



**FIBA**  
**EUROPE**

We Are Basketball

# **BASKETBALL STATISTICS MANUAL**

## **Field Goals**

A field goal attempt (FGA) is charged to a player any time they shoot, throw or tap a live ball at their opponent's basket in an attempt to score a goal unless the player is fouled in the act of shooting and the goal is missed or not counted.

When a violation or foul is committed by the shooter or a player from either team, after the ball has been released for a shot, a FGA is credited because the shot would count if successful.

A field goal attempt (FGA) is not charged to the shooter if the shot is nullified because of illegal interference with the ball (goal tending) by an offensive player. In this case the offensive player who commits the violation is charged with a turnover and a team rebound charged to the defensive team.

A field goal made (FGM) is credited to a player any time a FGA by them results in a goal being scored or being awarded because of illegal interference with the ball (goal tending) by a defensive player.

When a player is fouled in the act of shooting and the shot results in a FGM, then a FGA must also be credited.

A FGA is not charged if the player shooting the ball, a teammate or a defensive player commits a violation or foul just prior to the ball being released. The official will call the violation or foul and signal that the score or play following the call is canceled. This indicates that the ball was not released for the shot prior to the infringement so no FGA is awarded.

When a field goal is the result of a defensive player accidentally scoring in his or her team's own basket, the score will be credited to the court captain or the nearest offensive player of the opposition team. The court captain, or the nearest offensive player, will be credited with both a FGA and a FGM.

It is the job of the statistician to determine whether the court captain or nearest offensive player is credited with the basket. If several players from both teams attempt to rebound the ball and the ball is tipped into the basket by a member of the defensive team, the nearest offensive player should be credited with a FGA and FGM.

If a player mistakenly scores in his own basket (for example after the opening jump ball), the court captain should be credited with a FGA and FGM.

A tap (also called put-back) by an offensive player counts as a FGA (and an offensive rebound) if the player had sufficient control of the tap. If the score is made, then control is assumed.

Blocked shots count as attempts if the offensive player was in the act of shooting before the ball was blocked. If there is doubt as to whether the player was intending to shoot, the interpretation shall be that they were not. For our purposes, we define the act of shooting as an upward and/or forward motion toward the basket with the intention of trying for a goal.

## ***Examples***

### **1. Red 10 shoots but fouls Blue 12 (a) before the ball is in flight or (b) after the ball was in flight.**

a) *Do not charge Red 10 with a FGA, but with a turnover (offensive foul) and a personal foul.*

b) *Charge Red 10 with a FGA and a personal foul and the Blue team with a team rebound.*

*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 signaled as a "player control foul". If the foul occurred after the ball was in flight, the official won't indicate player control.*

### **2. When a field goal is accidentally scored for the opposition, after last being touched by a defensive player:**

a) *If the touch by the defensive team was an attempt to block a shot and did not appreciably alter its flight, then such touching shall be ignored. If the offensive player that shot the ball is credited with the score, no blocked shot can be awarded.*

b) *If the touch by the defensive team followed a shot that had obviously missed and the defensive team did not gain control, a FGA and FGM is credited to the court captain or nearest offensive player*

*In both these situations, the statistician needs to determine which player the scoretable awarded the points to.*

## **Free Throws**

A free throw attempt (FTA) is charged to a player when that player shoots a free throw unless there is a violation by a defensive player and the shot misses. That is, a player should not be charged 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 any time a free throw attempt by that player results in a score of one point being awarded.

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

### ***Examples***

- 1. Red 10 is shooting the second of 2 free throw attempts. Blue 10 commits a lane violation before the ball has left Red 10's hands.**

*If the shot is successful, Red 10 is credited with a FTA and FTM. If the shot misses, Red 10 will be awarded another FTA and the first is ignored.*

- 2. Blue 4 is shooting the first of 2 free throw attempts but steps over the free throw line before the ball hits the rim.**

*Blue 4 is credited with a FTA but not a FTM, regardless of whether the shot is successful. If the shot is the second of two free throws, Blue 4 is credited with a FTA and the Red team with a team rebound.*

- 3. Blue 10 is shooting the second of 2 free throws. During the shot, Blue 12 commits a lane violation before the ball has left Blue 10's hands**

*If the shot is successful, credit Blue 10 with a FTA and FTM. If the shot misses, credit Blue 10 with a FTA and the Red team with a team rebound.*

## **Rebounds**

A rebound is the controlled recovery of a live ball by a player after a shot has been attempted.

