FIBA 3X3 STATISTICIANS' MANUAL

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Art. 1 Conventions

1.1 Purpose

The purpose of the FIBA 3x3 statistics is to provide (i) insight about the performance of the teams and the players to all stakeholders including fans, and (ii) data for awarding FIBA 3x3 individual ranking points[1].

The responsibility of the statistician is to record what happens on the court as objectively as possible. This manual provides 3x3 specific guidelines and definitions to help in that work. For any situation not covered by this manual, the statistician must use his best judgment to record the play.

In example situations, Team A refers to the offensive team, and Team B refers to the defensive team. A thorough understanding of the 'FIBA 3x3 Official Rules of the Game'[2] and the 'FIBA Statisticians' Manual'[3] is highly required to perform the role of the statistician.

Throughout this document, all references made to a player, or any other role, in the male gender also apply to the female gender. It must be understood that this is done for practical reasons only.

1.2 Data integrity

The statistics data can only be made official by entering the data to the scores.fiba3x3.com tool in play.fiba3x3.com.

For any statistics entered to play.fiba3x3.com, the defined event organizer is responsible that the event statistics are correct and complete for each game for every game of the event. FIBA reserves the right to audit any data at any time, and as a result, modify or nullify statistics.

Art. 2 One-point field goal

A 'one-point field goal attempt' (1PTA) is recorded when a player shoots, throws, taps or dunks a live ball at the basket, attempting to score points from inside the arc. In case one point is awarded, a 1PTA is converted to a 'one-point field goal made' (1PTM).

Own goals are recorded to the last offensive player to the touch the ball[4]

Otherwise, the specific game situations defined in the FIBA Statisticians' Manual (Field goals) apply.

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[1] For the inclusion criteria and calculation methods of the FIBA 3x3 Individual Ranking, please refer to FIBA 3x3 Rankings Compendium (available at https://fiba3x3.com/rankings)

[2] Available at https://fiba3x3.com/rules

[3] Available at http://www.fiba.basketball/documents

[4] Also note Art 5 in *'the Official Interpretations to the FIBA 3x3 Official Rules of the Game'*: In all situations where a defensive team establishes ball control and scores the basket without clearing the ball, the basket shall be cancelled as the team had not cleared the ball prior to the shot attempt. This shall include controlled taps and put-back baskets.

Art. 3 Free throws

A 'free throw attempt' (FTA) is an uncontested shot from a position from behind the free-throw line, as awarded by a referee. In case one point is awarded, FTA is converted to a 'free throw made' (FTM).

If a team or a player is awarded multiple free throws or multiple sets of free throws, all of which shall be shot subsequently while the ball is dead, the whole sequence is considered 'a trip to the free-throw line'. The first free throw of such trip to the free-throw line is recorded as a 'first free-throw attempt' (FTA). All the subsequent free throws, shot by any of the players of the same team, are recorded as 'extra free throw shots' (FTA-ES).

Otherwise, the game situations defined in FIBA Statisticians' Manual (Free throws) apply.

Examples:

- A1 scores a two-point field goal, while being fouled in the act of shooting. The foul is the 7th Team B team foul and hence, two free throws are awarded. A1 makes the first free throw but misses the second one.
    - 2PTM (A1), Team Foul (Team B), FTM (A1), FTA-ES (A1).
- A1 has the ball and is charged with ~~an unsportsmanlike foul~~ a flagrant foul on B1. Right after, A2 is charged with a technical foul. B2 makes the free throw awarded for the technical foul, and B1 makes the two free throws awarded for the flagrant foul~~unsportsmanlike foul~~.
    - Flagrant foul~~Unsportsmanlike foul~~ (A1), Turnover (A1), Technical foul (Team A), FTM (B2), FTM-ES (B1), FTM-ES (B1).
    - Note: The Team A fouls increase by three fouls - by two because of the flagrant foul~~unsportsmanlike foul~~ and by one because of the technical foul.

