
Fédération Internationale
de Basketball



FIBA

International Basketball
Federation

We Are Basketball

BASKETBALL STATISTICIANS' MANUAL 2009

Valid as of 1st October 2009

TABLE OF CONTENTS

INTRODUCTION	3
FIELD GOALS.....	4
FREE THROWS	7
REBOUNDS	9
TURNOVERS	12
ASSISTS.....	15
STEALS	17
BLOCKED SHOTS.....	19
FOULS	21
GAME PLAYED / MINUTES PLAYED	22
ADDITIONAL CRITERIA.....	23

INTRODUCTION

Following an initiative by several stakeholders of the global basketball family, the FIBA Statistics Manual that has existed since the early years of computed statistics, and that had been revised in 2005, has been completely reviewed and brought up to standards.

The game of basketball is under current development and so are the rules of the game and the way statistical criteria are to be captured. The excellent initiative was aimed at creating standards that will have to be followed by statisticians all around the world.

We believe that the work of the statisticians is forming an important contribution to the development of the game. They provide data not only to coaches and athletes, but also to the media and fans. We hope that the new version of the FIBA Statisticians Manual will help you making your job easier and that the outcome will thus be more consistent all around the world.

We would like to express our appreciation to Lubomir Kotleba (FIBA), Zoran Radovic (FIBA), Wolfram Klug (FIBA), Florian Wanninger (FIBA), Kosta Iliev (FIBA Europe), Nick Marzoli (FIBA Europe), Ed Scott (Euroleague), Xavi García (Euroleague), Pablo Campoy (Euroleague), Matthew Cowling (SportingPulse), Andy Fischer (ST Sportservice) and Arnaud Sevaux (French Basketball Federation), for their contribution to this manual.

October 2008

CONVENTIONS

Throughout the Basketball Statisticians' Manual, all references made to a player, coach, official etc. in the male gender also apply to the female gender. It must be understood that this is done for practical reasons only.

The statisticians' responsibility is to record what has happened on the court. All situations should be covered by this manual however if the statistician encounters an extreme situation he should use his best judgement to record the play.

Team "A" refers to the offensive team (A1 to A5 being offensive players who start the game). Team "B" refers to the defensive team (B6 to B12 being substitutes for the defensive team at the start of the game). On-court players are numbered 1 to 5, substitutes are numbered 6 to 12.

FIELD GOALS

A field goal attempt (FGA) is charged to a player any time he shoots, throws or tips a live ball at his opponent's basket in an attempt to score a goal, and the goal is missed or is not counted. An FGA can occur from anywhere on the court, regardless of the shooting motion or expiration of time.

A field goal made (FGM) is charged to a player any time an FGA by him 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 or any of his team-mates is fouled in the act of shooting and the shot results in an FGM, then an FGA must also be charged.

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. An FGA is not charged if the player is shooting the ball, when a team-mate 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 cancelled. This indicates that the ball was not released for the shot prior to the infringement so no FGA is charged.

An FGA is **not** charged if the player is fouled in the act of shooting and misses the FGA.

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, an FGA is charged because the shot would count if successful.

When the defensive team is in the team foul penalty situation and a defensive player fouls an offensive player attempting a *two*-point field goal, it may be difficult to determine if the ball was in flight before the shot was released. This is because the official will award two free throws to the offensive player either because the player was shooting or because of the team foul penalty. The statistician needs to pay careful attention to the official in case the official signals that the shot from the field is cancelled or makes a comment along the lines of "... foul before the shot...". If some doubt remains, the statistician has to make a judgment call, and as a rule of thumb, should presume the foul occurred first so no FGA is charged to the offensive player. In a similar situation except the offensive player was attempting a *three*-point field goal before being fouled but is awarded only two free throws, the foul was clearly after the shot.

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 charged to the court captain of the opposition team. The court captain, will be charged with both an FGA and an FGM.

A tip (also called put-back) by an offensive player counts as an FGA (and an offensive rebound) if the player's tip was **under control** and a genuine attempt to score a goal. If the tip results in an FGM then player control exists.

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 he was 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.