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.
- Tapping the ball in an attempt to score a goal.
- Tapping or deflecting the ball, in a controlled manner, to a teammate.
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The shot does not have to hit the ring or backboard before a rebound can be awarded.

When a player taps the ball that is subsequently recovered by a teammate, a decision needs to be made as to whether the tap was controlled or not, and therefore who receives the rebound. If the tap was obviously intentional, credit the rebound to the player tapping the ball. If the statistician believes the player tapping the ball was just trying to clear the ball out of the "danger area", award the rebound to the player recovering the ball.

As stated in the "Field Goals" section, an offensive player who attempts a tip-in or put-back from a missed shot is credited with an offensive rebound and FGA provided the tap was controlled. If the score is made, then control is assumed.

A shot that is blocked and recovered without the ball going dead will be recorded as a rebound to the player who first recovers the ball immediately after the block. Remember that the ball does not have to hit the ring or backboard for a rebound to be credited.

Rebounds are divided into Offensive and Defensive. Team rebounds (either offensive or defensive) are credited when the ball goes out of bounds following a FGA. The team that is granted possession is also given the rebound.

### Examples

1. **A missed shot is retrieved simultaneously by Red 10 and Blue 12 and a jump ball situation is called.**

*Credit a rebound to the player whose team gains possession of the ball according to the possession arrow.*

2. **After a missed shot, Red 10 jumps and catches the ball but falls and loses control.**

*Credit Red 10 with a rebound provided you are satisfied they had control prior to falling. If the ball ends up with the opposition, a ball handling turnover would be awarded as well*

3. **After a missed shot, Blue 10 catches the ball simultaneously as Red 12 fouls him.**

*The statistician must decide if Blue 10 had control of the ball for a split-second before being fouled. If so, award the rebound to Blue 10. If Blue 10 did not have control, a team rebound is awarded to the Blue team.*

4. **Blue 10 jumps and attempts a shot that is blocked by Red 12 without the ball leaving Blue 10's hands. Blue 10 lands with the ball and is called for a traveling violation.**

*Blue 10 attempted a shot so there must be a rebound after the block but before the violation occurs. The statistics that apply in this situation are: FGA Blue 10, Block Red 12, Offensive Rebound Blue 10, Turnover Blue 10 (Violation).*

5. **After a missed shot, Blue 10 and Red 10 both tap the ball several times in an attempt to retrieve it. Red 10 is the last to tap the ball and it goes out of bounds.**

*Charge a team rebound to the Blue team if Red 10 had no control over the ball.*

### Assists

An assist is a pass that leads directly to a teammate scoring. A player is credited with an assist when they make the last pass that is primarily responsible for a field goal being scored. Only one assist can be credited on any score. Even if the "second-to-last" pass set up the play, it is not an assist.

An assist is credited when a pass is made to a teammate who shoots and scores - provided the shooter's immediate intention, upon receiving the ball, was to shoot and that intention was maintained until the shot was taken. It does not prohibit an assist where the shooter takes time to balance or makes a small play to score, provided the scorer always intended to shoot.

A pass to a player in a good scoring position who considers other options before deciding to shoot and score, is not an assist. The score is the result of the action by the shooter alone, not the passer.

The distance of the shot, the type of shot and the ease with which the shooter makes the shot are not factors when considering if a pass is an assist. Similarly, the number of dribbles taken by the player who scores is also not a factor, unless their efforts are such that you determine that they did the work to make the basket, rather than the pass. For example, a pass to a player at half court who dribbles directly to the basket for a successful lay-up is an assist. However if that player has to divert to dribble around a defensive player, no assist is given.

In principle, an assist is awarded when the pass creates the play, not the shooter. When the shooter creates the play, no assist should be awarded.

Consistent with the definition above, an assist is not awarded simply when it is the last pass before a basket or because it was simply a "good pass". The onus for awarding the assist must be on the amount of work the scorer does and the immediacy of the shooter's intention to score.

### Examples

1. **After taking a defensive rebound, Red 10 makes a full court pass to Red 15 who misses a lay-up but has enough time to easily score from the rebound.**

*No assist, there having been a FGA and offensive rebound between the pass and the score.*

- 2. Red 10 passes to Red 15 who hesitates, looks to pass to Red 21, who is cutting, and then takes and makes the shot.**

*No assist to be awarded*

- 3. Red 10 passes to Red 15 who takes one dribble to find balance, and then takes the shot, making it.**

*Credit an assist to Red 10, provided Red 15 maintained an intention to shoot.*

- 4. Red 15 makes a great full court pass to Red 7 who only has to hand-off the ball to Red 4 for an uncontested lay-up that is made.**

*Even though the pass from Red 15 created the basket, it was not the last pass before the score. Award the assist to Red 7.*

- 5. Red 10 passes to Red 15, who pump fakes, spins, takes one dribble and dunks the ball.**

*In most cases NO assist would be credited, as the player receiving the ball did the work.*

### **Blocked Shots**

A blocked shot is credited to a player any time they appreciably alter the flight of a FGA and the shot is missed. It recognises a clear rejection or deflection of a shot by a defensive player. The ball may or may not have left the hand of the shooter for the block to be counted.