Art. 4 Two-point field goal

A 'two-point field goal attempt' (2PTA) is recorded when a player shoots, throws, taps or dunks a live ball at the basket, attempting to score points from outside the arc. In case two points is awarded, a 2PTA is converted to a 'two-point field goal made' (2PTM).

Otherwise, the game situations defined in FIBA Statisticians' Manual (Field goals) for the shots from outside the arc apply.

Art. 5 Turnover

A turnover is a mistake by an offensive player or a team that results in the defensive team gaining the possession of the ball. A turnover can only be committed by the team in control of the ball. A turnover is assigned either to an individual player or to a team.

Jump ball situations leading to the change of possession will result in a turnover either to a specific player or a team. The 3-second violations, 5-second violations and ball-clearing violations will result in a turnover to a specific player. The 12-second shot clock violation is recorded as a team turnover.

Any ~~unsportsmanlike~~ flagrant or disqualifying foul committed by the team in control of the ball, resulting in the other team gaining the possession of the ball, will be recorded as a turnover to the player or the team committing the foul.

The last possession of the regular time, which does not end up in a field goal attempt, is not recorded as a turnover.

Otherwise, the game situations defined in the FIBA Statisticians' Manual (Turnovers) apply.

Examples:

- A1 attempts a field goal and the ball enters the basket. Points are not awarded because the 12-second shot clock had expired before the shot was released from the shooter's hand. Team B is entitled to the check-ball.
    - Turnover (Team A).
- A1 gets the ball in the low post and dribbles with his back to the basket inside the arc for 3 consecutive seconds. Referee calls a violation. Team B is entitled the check-ball.
    - Turnover (A1).
- B2 intercepts a pass by A1. Then B2 dribbles close to the arc attempting to clear ball, and then drives to the basket attempting to score a field goal. However, the referee calls a ball-clearing violation. Points are not awarded and Team A is now entitled to the check-ball.
    - Turnover (A1), Turnover (B2).
- A1 attempts a two-point field goal. The ball lodges between the ring and the backboard. Referee calls for a jump ball. The defensive Team B is entitled to the check-ball.
    - 2PTA (A1), DREB (Team B). No turnover is recorded as the ball was not in either team's possession when the jump ball was called.
- Team A is entitled to the check-ball. While the check-ball is being administered, A4 sitting on the bench is charged with a technical foul. B1 makes the awarded foul penalty free throw. Team A is entitled to the check-ball.

- Team Foul (Team A). FTM (B1).

Art. 6 Key assist

A 'key assist' (KAS) is a pass that gives a teammate a positional advantage to directly score a field goal from the restricted area.

More specifically,

- A player gets a *'positional advantage'* when, at the time of receiving the pass and shooting the ball, his primary defender is not in an optimal position to play one-on-one defense.
- *'Directly'* means attempting a field goal immediately upon receiving the pass. The difficulty of the shot or the use of different fakes or shooting techniques are not relevant, as long as the continuity of the motion is sustained throughout the play.
- *'From the restricted area'* means that the shot is released from the shooter's hand in the cylinder space above the restricted area (also called '3-second area 'or 'the paint').

If the player receiving the pass is fouled in the act of shooting and makes any of the free throws awarded as a foul penalty, including any of the extra free throws awarded because of the number of the opponent team fouls, a key assist is awarded.

A key assist can only be awarded based on the last pass leading to the field goal made or points scored off the foul penalty of an 'in the act of shooting' foul.

