**RealGM's Basic Stat Line**

**G:** Games

**Min:** Minutes

**FGM-A:** Field Goals Made - Field Goals Attempts

**FG%:** Field Goal Percentage

**3PTM-A:** Three-Point Field Goals Made – Three-Point Field Goals Attempted

**3PT%:** Three-Point Field Goal Percentage

**FTM-A:** Free Throws Made – Free Throws Attempted

**FT%:** Free Throw

**FIC (Floor Impact Counter):** A formula to encompass all aspects of the box score into a single statistic. The intent of the statistic is similar to other efficiency stats, but assists, shot creation and offensive rebounding are given greater importance. Created by Chris Reina in 2007.   
*Formula:* (Points + ORB. + 0.75 DRB + AST + STL + BLK –0.75 FGA – 0.375 FTA – TO – 0.5 PF)

**FIC40 (Floor Impact Counter per 40 minutes):** The FIC total presented on a per-40 minute basis.

**OFF:** Offensive Rebounds

**DEF:** Defensive Rebounds

**REB:** Total Rebounds

**AST:** Assists

**STL:** Steals

**BLK:** Blocks

**TO:** Turnovers

**PTS:** Points

**Advanced/Misc. Stats**

**TS% (True Shooting Percentage):** A measurement of efficiency as a shooter in field goal attempts, three-point field goal attempts and free throws.  
*Formula:* (Points x 50) / [(FGA + 0,44 \* FTA)]

**eFG% (Effective Field Goal Percentage):** A measurement of efficiency as a shooter in all field goal attempts with three-point attempts weighted fairly.  
*Formula:* (FG + 0.5 \* 3P) / FGA

**ORB% (Offensive Rebound Percentage):** A measurement of the percentage of offensive rebounds a player secures that are available to his team.   
*Formula:* 100 \* [Player ORB \* (Team Minutes / 5)] / [Player Minutes \* (Team ORB + Opponent DRB)]

**DRB% (Defensive Rebound Percentage):** A measurement of the percentage of defensive rebounds a player secures that are available to his team.  
*Formula:* 100 \* [Player DRB \* (Team Minutes / 5)] / [Player Minutes \* (Team DRB + Opponent ORB)]

**TRB% (Total Rebound Percentage):** A measurement of the percentage of both offensive and defensive rebounds a player secures that are available to his team.  
*Formula:* 100 \* [Total Player Rebounds \* (Team Minutes / 5)] / [Player Minutes \* (Team Total Rebounds + Opponent Total Rebounds)]

**AST% (Assist Percentage):** A measurement of the percentage of assists a player records in relation to the team's overall total while he is in the game.   
*Formula:* 100 \* Player ASTs / [((Player Minutes / (Team Minutes Played / 5)) \* Team FGs) – Player FGs]

**STL% (Steal Percentage):** A measurement of the percentage of steals a player records in relation to the team's overall total while he is in the game.  
*Formula:* 100 \* [Player STLs \* (Team Minutes / 5)] / (Player Minutes \* Opponent Possessions)

**BLK% (Block Percentage):** A measurement of the percentage of blocks a player records in relation to the opponents two point field goal attemps.  
*Formula:* 100 \* [Player BLKs \* (Team Minutes / 5)] / (Player Minutes \* Opponent FGA - Opponent 3PA)

**TOV% (Turnover Percentage):** A measurement of the percentage of turnovers a player records in relation to the team's overall total while he is in the game.  
*Formula:* 100 \* Turnovers / (FGA + 0.44 \* FTA + TOV)

**Total S % (Total Shooting Percentage):** The sum of a player's field goal, free throw and three-point percentage.

**ORtg (Offensive Rating):** The number of points a player produces per 100 possessions. Created by Dean Oliver.

**DRtg (Defensive Rating):** The number of points a player allows per 100 possessions. Created by Dean Oliver.

**eDiff (Efficiency Differential):** The difference between a team or player's ORtg and DRtg.  
*Formula:* (ORtg - DRtg)

**PER:** An efficiency statistic created by John Hollinger. [Click here for more information.](https://en.wikipedia.org/wiki/Player_Efficiency_Rating)