In some cases where the ball is knocked loose before it is in flight, the statistic in question may be a steal, provided the ball ends up in the hands of the defensive team. In this case the criteria is that if the shot is knocked loose from above shoulder height, it is a blocked shot. If below shoulder height, it is a steal. If in doubt a steal should be awarded.

A rebound must follow a blocked shot. If the ball goes out of bounds after a blocked shot then a team rebound is awarded.

A blocked shot should be credited only when the shot is deflected enough to prevent it from scoring. As obvious as it may appear, it needs to be noted that when the shot is successful, it can not be counted as a block even though it has been touched.

### **Examples**

- 1. Red 10 shoots and the ball is touched by Blue 7 in an attempt to block the shot. The ball continues into the basket.**

*Since the ball continued into the basket, Blue 7's touching it did not alter its flight appreciably. Ignore the touching, credit Red 10 with an FGA and an FGM but do not credit Blue 7 with a blocked shot.*

- 2. Red 10 goes up for a dunk attempt but the ball is stripped at waist-height by Blue 7 before it leaves Red 10's hands. The ball is recovered by Blue 12.**

*Blue 7 is awarded a steal and Red 10 charged with a turnover as the ball was knocked loose below shoulder height.*

- 3. Red 10 is driving through the key and has the ball stripped by Blue 7. The ball ends up with Blue 12.**

*If you decide Red 10 was not in the act of shooting, credit a ball handling turnover to Red 10 and a steal to Blue 7. To award a field goal attempt and a block, etc., you must be sure that Red 10 was making a shot attempt.*

### **Steals**

A steal is credited to a defensive player when their positive, aggressive action causes a turnover by an opponent. No steal is credited if the ball becomes dead and the defensive team is awarded possession of the ball out of bounds. The only time a steal can be awarded when the ball goes dead is when the actions of a defensive player causes a jump ball situation and their team is given the ball according to the possession arrow.

If a steal is credited to a defensive player, there must be a corresponding turnover awarded to an offensive player. (The opposite doesn't apply – a turnover doesn't always mean a steal has occurred, it may have been a violation, bad pass or offensive foul). The statistician must realise that the ball must actually be turned over for a steal to be awarded.

A defensive player can achieve a steal in a number of ways:

- Taking the ball away from an opponent holding or dribbling the ball.
- Intercepting an opponent's pass.
- Tapping the ball away from an offensive player in control of the ball or deflecting an opponent's pass either,
  - directly to a teammate,
  - such that the ball is loose and a teammate retrieves the ball or
  - such that the ball is loose and a teammate and an opponent grab the ball simultaneously, a jump ball situation results and the "defensive" team gains control from the possession arrow.

The tapping or deflection of the ball to a teammate does not have to be controlled.

As a general rule the statistician must award the steal to the defensive player who initiated the turnover.

A player taking a charge or provoking a violation (e.g travelling or backcourt) is not to be credited with a steal.

### Examples

**1. Red 10 is dribbling and guarded by Blue 7 whose tight defense forces Red 10 out of bounds**

*Charge Red 10 with a ball handling turnover, but do not credit Blue 7 with a steal, as she provoked Red 10 into a violation.*

**2. Red 10 is dribbling the ball when Blue 7 knocks it away to Blue 12.**

*Charge Red 10 with a ball handling turnover and Blue 7 with a steal.*

**3. Blue 7 applies vigorous defensive pressure that causes Red 10 to commit a violation.**

*Charge Red 10 with a violation turnover but do not credit Blue 7 with a steal.*

**4. Blue 7 deflects a pass from Red 4 intended for Red 6 who, in a reflex action, tries to catch the ball but can only deflect it over the sideline. Blue ball on the side.**

*Charge Red 4 with a passing turnover but do not credit Blue 7 with a steal.*

**5. Blue 7 deflects a pass from Red 4, intended for Red 6, into the open court where Red 6 and Blue 14 both grab the ball and a jump ball situation is called. According to the possession arrow, the Blue team is awarded the ball.**

*Charge Red 4 with a passing turnover and award Blue 7 a steal. Red 6, Blue 14 and Blue 10 receive no statistics for their part. If the Red team are awarded possession, , NO stats apply.*

### Turnovers

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

- directly (e.g. intercepting a pass or taking the ball away),
- from a jump ball situation resulting from that mistake or
- out-of-bounds.