Examples:

- A2 fakes setting a ballscreen to A1 and cuts to the basket (slipscreen). A1 passes him a bounce pass. When A2 receives the pass at the free-throw line, there are no defenders in the restricted area. B3 moves from the other side of the court to try to block the shot, but A2 changes speed causing B3 to run past him and A2 scores a 1-point field goal.
    - 1PTM (A2), KAS (A1). The timely pass gave A2 a positional advantage to move to an open path to the basket. A2 directly scored a field goal from the restricted area, with a sustained continuity of the motion.
- A1 beats his B1 defender one-and-one and drives to the basket. Help defender B2 comes to try to block the shot. A1 passes to A2 at the corner. A2 scores, without dribbling, a 2-point field goal.
    - 2PTM (A2). No key assist. A2 did not score from the restricted area.
- A1 is at the center of the court, above the free-throw line. A2 is near the sideline, at the area of the free-throw line extended. A2 cuts to the basket to the area behind his primary defender B2 ('backdoor'), catching a pass from A1 outside the restricted area. B3 moves in from the opposite side of the restricted area to try to block the shot, but he is late and A2 dunks over him.

- 1PTM-DNK (A2). KAS (A1). The pass gave A2 a positional advantage over his primary defender, which he used to directly score a field goal. The location of receiving the pass is not relevant, only the location of the shot is considered.

- The regular time ended 16-16 and now the score in overtime is 17-17. A1 drives past his defender B1, forcing B2 to come from the opposite corner of the court to try to block the shot. A1 passes the ball to A2 who is waiting at the corner, outside the arc. B2 reverses direction and tries to get back to guard A2 (close-out) but he is late, so A2 drives past him and dunks the ball.
    - 1PTM-DRV-DNK-BZR (A2). KAS (A1). The pass gave A2 an advantageous position to drive past his primary defender (B2). A2 also scored directly, with a continuous motion, releasing the shot from the restricted area. The location of receiving the pass is not relevant, only the location of the shot is considered. A drive is also recorded as the dribble of A2 started from outside the arc. Dunk and buzzerbeater attributes are also added.

Art. 7 Drive

A drive (DRV) means using quick or skillful dribbling to move from behind the two-point arc to directly score a field goal from the restricted area.

More specifically,

- *'Quick or skillful use of dribbling'* means either (i) recognizing an open path to the basket and dribbling quickly into such path, or (ii) creating an open path to the basket by using the combination of fakes and dribbling techniques, such as crossovers or in-and-out dribbles.
- *'From behind the two-point arc'* means that the dribble started with at least one foot behind the arc.
- *'From the restricted area'* means that the shot is released from the shooter's hand in the cylinder space above the restricted area.
- '*Directly*' means attempting a field goal with a sustained continuity of the motion throughout the play. The difficulty of the shot or the use of different fakes or shooting techniques are not relevant.

Examples:

- A1 has the ball and B1 is guarding him closely. A1 dribbles twice between his legs, makes a shot fake that gets B1 out of position, drives to the basket and then scores a 1-point field goal with a reverse lay-up from the opposite side of the basket.
    - 1PTM-DRV (A1). A drive is recorded because A1 started his drive from behind the two-point arc and the continuity of the motion was

preserved throughout the play. The shot type (reverse layup) is not relevant.

- A1 receives a pass at the free-throw line extended area, outside the arc and near the sideline. His defender (B1) is late so A1 drives immediately to the basket. However, B2 comes to help forcing A1 to stop and turn his back to the basket. A1 dribbles the ball twice forcefully, while being stand-still, then turns his back towards B2 and makes a jump hook shoot over B2.
    - 1PTM (A1). No drive. The continuity of the motion was interrupted by the defensive efforts of B2.
- A1 has the ball outside the arc and A2 move to set a ballscreen to him. Just before the screen is set, A1 fakes towards the screen (rejects screen), drives past B1 from the baseline side and scores a 1-point layup from the restricted area.
    - 1PTM-DRV (A1). A drive is recorded. The use of screening threats to misplace the defender, in order to create an open path to the basket from the two-point arc is considered 'skillful dribbling'.

Art. 8 Blocked shot

A 'blocked shot' (BS) takes place when a defending player makes contact with the ball to alter the flight of the field goal attempt of the opponent and the shot is missed. The ball may or may not have left the hand of the shooter.