An area of difficulty that might arise for the statistician is the question of whether a pass or a shot is being attempted. An offensive player often acts as if to shoot only to pass off to a team-mate at the last moment. The alley-oop is the most likely to be controversial, especially if the player meant to be on the receiving end of the pass makes no attempt to catch and shoot the ball. In this case a turnover will be charged instead of an FGA.

Examples

- 1. A5 shoots but fouls B5 (a) before the ball is in flight or (b) after the ball is in flight.**

(a) Since the ball was dead before it was in flight, do not charge A5 with an FGA, but with a turnover (offensive foul) and a personal foul. (b) Charge A5 with an FGA and a personal foul, charge team B with a defensive 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 signalled as a "team control foul". If the foul occurred after the ball was in flight, the official will not indicate team control.

- 3. A2 shoots an FGA, and in the fight for the rebound B5 accidentally tips the ball into his own basket.**

If the touch by B5 followed a shot that had obviously missed and the defensive team did not gain control, an FGA and an FGM is charged to the team captain of the offensive team (Team A).

- 4. With one second left in the third period B4 captures a defensive rebound in his own half, turns and tosses the ball at the opponents basket.**

Charge B4 with an FGA, and if the basket is made also charge him with an FGM.

As long as the action by B4 is an attempt to score, then an FGA must be charged regardless of how far he is from the basket.

- 5. A1 shoots an FGA and the ball lodges on the basket support.**

A1 is charged with an FGA. No rebounds are charged as it is a dead-ball rebound.

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 an FTA that is influenced by the illegal actions of an opponent, unless the shot results in a free throw made (FTM).

An FTM is charged 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:

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 charge the free throw shooter with an FTA and an FTM.

If the free throw misses, do not charge the free throw shooter with an FTA because they will be given a substitute free throw. Ignore the missed free throw on which the violation occurred as it is nullified by the defensive player's violation. Charge an FTA (and an FTM if successful) for the substitute free throw.

When the shooter commits a violation

If the free throw is successful, it will be cancelled.

In all cases, irrespective of whether the free throw is the first, second or third of a series, an FTA is charged to the shooter. Examples of a shooter's violation are:

- The ball fails to hit the ring.
- The shooter takes too long to attempt the shot.
- The shooter steps on or over the free throw line before the ball hits the ring.
- The shooter fakes a free throw.

If the free throw was the last of a series, the defensive team will be awarded possession out-of-bounds. Charge 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 violates so charge an FTA and an FTM to the free throw shooter.

If the free throw misses, the free throw shooter is still charged with an FTA, because had the shot been made, it would have counted. If the free throw was the last of a series, the defensive team will be awarded possession out-of-bounds. Charge the defensive team with a team rebound.

Summary

- If a substitute free throw is awarded for a defensive player's violation, ignore the original missed free throw and record the statistics for the substitute free throw.
- If an offensive player (including the shooter) commits a violation, charge an FTA.

In all of the above situations, NO turnovers have occurred because the offensive team is considered to have made an attempt at a free throw goal (see the definition of turnovers).

If a wrong player is attempting a free throw, the FTA as a result of the error and all activity involved therein shall be cancelled unless there are technical, unsportsmanlike or disqualifying fouls called during the activity after the error. The game will be resumed after the correction of the error. All FTM's or FTA's charged to the wrong shooter shall be nullified.

If a technical foul has resulted in free throws being taken immediately before the start of a period, the FTA (and FTM if successful) should be counted in the new period. This is regarded as a foul during an interval of play and penalised as if it had occurred during the period that follows the interval.

Example

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 misses.

(a) A1 is charged with an FTA and an FTM. (b) Do not charge A1 with an FTA – a substitute free throw will be awarded.

REBOUNDS

A rebound is the controlled recovery of a live ball by a player after a missed FTA or FGA or a team being entitled to the ball for a throw-in if the ball has gone out of bounds after a missed FTA or FGA but before there was player control. If there is doubt about player or team control, the statistician should assume that there was control.

Rebounds are divided into Offensive and Defensive. A team rebound is charged when:

- The ball goes out of bounds immediately after a missed FGA or FTA and before any player gains control of the ball.
- A foul occurs immediately after a missed FGA or FTA and before any player gains control of the ball.

Dead-ball rebounds are only recorded when computer statistics are being used and the software automatically records the dead-ball rebound.

