A4.

(a) We assume there was no change of possession, so no statistics are recorded.

(b) We assume there was no change of possession, so no statistics are recorded.

(c) Turnover A3 (bad pass) - Steal B3 - Turnover (bad pass) B5 - Steal A4.

EXAMPLE 13

#5 white throws a bad pass to #4 white, against whom a backcourt violation is called when he picks up the ball.

Turnover (Bad pass) #5 white.

6.1	Definition
6.2	Examples

6 ASSISTS

6.1 DEFINITION

An assist is a pass that leads directly to a team-mate scoring.

- A pass to a player inside the paint, who scores from inside the paint, is always considered an assist. “Inside the paint” is defined as having one or both feet inside the paint or on the line, and the player has to score without leaving the paint (both feet outside the paint) before scoring.
- A pass to a player outside the paint, who scores without dribbling, is always an assist.
- A pass to a player outside the paint, who scores after one or more dribbles, is considered an assist if the shooter does not need to beat their defender. We don't award an assist if the shooter beats their defender in a 1-on-1 situation and the defender is facing the shooter and is located directly in front of them, between the shooter and the basket. Help-side defenders contesting a shot are not relevant in this sense. An assist is still given in situations when the offensive player is driving beyond the defender in a 1-on-1 situation if
 - They drive to the basket immediately after receiving the pass AND
 - Their defender is caught off-balance.

The same principle applies in fast-break situations, with a pass to a player at half-court.

Scoring includes free-throws. If the player who receives the pass is fouled in the act of shooting and makes at least one free-throw, an assist is awarded in the same way as for a FGM.

Additionally, the following general rules always apply:

- Only one assist can be given each time a player scores.
- Only the last pass before a shot can be an assist (even if the second-to-last pass created the play).
- The distance and type of shot, and the ease with which a player scores are not relevant.
- No assist shall be given in a fast-break situation if the player receives the pass in the team's own half-court before driving toward the basket (coast to coast).
- No assist is given if the pass is clearly deflected and ends up with a different player than the one it was initially intended for.

6.2 EXAMPLES

EXAMPLE 1

After #31 green captures a defensive rebound, #2 green makes a pass to #8 green, who misses a lay-up but has enough time to easily score from the rebound.
No assist; there has been a FGA and offensive rebound between the pass and the score. 2FGA #8 green - Offensive Rebound #8 green - 2FGM #8 green (fast-break points).

EXAMPLE 2

#7 red passes to #9 red, who hesitates and then takes and makes the shot.
#9 red scores without dribbling, so this is an assist for #7 red. 3FGM #9 red - Assist #7 red.

EXAMPLE 3

#11 white passes to #5 white, who takes one dribble to find balance, and then takes and makes the shot.
2FGM #5 - Assist #11 white

EXAMPLE 4

#7 red makes a full-court pass to #9 red, who only has to hand off the ball to #10 red for a lay-up that is made.
Even though the first pass from #7 red created the opportunity, it was not the last pass before the score. Credit the assist to #9 red.

EXAMPLE 5 (SITUATIONS INVOLVING SIGNIFICANT ACTION BY THE SHOOTER BEFORE TAKING THE SHOT)

a. #21 yellow passes to #11 yellow inside the paint, who is guarded closely, drives by her defender and scores with a lay-up.

2FGM #11 yellow - Assist #21 yellow

b. #7 blue passes the ball to #3 blue, who is guarded closely and receives the pass outside the paint, for a dunk down the middle.

2FGM #3 blue - no Assist

EXAMPLE 6

#10 white steals the ball, #4 white grabs the ball and makes a pass to #10 white in the frontcourt, who scores with an open lay-up.

TO #31 green - Steal #10 white - 2FGM #10 white (fast-break points) - Assist #4 white.

EXAMPLE 7

After a missed shot, #10 blue gets the defensive rebound. He passes the ball to #5 blue in the backcourt, who goes coast to coast and scores with a lay-up.

No Assist for #10 blue, as #5 received the pass in his own half-court.

EXAMPLE 8

After a missed shot, A2 gets the defensive rebound. She makes a long pass to A3 at half-court, in front of the defense. (a) B3 fouls A3 to stop the fast break and an unsportsmanlike foul is called against her. (b) B4 commits a personal (shooting) foul while A3 attempts a lay-up. In both situations, A3 is awarded two free-throws, making the first and missing the second.

(a) Unsportsmanlike Foul B3 - Foul Drawn A3 - FTM A3 (fast-break points, no assist).

(b) Personal Foul B4 - Foul Drawn A3 - FTM A3 (fast-break point) - Assist A2.

EXAMPLE 9

#12 yellow inbounds the ball at the baseline underneath their opponents' basket, and passes to #21, who scores a FGM.