The game situations defined in FIBA Statisticians' Manual (Blocked shots) apply.

Art. 9 Buzzerbeater

A 'buzzerbeater' (BZR) is the last shot of the overtime, or tie-breaking, tie-forcing or lead-changing last points scored with a made shot, a trip to the free-throw line or a combination of thereof. It must take place during the last 5 continuously played seconds of the regular time (regardless if the game was won at the end of the 10 minutes or before the limit, if a team reached 21 points).

The last made shot of the regular time is considered having taken place during the last 5 continuously played seconds if (i) the shot is released from the shooter's hand with less than 5 seconds left at the game clock and (ii) after the shot, there are no further dead balls.

Examples:

- The game is tied at 19-19 with 3 minutes left on the game clock. A1 scores a two-point field goal and the game ends 21-19.
    - 2PTM-BZR (A1). A buzzerbeater is recorded as the made shot broke the tie during the last played second of the regular time.

- Team B leads 17-15. A1 ties the score to 17-17 with a two-point field goal, with 4.2 seconds left on the game clock. B1 gets the ball under the basket and passes it immediately to B2 at the corner. B2 attempts and misses a two-point field goal. The clock runs out and the game goes to overtime.
    - 2PTM-BZR (A1), 2PTA (B2). The field goal by A1 tied the game with less than 5 seconds on the game clock. Even though B2 had an additional field goal attempt after the buzzerbeater, there were no dead balls after the buzzerbeater.
- Team B leads 17-15. A1 ties the score to 17-17 with a two-point field goal, with 4.2 seconds left on the game clock. B1 gets the ball under the basket and passes it immediately to B2 at the corner. B2 steps out-of-bounds and the referee calls a violation. Team A is entitled to the check-ball and does not attempt any further field goals. The game goes to overtime tied at 17-17.
    - 2PTM (A1), Turnover (B2). A1 scored the last made shot within the last 5 seconds of the regular time, but as there was one dead ball after the made shot, no buzzerbeater is recorded.
- The game went to overtime at 17-17 and the score is now tied at 18-18. A1 is fouled. As this is the 7th Team B foul, A1 is awarded two free throws. A1 misses the first free throw but makes the second one. The game ends 19-18.
    - Team Foul (Team B), FTA (A1), FTM-ES-BZR (A1). The second free throw was the last shot of the overtime.

- The game is tied at 19-19 with 2 minutes left on the game clock. B1 fouls A1. As this is the 10th Team B foul, Team A (A1) is awarded two free throws and the ball possession. Before the administration of the foul penalty, B1 is charged with a technical foul, resulting in an additional awarded free throw. Any Team A player makes player the free throw awarded for the technical foul, making the score 20-19. Then A1 makes the first free throw to end the game at 21-19. The second free throw is disregarded.
    - Team Foul (B), Technical Foul (B), FTM (A2), FTM-ES-BZR (A1)
- The game is tied at 18-18 with 3 minutes left on the game clock. A1 scores a one-point field goal, while being fouled in the act of shooting. As this is the 7th Team B foul, A1 is awarded two free throws. A1 makes both free throws. The game ends 21-18.
    - 1PTM (A1), Team foul (Team B), FTM (A1), FTM-ES-BZR (A1). All awarded free throws due to 'act of shooting foul' are herein considered as the part of the same one game-ending buzzerbeater play as the made field goal.

Art. 10 Dunk

A dunk (1PTM-DNK) is a made shot, in which the ball is forced by player downwards into the basket with one or both hands.

Example:

- A1 passes the ball above the ring to A2 (alleyoop). While in the air, A2 tries to catch the pass with two hands, but instead ends up deflecting the ball with one hand. The ball hits the ring, bounces upwards, comes down to hit the ring again and then enters the basket.
    - 1PTM (A2). KAS (A1). Dunk is not recorded as the ball was not forced downwards. However, a key assist is awarded.