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 an attempt to score a goal.
- Tipping or deflecting the ball **in a controlled manner** to a team-mate.
- By retrieving a rebound simultaneously with an opposing player and having their team be awarded the ball as a result of the alternating possession. The rebound is charged to the player involved in the held ball, not to the player who inbounds the ball.

The shot does not necessarily have to hit the ring or backboard before a rebound can be charged. For example following an FGA that does not hit the ring or backboard, following a blocked shot etc....

When a player tips a ball that is subsequently recovered by a team-mate, a decision needs to be made as to whether the tip was controlled or not, and therefore who is charged with the rebound. If the tip was obviously intentional, charge the rebound to the player tipping the ball. If the statistician believes the player tipping the ball was just trying to clear the ball out of the "danger area", charge the rebound to the team-mate recovering the ball.

An offensive player who attempts a tip (put-back) from a missed shot is charged with an offensive rebound and FGA provided the tip was controlled.

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 blocked shot.

Examples

1. A missed shot is retrieved simultaneously by A5 and B4.

Charge a rebound to the player whose team gains possession of the ball according to the alternating possession rule. Note that it must be one of the players contesting the held ball, NOT the first player to control the ball after the alternating possession throw-in.

2. After a missed shot, A5 jumps and catches the ball but falls and loses control, it is retrieved by B4.

Charge A5 with a rebound provided you are satisfied he had control prior to falling. If this is the case a ball handling turnover would be charged as well. If you are not satisfied A5 had possession then B4 is charged with the rebound.

3. After a missed shot, B4 catches the ball at almost the same time as A5 fouls him.

The statistician must decide if B4 had control of the ball for a split-second before being fouled. If so, charge the rebound to B4. Else Team B is charged with a defensive team rebound.

4. A4 jumps and attempts a shot that is blocked by B5 without the ball leaving A4's hands. A4 lands with the ball and is called for a travelling violation.

A4 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 A4, Block B5, Offensive Rebound A4, Turnover A4 (Violation).

5. After a missed shot B2, B4 and A4 go after 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) A4 is charged with an offensive rebound. (b) Team B is charged with a defensive team rebound.

- 6. A3 misses an FGA and as players are fighting for the rebound (a) A4 is called for an over the back foul on B2 (b) B1 is called for a holding foul on A1 (c) B4 tips the ball out of bounds.**

(a) Charge Team B with a defensive team rebound. (b) Charge Team A with an offensive team rebound. (c) Charge Team A with an offensive team rebound.

- 7. A1 misses an FGA shortly before the twenty-four second device sounds, and the ball does not touch the ring (a) B2 catches the ball immediately before the device sounds (b) A2 catches the ball before the device sounds (c) A2 catches the ball after the device sounds.**

(a) Charge A1 with an FGA, B2 with a defensive rebound. (b) Charge A1 with an FGA, A2 with an offensive rebound and Team A with a team turnover (24 seconds). (c) Charge A1 with an FGA and Team A with a team turnover (24 seconds). No rebound is charged as the ball is dead.

- 8. 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.

- 9. A2 misses an FGA immediately before the period ends, and before any player retrieves the rebound.**

Charge A2 with an FGA and do not charge any rebound as the ball is dead.

TURNOVERS

A turnover is a mistake by an offensive player that results in the defensive team gaining possession of the ball without the offensive team having attempted a field goal or free throw, except when a period expires without a field goal attempt.

Any offensive violation by a player will result in a turnover being charged e.g. 3 second violation, offensive foul, offensive goal tending, double dribble violation etc. Likewise, an offensive mistake such as passing the ball directly out of bounds or fumbling the ball in such a way that it is recovered by the defensive team will result in a turnover being charged.

It is important to understand when a team has control of the ball, so that the statistician understands when they turn the ball over and the other team gains 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 his first or only 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 charged:

- If the offensive team gains possession as a result of the alternating possession rule - **NO statistics** are charged.
- If the defensive team gains possession as a result of the alternating possession rule - charge 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:

Ball Handling

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

Violation

A violation by an offensive player causes the turnover e.g. travelling, 3, 5, 8 or 24 second violations, stepping out of the playing court when in control of the ball.