3FGM #21 yellow - Assist #12 yellow.

7.1	Definition
7.2	Examples

7 STEALS

7.1 DEFINITION

A steal is awarded to a defensive player when the actions of such player cause an opposing player to commit a turnover. A steal must always involve touching the ball, but this does not necessarily have to be controlled.

- Intercepting or deflecting a pass
- Taking the ball away from an opponent holding or dribbling the ball
- Picking up a loose ball after a mistake by an offensive player.

No steal is credited if the ball becomes dead and the defensive team is awarded possession of the ball out of bounds, even if the turnover was caused by the actions of the defensive player.

The only time a steal can be credited when the ball becomes dead is when the actions of a defensive player cause a held ball to occur and this player's team wins possession as a result of the alternating-possession rule.

If a steal is credited to a defensive player, there must be a corresponding turnover credited to an offensive player. (The opposite does not apply – the occurrence of a turnover does not always mean a steal has occurred).

In all situations involving more than one defensive player, the player who first deflected the ball and initiated the turnover is credited with the steal.

7.2 EXAMPLES

EXAMPLE 1

#10 white is dribbling when he mishandles the ball, and it bounces toward #9 green, who recovers it without moving.

Turnover (Ball Handling) #10 white - Steal #9 green.

EXAMPLE 2

#12 red is dribbling the ball when #15 yellow knocks it away to #7 yellow.

Turnover (Ball Handling) #12 red - Steal #15 yellow.

EXAMPLE 3

#11 white makes a defensive play to deflect a pass by #30 blue. The ball touches #30 blue again afterwards before it goes out of bounds.

Turnover (Out of Bounds) #30 blue but no steal for #11 white, as the ball becomes dead.

EXAMPLE 4

#15 yellow deflects a pass from #21 red intended for #14 red, who, in a reflex action, tries to catch the ball, but can only deflect it over the sideline. Yellow is awarded the right to a throw-in from the sideline.

Turnover (Passing) #21 red but no steal.

EXAMPLE 5

#11 white dribbles the ball when it is knocked loose by #24 black. #23 white and #45 black both grab the loose ball, and a held ball is called. Black is awarded the ball for a throw-in from the sideline (alternating-possession rule).

Turnover (Ball handling) #11 white - Steal #24 black. No statistics are credited to #23 white and #45 black.

EXAMPLE 6

#11 black is driving toward the basket. Help-side defender #12 yellow anticipates this play and causes an offensive foul to be called against #11 black.

Turnover (offensive foul) #11 black. No steal is recorded.

8.1	Definition
8.2	Examples

8 BLOCKED SHOTS

8.1 DEFINITION

A blocked shot is awarded to a player whenever they make contact appreciably with the ball to alter the flight of a FGA and the shot is missed. A blocked shot is a clear stoppage or deflection of a shot by a defensive player. A block can be recorded irrespective of whether the ball has left the hand of the offensive player or not.

The act of shooting, for statistical purposes, shall be an upward and/or forward motion toward the basket with the intention of trying for a goal.

In situations where the ball is knocked loose before it is in flight:

- If the ball is above shoulder height, a FGA, Blocked Shot and Rebound are recorded.
- If the ball is below shoulder height, a Turnover and Steal are recorded if the defensive team gains possession; The steal should only be counted if the ball remains live; if in the same situation the offensive team stays in possession, then no statistics are recorded.

Like for any other missed FGA, a rebound must follow a blocked shot, unless the period ends or a shot clock violation occurs immediately following the blocked shot.

8.2 EXAMPLES

EXAMPLE 1

#6 red shoots and the ball is touched by #7 white in an attempt to block the shot. The ball ends up in the basket.
Since the ball has ended up in the basket, the touch by #7 white did not alter its flight appreciably. Ignore the touch, credit #6 red with a FGM, but do not credit #7 white with a blocked shot.

EXAMPLE 2

#9 white is going for a lay-up attempt and has the ball stripped at waist-height by #10 blue. The ball is recovered by #0 blue.
Turnover (Ball Handling) #9 white - Steal #10 blue.

EXAMPLE 3

#13 green shoots a FGA, which is blocked by #5 white whilst the ball is in upward motion and the ball is going out of bounds.
FGA #13 green, Blocked Shot #5 white - Offensive Team Rebound green.

EXAMPLE 4

A2 attempts a three-point jump shot. The ball bounces off the rim and B1 prevents it from going in by tipping it away. A3 picks up the loose ball.
3FGA A2 - Offensive Rebound A3. Note: a Blocked Shot can't be recorded after the ball has hit the rim.