Art. 11 Rebound

Apart from the exceptions listed in FIBA Statisticians' Manual (Rebounds), any missed field goal or last free throw attempt is followed by a rebound through either (i) the controlled recovery of a live ball by a player or (ii) a team being entitled to the check-ball.

Rebounds are divided into Offensive (OREB) and Defensive (REB). Offensive rebounds are awarded when the ball possession is retained by the same team who missed the field goal or the free throw, while defensive rebounds are awarded when the possession is gained by the other team. Rebounds are always assigned either to a player (individual rebound) or to a team (team rebound).

When an individual rebound is followed immediately by a turnover by that same player (for example, when gaining the control of the ball in the air and then landing out of bounds), a team rebound can be awarded to the other team instead, except if the turnover is a ball-clearing violation. In such a case, both a player rebound and a turnover will be recorded. Otherwise, the game situations defined in FIBA Statisticians' Manual (Rebounds) apply

Examples:

- A1 attempts to score a field goal but the shot is partially blocked by B1. B2 tries to recover the ball, but lands out-of-bounds with the ball in his hands. Team A is entitled to the check-ball.
    - 1PTA (A1), Blocked shot (B1), Offensive rebound (Team A)
- A1 attempts to score a field goal but the shot is blocked by B1. B2 recovers the ball under the basket but immediately loses it. A2 recovers the ball and immediately attempts to score a field goal. The referee does not award points but instead calls a ball-clearing violation on A2. Team B is entitled to the check-ball.
    - 1PTA (A1). Blocked shot (B1). Defensive rebound (B2). Turnover (B2), Turnover (A2)

Art. 12 Fouls

A foul is called on a player or a team following a decision by the referee. A foul called will increase the team foul count as defined in the 'FIBA 3x3 Rules of the Game'. Fouls are timestamped to the game time when the referee stops the game clock to call the foul and award the foul penalty.

A foul on or after a game-winning shot shall not be recorded unless such foul was called as a Disqualifying Foul or Flagrant Foul.

Examples:

- The score is 19-17. A1 scores a two-point field goal, while being fouled with a normal contact foul in the act of shooting. This successful shot ends the game 21-17. The foul shall not be recorded.
    - 2PTM (A1). Neither the foul nor any free throws are recorded.
- The score is 19-17. A1 scores a two-point field goal. A Flagrant Foul is called against B1. The successful shot ends the game 21-17.
    - 2PTM (A1), Flagrant Foul (B1). No free throws are recorded.

Art. 13 Timeout

Timeouts are timestamped to the game time when the referee stops the game clock to allow for a timeout. Every timeout must be assigned to a team requesting it or marked as a 'TV timeout'.

Art. 14 Challenges

Challenges are requests by the team for an instant replay system (IRS) review, which is available in certain competitions. Challenges are timestamped to the time when the game was stopped. The information on which team requesting the challenge and what was the outcome of the IRS will be recorded. A challenge can be won, lost or declared unclear.

Art. 15 Player not entering court

All players that were entered on the scoresheet, but who did not enter the court during the game, will be marked with the attribute DNP (Did Not Play).

Art. 16 Optional stats

16.1 Substitutions

The players starting the game are substituted in with the timestamp 10:00. During the game, players entering the court are recorded as ‘substituted in’ or ‘substituted out’, with the timestamp on the game clock time when the substitution took place.

For statistical purposes, the jersey number entered on the scoresheet at the beginning of the game shall not be changed, even if the player changed his number during the game.

16.2 Game time

For statistical purposes, the game time is displayed in full minutes and full seconds. The regular time starts with the timestamp 10:00 and is counted downwards until 0:00. In overtime, the game clock remains operational for statistical purposes, but it is hidden from the players and the referees. In overtime, the game time is counted upwards from 0:00 and marked with an attribute 'OT'.

Any game actions during the last second of the regulation time are rounded to 0:01.