Offensive Foul

An offensive player with or without the ball, commits a foul whilst his team is in possession and before a shot is attempted. Once a shot has been attempted the team that shot the ball is no longer in control so a foul by an offensive player is no longer an offensive foul nor a turnover.

Passing

A turnover due to a bad pass. The turnover should always be charged to the passer unless the statistician considers that the pass should have been caught, in which case the turnover should be charged to the receiver.

In some situations a turnover could be classified as 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 recognise how the turnover was originally caused. In this example, the bad pass caused the violation so the player attempting the pass should be charged a turnover (Passing).

All 3 and 5 second violations are charged as **player** turnovers. All 8 and 24 second violations are charged as **team** turnovers.

There are certain situations where two or more turnovers happen almost instantaneously. The statistician must decide if control of the ball was gained by a team before again losing control. It is good practice to follow the shot clock – if this is reset to 24 seconds and starts counting down then team control is gained and a turnover / steal charged. If the clock continues running down then there was no change in team control and so no statistics should be charged.

Examples

1. **A5 has the ball stolen from him as he is dribbling down the court.**

A5 is charged with a turnover (Ball Handling).

2. **A2 passes the ball and it goes straight out of bounds.**

A2 is charged with a turnover (Passing).

- 3. A1 makes a good pass but A4 drops the ball, resulting in B4 picking the ball up.**

A4 is charged a turnover (Ball Handling), B4 does not receive a steal as he simply benefited from an opponents mistake.

- 4. A2 commits a violation (travelling, double dribble, etc.) that results in the opposition receiving the ball.**

A2 is charged with a turnover (Violation).

- 5. A5 commits a foul whilst his team is on offence (charge, moving screen etc.)**

A5 is charged with a turnover (Offensive Foul).

- 6. Team A fail to get a shot off and commit a twenty-four second violation.**

Team A is charged with a turnover (Violation).

- 7. A2 picks up the ball after dribbling and is closely guarded by B2. He is unable to shoot or pass the ball and commits a five second violation.**

A2 is charged with a turnover (Violation).

- 8. A1 is in possession the ball when A4 and B4 simultaneously commit double fouls.**

As the foul penalties cancel and Team A are awarded the ball out-of-bounds, no statistics are charged.

- 9. A3 is holding the ball when B3 knocks it loose. A3 and B3 dive on the floor and a held ball situation between the two players occurs. (a) Team A are entitled to the alternating possession. (b) Team B are entitled to the alternating possession.**

(a) No statistics are charged. (b) A3 is charged with a turnover (Ball Handling), B3 is charged with a steal.

ASSISTS

An assist is a pass that leads directly to a team-mate scoring, if and only if the player scoring the goal responds by demonstrating **immediate reaction** towards the basket. Only one assist can be charged on any score. Even if the “second-to-last” pass set up the play, it is not an assist. An assist does not necessarily have to be a spectacular pass.

An assist is charged when a pass is made to a team-mate 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. An assist is awarded when the pass creates the final play for the shot. When the shooter creates the play, no assist should be awarded.

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 his efforts are such that you determine that he did the work to make the basket, rather than the pass.

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.

The statistician should bear in mind that the more the scoring player has to do in order to score, the less likely it is that the pass is an assist.

An assist may be charged on a pass to a player in the low post provided there is an immediate reaction on the part of the shooter in attempting to score.

Consistent with the definition above, an assist is not charged simply when it is the last pass before a basket or because it was simply a “good pass”. The determining factor in awarding an assist must be the amount of work the scorer does and the immediacy of the shooter's intention to score.

Examples

- 1. After capturing a defensive rebound, A5 makes a full court pass to A4 who misses a lay-up but has enough time to easily score from the rebound.**
No assist, there has been an FGA and offensive rebound between the pass and the score.
- 2. A5 passes to A4 who hesitates, looks to pass to A3, who is cutting, and then takes and makes the shot.**
No assist to be charged as A4 did not show an immediate reaction.
- 3. A5 passes to A4 who takes one dribble to find balance, and then takes the shot, making it.**
Charge an assist to A5, provided A4 maintained an intention to shoot.
- 4. A4 makes a great full court pass to A5 who only has to hand-off the ball to A3 for an uncontested lay-up that is made.**
Even though the pass from A4 created the basket, it was not the last pass before the score. Charge the assist to A5.
- 5. A3 passes to A5, who pump fakes, spins, takes one dribble and dunks the ball.**
NO assist, as A5 has created the play himself as opposed to A3.
- 6. B1 steals the ball, makes a pass to B2 who is at the centre court line in front of the defence, and then B2 dribbles to the opponents basket for an unopposed lay-up.**
Charge B1 with an assist.
- 7. A1 inbounds the ball at the baseline underneath his opponents basket, and passes to A3 who scores an FGM.**
Charge A1 with an assist.
- 8. Immediately following a pass from A2, A3 is fouled in the act of shooting. A3 misses the first three throw, and makes the second.**
Charge A2 with an assist, A3 with two FTA's and one FTM.