EXAMPLE 5

A1 is driving toward the basket and is fouled by B1 in the act of shooting. A1 manages to release the shot, which is blocked by help-side defender B2 (the shot would have counted if made).
Personal Foul B1 - Foul Drawn A1. No other statistics apply in this situation (as the shooter is fouled, no FGA is recorded – and without a FGA there can't be a Blocked Shot).

9.1	Definition
9.2	Examples

9 FOULS

9.1 DEFINITION

A foul is called against a player following a decision by a referee. Personal, throw-in, technical, unsportsmanlike, and disqualifying fouls can be called on a player. Technical and disqualifying fouls can be called against a coach or team-bench personnel. It is important to differentiate between the types of fouls, should the statistics software allow this. Technical and disqualifying fouls called against the coach or team-bench personnel are recorded against the coach, and are not counted as team fouls.

A shooting foul is any foul called by the officials as a foul "in the act of shooting". A foul resulting in FTs only because of team fouls is a non-shooting foul.

Fouls against both teams where penalties are cancelled because of equal penalties shall be recorded as fouls with 0 free throws.

Fouls Drawn

Whenever a player is fouled, a foul drawn is credited to that player. In the case of a disqualifying foul, if the foul is physically committed on a player, then a foul drawn is credited to the player who has been fouled.

9.2 EXAMPLES

1. A3 is dribbling the ball and commits a charge on B2.
Turnover (Offensive Foul) A3 - Personal Foul A3 - Foul Drawn B2 (no steal for B2).
2. A2 is holding the ball when he is fouled by B2.
Foul drawn A2 - Personal Foul B2.
3. A1 commits a disqualifying foul by (a) insulting the referee, or (b) hitting B2 with his elbow
(a) Disqualifying Foul A1 - Turnover A1;
(b) Disqualifying Foul A1 - Turnover A1 - Foul Drawn B2

APPENDIX

A	TYPES OF SHOTS
B	TYPE OF TURNOVERS
C	ADDITIONAL DATA
D	INSTANT REPLAY SYSTEM (IRS) AND HEAD COACH CHALLENGE (HCC)

A TYPES OF SHOTS

If the software requires the type of shot to be entered, the following types, or a subset thereof, shall be available.

In order to keep shot types manageable for less experienced statisticians, it is recommended to allow the software to operate with basic and complete sets of shot types, based on the level of the competition.

A.A BASIC SHOT TYPES

JUMP SHOT

A shot taken by jumping up in the air and usually releasing the basketball at the peak of the jump. It is used most frequently for mid- to long-range shots, including three-point attempts.

LAY-UP

A close-range shot where the shooter usually banks the ball off the backboard; however, this shot can also be played over the front of the rim. It is typically a one-handed shot made by holding the ball from below and releasing it using an upwards motion of the arm as close to the basket as possible. A lay-up can also be a quick shot where the offensive player catches the ball next to the basket.

DUNK

A dunk is a play where a player brings the ball above the rim and tries to slam it down into the hoop with one or two hands, and their hand(s) hit(s) the top of the rim.

PUTBACK DUNK

When a player on the offensive team grabs an offensive rebound and then immediately slams the basketball forcefully through the hoop, with one or two hands, and their hand(s) hit(s) the top of the rim.

PUTBACK TIP-IN

When a player on the offensive team grabs an offensive rebound and then immediately scores a field goal next to the basket. This often involves the offensive player jumping up and tipping the ball into the basket with one hand, without coming back down onto the floor.

A.B ADVANCED SHOT TYPES

DRIVING LAY-UP

A close-range shot following a dribble drive toward the basket, either when the defense is back and set, or on a fast break. The shot is usually banked off the backboard, but can also be played over the front of the rim.

REVERSE LAY-UP

A reverse lay-up is a play where the offensive player drives from one side of the basket and makes a lay-up from the other side, using the basket/backboard as an additional protection against being blocked by a defender.

EURO STEP

A Euro Step is a move where the offensive player takes two – usually long – steps after a dribble, where the first step is in one direction and the second step is in the other.

ALLEY-OOP LAY-UP

A shot involving a player catching a pass in the air and finishing with a lay-up, before landing back on the court.

ALLEY-OOP DUNK

A shot involving a player catching a pass in the air and finishing with a dunk, before landing back on the court.

HOOK SHOT

A one-handed shot involving the player with the ball turning side on to the basket with the shooting hand farthest from the basket, and then extending their shooting arm and flicking the ball over their head in a circular motion toward the basket.

FLOATING JUMP SHOT

The ball is shot off one foot without stopping, often like a driving lay-up but further away from the basket. It can be shot off the run, off the dribble, or off of a catch, it can be banked in or swished, and it often has a high arc so it can't be blocked.

FADE-AWAY JUMP SHOT

When the shot is taken while the player is jumping away from the basket. This shot is used to create space between the shooter and their defender, it can be attempted from anywhere on the court, and it can be done by jumping straight back or to the side.