Examples:

- Team A leads 19-7. A1 scores a 2-point field goal. The game ends 21-7 with 0.3 seconds left shown on the game clock.
    - 2PTM (A1, 0:01). Game end (0:01).

- The game goes to overtime at 17-17. Team A does not make any substitutions. Team B substitutes B1 out and B2 in before the first check-ball of the overtime. Team B is entitled to the check-ball. After 8 seconds of play, B2 scores a 2-point field goal and the game ends 19-17.
    - End of regular time (00:00). Sub-out (B1, OT 00:00). Sub-in (B2, OT 00:00). Game clock on. 2PTM-BZR (B2, OT 00:08).

16.3 Playing time

The minutes played by a player or a team are displayed in full minutes and full second (e.g., 07:20).

Art. 17 Additional formulas and definitions

Double-five (D5) means that a player achieved in one game five (5) or more scores in two of the following three stat categories: points (PTS), rebounds (REB) and highlights (HGL).

Fastest game is the game in an event or in a tour, which had the shortest game playing time.

Game playing time (GPT) is the effective time played during the game, which is displayed in full minutes and full seconds. For example, if a game ends at 21-17 with 1:32 left in the clock, GPT is 8:28. GPT is also measured during overtime. For example, if a game ends after 39 seconds of overtime play, GPT is 10:39.

Game duration is the length of the game in calendar time. Start time is the time when the result of the coin flip is acknowledged by the official's table. End time is the time when a referee blows the whistle to end the game. Game duration is

displayed in full minutes and rounded to the previous full minute of the start time and the next full minute of the end time. For example, if the game starts at 18:02:01 and ends at 18:21:19, the game duration is displayed is 20 minutes (18:02-18:22).

Highlights (HGL) mean the sum of key assists (KAS), drives (DRV), dunks (DNK), blocks (BS) and buzzerbeaters (BZR) for a player or a team. Highlights are displayed without decimals (e.g., 3 or 7).

Largest scoring run is the largest margin of consecutive points scored by a team without any points being scored by their opponent, attributed with the score at the end of the scoring run.

Largest deficit is the largest negative difference in the score that the team had during a game. It is displayed as a full number (e.g., 9-15 = 6). The 0-0 tie at the beginning of the game is not considered. If the team was never behind in the score, largest deficit is marked as a dash line (-). A tied score after the first score is marked as 0.

Largest lead is the largest positive difference in the game score that the team had during a game. It is displayed as a full number (e.g., 12-5 = 7). The 0-0 tie at the beginning of the game is not considered. If the team never led the game, largest deficit is marked as a dash line (-). A tied score during the game is marked as 0.

Lead changes is the number of times the lead changed from one team to the other during the game.

Longest sprint is the longest time of play in the game during which the game clock was not stopped.

Points allowed is the number of points scored by (an) opponent team(s).

Time of 7th/10th Team Foul is the game time when the team had its seventh/tenth team foul. It is displayed in full seconds (e.g., 07:22). If not applicable, a dash (-) is shown.

Points per possession (PPP) is the average number of points a player or a team has been awarded per possession. PPP can be split by different possession types. PPP is displayed with two decimals.

- Team A had 21 points with the following stats: 1PT 8/17, 2PT 3/7, FT 7/12, FT-ES 5, TO 6.
    - POS= 37 = 17+7+12-5+6
    - PPP = 0.57 = 21 / 37
    - PPP-1PT = 0.47 = 8 / 17
    - PPP-2PT = 0.86 = (2*3) / 7
    - PPP-FT = 1.00 = 7 / (12-5)
    - PPP-TO = 0.00 = 0 / 6

Possessions (POS) is the number of times a team had the ball in its control and produced one of the following possession outcomes: one-point field goal attempt

(1PTA), two-point field goal attempt (2PTA), a trip to the free-throw line or a turnover (TO). The free throw possessions are calculated by deducting the extra free throw shots (FT-ES) from the total number of free throws attempted (FTA).