STEALS

A steal is charged to a defensive player when his positive, aggressive action causes a turnover by an opponent. No steal is charged if the ball becomes dead and the defensive team is awarded possession of the ball out of bounds. A team steal does **not** exist and therefore cannot be charged.

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.
- Tipping the ball away from an offensive player in control of the ball or deflecting an opponent's pass either:
 - Directly to a team-mate.
 - Such that the ball is loose and a team-mate retrieves the ball.
 - Such that the ball is loose and a team-mate and an opponent grab the ball simultaneously, a held ball results and the defensive team is awarded the ball according to the alternating possession rule. (Obviously this cannot happen when the alternating possession is awarded at the start of a period of play). The tipping or deflection of the ball does not necessarily have to be controlled.

The only time a steal can be charged when the ball goes dead is when the actions of a defensive player causes a held ball to occur and his team wins possession as a result of the alternating possession rule.

To earn a steal, the defensive player should be the initiator of the action causing a turnover, not just the benefactor. For example, if an offensive player passes directly to a defensive player who did not have to move to intercept the ball, no steal would be charged.

If a steal is charged to a defensive player, there must be a corresponding turnover charged to an offensive player. (The opposite does not apply – a turnover does not 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 charged.

In all these situations, the player who first deflected the ball initiated the turnover so is charged with the steal, not the team-mate who recovered the loose ball. A player taking a charge is **not** to be charged with a steal.

Examples

- 1. A5 is dribbling when he mishandles the ball and it bounces toward B4 who recovers it without moving.**
Charge A5 with a turnover (Ball Handling), but do not charge B4 with a steal, as he did not initiate the action.
- 2. A5 is dribbling the ball when B5 knocks it away to B2.**
Charge A5 with a turnover (Ball Handling) and B5 with a steal.
- 3. B2 applies vigorous defensive pressure that causes A2 to commit a violation without B2 touching the ball.**
Charge A2 with a turnover (Violation) but do not charge B2 with a steal.
- 4. B5 deflects a pass from A4 intended for A5 who, in a reflex action, tries to catch the ball but can only deflect it over the sideline. Team B is awarded the right to a throw in from the sideline.**
Charge A4 with a turnover (Passing) but do not charge B5 with a steal.
- 5. B5 deflects a pass from A4, intended for A5, into the open court where A5 and B2 both grab the ball and a held ball is called. Team B is awarded the ball for a throw in from the sideline (alternating possession rule).**
Charge A4 with a turnover (Passing) and charge B5 a steal. A5 and B2 receive no statistics. If team A were awarded the ball as a result of the alternating possession rule, then no statistics would be charged.
- 6. A2 passes the ball directly out of bounds.**
No steal is charged, whilst A2 is charged with a turnover (Passing).
- 7. A1 is dribbling the ball and unintentionally dribbles the ball off his foot. The ball rolls along the playing court and is picked up by B2.**
No steal is charged as B2 did not initiate the turnover, whilst A1 is charged with a turnover (Ball Handling).
- 8. Team A gain possession of the ball following the opening jump ball.**
No steal is charged as no team was in possession of the ball before the jump ball.
- 9. A4 misses an FGA. The ball hits the rim, bounces off the floor and is caught by B2.**
No steal is charged. Charge A4 with an FGA and B2 with a defensive rebound.

BLOCKED SHOTS

A blocked shot is charged to a player any time he appreciably alters the flight of an 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.