TURN-AROUND JUMP SHOT

When the player receives the ball with their back to the basket, then starts their shot facing away from the basket before turning mid-air while jumping to shoot. They may turn all the way to face the basket, but sometimes they only turn part-way around and shoot while facing side-on to the basket.

STEP-BACK JUMP SHOT

The player usually fakes a drive toward the basket, then stops and takes a step back to create space between them and the defender before shooting.

PULL-UP JUMP SHOT

The shooter stops quickly off the dribble and pulls up to shoot a jump shot while the defender(s) are usually still in a low position defending the drive.

B TYPE OF TURNOVERS

The following list defines possible values for the types of turnovers:

- Bad pass
- Ball handling / fumbling
- Out of bounds
- Travelling
- 3 seconds
- 5 seconds
- 8 seconds
- Shot clock violation
- Backcourt violation
- Offensive Foul
- Disqualifying foul by team in possession
- Offensive goaltending
- Double dribble
- Carrying / palming
- Other

C ADDITIONAL DATA

In this annex, some additional data is defined which is typically calculated by the software, and therefore, not directly relevant to the work of a statistician.

C.A TIME/MINUTES PLAYED

All substitutions are entered into the software, and for each player, the playing time is calculated accordingly.

If the minutes played are only shown in minutes (i.e. without seconds), the following rounding system shall be applied:

- Minutes with less than 30 seconds shall be rounded down
- Minutes with 30 seconds or more shall be rounded up
- 0 minutes will be rounded up to 1 minute, regardless of the value of seconds (larger than 0)
- Any value with 1 minute less than the maximum time (e.g. 39 minutes for a game played 4x10 minutes) will be rounded down for any value of seconds to indicate the player did not play the entire game
- A player who has not entered the court is indicated with "DNP" (did not play), instead of a value for minutes and seconds.

Any playing time of a player between 0.1 seconds and 0.9 seconds shall be rounded up to a full second.

For statistical purposes, a game with DNP does not count as a game played for the player.

C.B POINTS IN THE PAINT

The total number of points scored by a team from a FGM that originates inside the restricted area. This includes all jump shots, hook shots, lay-ups, dunks, etc.

C.C POINTS OFF TURNOVERS

The total number of points scored by a team during the possession following an opposition turnover. This is the case regardless of the type of turnover, whether the ball goes out of bounds, and the points can come from a FGM or FTM(s).

This does not apply to a FGM or FTM in an additional possession, following a foul being called against a player on the defensive team after a FGA or FGM.

C.D FASTBREAK POINTS OFF TURNOVERS

The total number of fast-break points scored by a team during the possession following an opposition turnover. This is the case regardless of the type of turnover, whether the ball goes out of bounds, and the points can come from a FGM or FTM(s).

This does not apply to a FGM or FTM in an additional possession, following a foul being called against a player on the defensive team after a FGA or FGM.

C.E SECOND CHANCE POINTS

The total number of points scored by a team following an offensive rebound, and before their opponents regain possession.

This is the case regardless of whether the ball goes out of bounds, and the points can come from a FGM or FTM(s).

This does not apply to a FGM or FTM in an additional possession, following a foul being called against a player on the defensive team after a FGA or FGM.

C.F BENCH POINTS

The total number of points scored by a team excluding the starting five players.

C.G SCORE TIED

The number of times the score was tied during the game (excludes 0-0).

C.H LEAD CHANGED

The number of times the lead changed from one team to the other during the game.

C.I LARGEST LEAD

The largest lead each team had during the game, and when this occurred (period and time).

C.J LARGEST SCORING RUN

The largest margin of consecutive points scored by a team without any points being scored by their opponents.

C.K EFFECIENCY RATING

The efficiency rating is often indicated for each player in box score reports. There are multiple formulas for this available — the formula recommended as standard is: $PTS - (FGA-FGM) - (FTA-FTM) + REB + AST - TO + ST + BS$

C.L +/- STATS

+/- stats for each player are often accounted for in box score reports. This indicates the team's net points during the time the player was on the court.

C.M POINTS PER POSSESSION

Number of points scored by a team divided by the number of possessions of that team

D INSTANT REPLAY SYSTEM (IRS) AND HEAD COACH CHALLENGE (HCC)

The statisticians need to register any use of IRS and HCC, including the type of review.

The following types of reviews are available:

- End of period (shot released before signal)
- Clock / shot clock correction
- Shot clock violation (shot released before signal)
- Foul away from shooting situation (basket counts / doesn't count)
- Goaltending
- Out of bounds
- FG counts as 2 or 3 points
- 2 or 3 FTs awarded for a shooting foul
- Upgrading/Downgrading fouls
- Identify FT shooter
- Act of violence