- Team A had 21 points with the following stats: 1PT 7/7, 2PT 4/15, FT 6/8, FT-ES 2, TO 5
    - Possessions (POS) = 33 = 7+15+(8-2) +5

Possession distribution describes the tendency of a team or a player to use the possessions in certain ways. The number is displayed as a percentage with no decimals. The outcome of the shot attempts, whether they were made or missed, is not relevant.

- Team A had 21 points with the following stat line: 1PT 8/17, 2PT 3/7, FT 7/12, FT-ES 5, TO 6.
    - POS = 37 = 17+7+12-5+6
    - POS%-1PT = 46 % = 17 / 37
    - POS%-2PT = 19 % = 7 / 37
    - POS%-FT = 19% = 7 / 37
    - POS%-TO = 16% = 6 / 37.

Player value (P-VAL) is an index number summing up the performance of a player in a game, an event or a tour. P-VAL is calculated with the following formula:

(S-EFF * PTS) + KAS + DRV + DNK + BS + BZR + (REB/2) - TO

In other words, shooting value, highlights and half of rebounds are summed up and then turnovers are deducted. P-VAL is rounded to one decimal. Example:

- A1 has the stats of 7 PTS (1PT 2/2, 2PT 2/5, FT 1/2), 1 KAS, 1 DRV, 1 BZR, 2 DREB, 1 TO
    - ((7/9) * 7) + 1 + 1 + 0 + 0 + 1 + (2/2) – 1 = 8.4

Plus-minus (+/-) is the aggregate change in the game score of the team during the time when the player was substituted in.

Score tied is the number of times the score was tied (excludes 0-0).

Shooting efficiency (S-EFF) is the realized points-per-made-shot value by a player or team in a game, an event or a tour. S-EFF is calculated with the following formula:

PTS / (1PTA + 2PTA + FTA)

In other words, the number of points scored is divided by the number of shot attempts, (one-point field goal attempts, two-point field goal attempts and free throws attempts. S-EFF is rounded to two decimals.

- A1 has stats of 1PT 1/5, 2PT 1/3, FT 2/3
    - S-EFF (A1) = 0.45 = 5 / 11
- A2 has stats of 2PT 2/2

- S-EFF (A2) = 2.00 = 4 / 2

- Team A has 21 points with the following shooting stats: 1PT 8/17, 2PT 3/7, FT 7/12
  - S-EFF (Team A) = 21 / (17+7+12) = 0.58

Shooting percentage is the percentage of made shots of shot attempts for a given shot type. The shooting percentages are abbreviated 1PT%, FT% and 2PT% respectively.

- Team A shot 2PT 3/7
  - 2PT% (Team A) = 43%.

Shooting value (S-VAL) is the number of points scored by a player multiplied by the shooting efficiency (S-EFF * PTS). S-VAL is rounded to one decimal.

- A1 has the stats of 7 PTS, 1PT 2/2, 2PT 2/5, FT 1/2.
  - S-EFF (A1) = 0.78 = 7/9
  - S-VAL (A1) = 0.78 * 7 = 5.5

Triple-five (T5) means that a player achieved in one game five (5) or more scores in points (PTS), rebounds (REB) and highlights (HGL).

Wins before limit (WBL) is the number of games won by a team by reaching 21 or more points before the end of the regular time. Forfeited wins or 'wins by default' do not count towards WBL.

Art. 18 Further abbreviations and display conventions

The ratios of made shots and attempted shots, such as one-point field goals, can be shown as a fraction (e.g., 1PT 4/7) or as a percentage with no decimals (1PT% 57%).

Per game averages are displayed with one decimal. Examples:

- Points per game (PPG) 5.2
- Rebounds per game (RPG) 3.8
- Key assists per game (KASPG) 2.2

Per game averages do not consider games won by forfeit; games lost by forfeit are considered when calculating per game averages.

END.