A shot can be considered blocked even if the ball was not in flight before being blocked. In fact, the ball doesn't have to be above shoulder-height before a shot can be blocked. As stated previously, 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 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. The criteria to be applied is that is the ball is knocked loose from above shoulder height, an FGA, blocked shot and rebound are charged. If the ball is knocked loose below shoulder height a turnover (Ball Handling) and steal should be charged, unless the offence retains possession in which case no statistics are recorded.

A rebound must follow a blocked shot unless the ball becomes dead before a player gains control. If the ball does go dead, then give a team rebound to the team in-bounding the ball.

A blocked shot should be charged 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 cannot be counted as a block even though it has been touched.

Examples

- 1. A5 shoots and the ball is touched by B5 in an attempt to block the shot. The ball continues into the basket.**

Since the ball continued into the basket, B5's touching it did not alter its flight appreciably. Ignore the touching, charge A5 with an FGA and an FGM but do not charge B5 with a blocked shot.

- 2. A5 goes up for a dunk attempt but the ball is stripped at waist-height by B5 before it leaves A5's hands. The ball is recovered by B4.**

A5 is charged with a turnover (Ball Handling) and B5 with a steal. A5 may have possibly begun a shot attempt, however the ball was knocked loose at waist height and so a turnover and steal are charged.

- 3. A5 is driving through the restricted area and has the ball stripped by B5. The ball ends up with B4.**

Charge a ball handling turnover to A5 and a steal to B5. To charge a field goal attempt, block and rebound A5 had to have been attempting a field goal.

- 4. A2 shoots an FGA which (a) is blocked by B4 whilst the ball is in upward motion, the ball going out of bounds (b) is blocked by B4 whilst the ball is on its way down towards the basket and is called as a defensive goaltending violation by the referees.**

(a) Charge an FGA to A2, a block to B4 and an offensive team rebound to Team A. (b) Charge an FGA and FGM to A2.

- 5. A3 shoots a three point jump shot which is blocked by B4. A3 catches the ball immediately and shoots another three point jump shot which goes in.**

Charge an FGA to A3, a block to B4, an offensive rebound to A3, an FGA and an FGM to A3.

Fouls

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

Fouls Drawn

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

Examples

- 1. A3 is dribbling the ball and commits a charge on B2.**

A3 is charged with a turnover (Offensive Foul) and a personal foul. B2 is charged with a foul drawn (but not with a steal).

- 2. A2 is holding the ball when he is fouled by B2.**

A2 is charged with a foul drawn and B2 is charged with a personal foul.

GAME PLAYED / MINUTES PLAYED

For statistical purposes a game played is credited to a player anytime he is one of the five active players on court with the clock running and / or when a statistical event is credited.

Minutes played must be kept and recorded either to the second when using a computer program or to the nearest minute in the case of keeping statistics manually.

For showing only full minutes in the boxscore, minutes that include less than 30 seconds should be rounded down and times of 30 seconds or more should be rounded up to the next minute. If a player plays more than zero seconds but less than one minute in a game, then he must be charged with a full minute.

A player who is on the scoresheet but does not appear in a game must be charged with DNP (Did Not Play) under his minutes played.

Examples

1. A1 plays 50 seconds during a game.

If keeping statistics using a computer program A1 is charged with 50 seconds played. If keeping statistics manually A1 is charged with 1 minute played.

2. A2 plays 25 minutes and 10 seconds during a game.

If keeping statistics using a computer program A2 is charged with 25 minutes and 10 seconds played. If keeping statistics manually A2 is charged with 25 minutes played.

3. A12 is on the scoresheet but never enters the game.

A12 is not charged with a game played, and his minutes played are recorded as DNP.

4. B6 enters the game for the first time. A3 is handed the ball by the referee at the sideline. Before A3 can inbound the ball B6 commits a disqualifying foul on A2.

B6 is charged with a game played, and his minutes played are recorded as 0. B6 is also charged with a disqualifying personal foul, and A2 with a foul drawn.

ADDITIONAL CRITERIA

Points In The Paint

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

Points Off Turnovers

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

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 an FGM or FTM(s).

Fastbreak Points

The total number of points scored by a team before their opponent has had time to set their defence. The points can come from an FGM and / or FTM(s).

Bench Points

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

Score Tied

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

Lead Changed

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

Largest Lead

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

Largest Scoring Run

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