A turnover can occur irrespective of whether the ball remains live or becomes dead and can only be awarded to a player on the offensive team at the time of the incident.

A turnover occurs when the team in control of the ball makes an error that causes possession to be turned over to the opposition before attempting a field goal or free throw.

**Exception:** If the failure to attempt a goal is due to the expiration of the game clock, no turnover is charged.

A team is in control of the ball when:

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

If the offensive team is forced into a jump ball situation by the actions of a defensive player the possession arrow will determine the statistics to be awarded:

- If the offensive team is awarded possession- NO statistics are awarded.
- If the defensive team is awarded possession - award a turnover to the offensive player at fault and a steal to the defensive player that initiated the turnover..

Turnovers are recorded as one of the following types, depending on the statistics sheets or software being used:

**Ball Handling (or Fumble):**

An offensive player loses possession while holding or dribbling the ball or failing to catch a pass that should have been caught. On some statistics sheets, a passing turnover is also included in this category.

**Violation:**

A violation by an offensive player causes the turnover e.g. travel, three seconds in the key, 5, 8 or 24 second violations or stepping out of court when in control of the ball.

**Offensive Foul:**

An offensive player, with or without the ball, commits a foul before a shot is attempted. Once a shot has been attempted and is allowed by the officials, the team that shot the ball is no longer in control so a foul by an "offensive" player after the shot is not an offensive foul.

**Passing (or Bad Pass):**

The turnover is the result of a bad pass.

It can sometimes be difficult to decide if the passer or receiver is responsible for a turnover when the receiver fumbles a pass. If the statistician considers the pass should have been caught, award the turnover to the receiver, but the general rule is that the passer is responsible for the pass.

In some situations, a turnover could be classified as more than one type, for example, when a bad pass causes a teammate to commit a violation by stepping out of court to retrieve the ball. The statistician must recognise how the turnover was originally caused. In this example, the bad pass caused the violation so credit the player that passed the ball with a passing turnover.

There are two types of violations:

- failing to get the ball into the front court within 8seconds and
- failing to attempt a shot before the shot clock expires

when the offensive team as a whole may contribute to causing a turnover. In both these situations, the statistician must judge who is responsible for the turnover and charge either a team turnover or a player turnover.

Other examples of violations (3 and 5 second violations) are generally charged to the player. 8 or 24 second violations are usually charged to the team, but in all cases the statistician must make a judgement on who is responsible for the turnover.

There are situations when a violation by a player causes possession to be awarded to the opposition or allows them an extra free throw(s). However, this is not a turnover unless that player's team was in possession of the ball. For example, a violation by a defensive player during free throws that gives the shooter a substitute free throw is not a turnover. Another example is a violation at the jump ball to start a period. A turnover hasn't been committed because neither team was in control, so possession hasn't been turned over.

### **Examples**

- 1. Red 10 has the ball stolen from her as she is dribbling down the court.**

*Red 10 is charged with a ball handling turnover.*

- 2. Red 10 passes the ball and it goes straight out of bounds.**

*Red 10 receives a passing turnover.*

- 3. Red 10 makes a good pass but Red 15 drops the ball, resulting in Blue 7 picking the ball up.**

*Red 15 is awarded a ball handling turnover, Blue 7 is credited with a steal.*

- 4. Red 10 commits a violation (travels, double dribbles, etc.) that results in the other team receiving the ball.**

*A violation turnover is credited to Red 10.*

- 5. Red 10 fouls whilst his team is in offence (either charges a player or fouls without the ball).**

*An offensive foul turnover is charged to Red 10.*

- 6. Red 10 receives the ball with 10 seconds remaining on the shot clock and dribbles the ball. Red 10 fails to notice that the shot clock is approaching zero and fails to shoot before the buzzer**

*Red 10 is awarded a 24 second turnover.*

- 7. Blue 10 attempts to dribble the ball over the halfway line after a made basket for the Red team. Due to the pressure defense from the Red team and the inability of any Blue players to get open, Blue 10 fails to advance the ball in 8 seconds and a violation is called.**

*The Blue team is awarded a team turnover as Blue 10 was not responsible for the mistake.*