



FIBA Oceania Level 1 Statistics Workbook

**For use with computerised
statistics programs**

2007 Version

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Basketball Statistics Manual

INTRODUCTION

In recent years there has been increasing interest in the collection and study of basketball statistics. For a long time coaches have found them a useful tool in analyzing individual and team performance.

Today, the use of computer collection systems has made it easier to collect the statistics and to present detailed courtside reports almost simultaneously with the action.

The basketball media require statistics to present detail reports on the game, with television, the print media and the internet, using statistical reports to supplement the on-court action. The study of basketball statistics has added to the enjoyment of the fans as more detail measures of the player and team performance have become available.

The collection of statistics has allowed the compilation of career statistics and the establishment of a whole new range of basketball performance measures – the so called ‘category leaders’.

With coaches, players, the media, internet users and fans making greater use of the statistical reports there is an obvious need to harmonise the methods and definitions used in the collection of statistics worldwide.

The work of statisticians does not alter the responsibilities placed on the scorebench to keep the official record of the game. The FIBA scoresheet remains the official record of the game.

The scorebench may occasionally seek confirmation of a game action (who scored/last foul). A co-operative relationship between the scorebench and the statisticians helps deliver accurate and timely results for the fans of basketball.

We hope this FIBA Oceania publication will become the reference manual used by the statisticians in our member federations, in order that uniformity can be achieved throughout the basketball world.

Part 1 - DEFINITIONS

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.

A field goal attempt (FGA) is not credited to the shooter if the shot is nullified because of illegal interference with the ball (goal tending) by an offensive player.

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 or any of his teammates are 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 when, a teammate 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 awarded.

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.

Exception: No FGA is credited if an offensive player nullifies the shot because of illegal interference with the ball (goal tending). When the defensive team is in the “penalty team foul” 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 awarded 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 credited to the court captain of the opposition team, they will be credited with both a FGA and a FGM.

A tip-in (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.

If there is doubt about an offensive player having control of the tap, presume there was sufficient control if the ball hits either the ring or backboard after coming off the player's hands.

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.

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:

When a player on the defensive team commits a violation:

If the free throw is successful, the score will count despite the defensive violation, so credit the free throw shooter with a FTA and FTM.

If the free throw misses, do not charge the free throw shooter with a 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. Award a FTA (and 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, a 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.

When a player on the offensive team (except the free throw shooter) commits a violation:

- The officials will not cancel a successful free throw when an offensive player violates so award a FTA and FTM to the free throw shooter.
- If the free throw misses, the free throw shooter is still charged with a 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.

In 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, award a FTA.

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 credited to the wrong shooter shall be nullified.

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 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.

In the case where free throws are the result of a technical foul as the teams leave the floor immediately after a period, the FTA (and FTM if successful) should be counted in the period that just ended. In either case, the statistics should agree with the score sheet.

REBOUNDS

A rebound is the controlled recovery of a live ball by a player after a shot has been attempted. Control must be gained before the ball becomes dead. If there is doubt about player control, the statistician should assume that there was control.

Rebounds are divided into Offensive and Defensive.

Dead ball and team rebounds are only recorded, when computer statistics are being used and the program automatically collects dead ball rebounds.

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.
- By retrieving a rebound simultaneously with an opposing player and having their team be awarded the ball as a result of the alternating possession arrow. The rebound has to be awarded to one of the players who retrieved the ball simultaneously, not the player that inbounds the ball.

The shot does not have to leave the shooter's hands or 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 teammate recovering the ball.

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.

If there is doubt about an offensive player having control of the tap, presume there was sufficient control if the ball hits either the ring or backboard after coming off the player's hands.

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.

ASSISTS

An assist is a pass that leads directly to a teammate scoring if and only if the player scoring the goal responds by demonstrating immediate reaction towards the basket. 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.

If a player is fouled while attempting a field goal, an assist is awarded to the player who passed to the shooter, provided the pass meets the criteria described in this section and:

- The shot is made and the basket counted or
- The shot is missed but one or more of the resulting free throws is successful. The free throws must be the result of the foul on the shooter and not a team foul penalty.

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.

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.

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.

BLOCKED SHOTS

A blocked shot is credited to a player any time they appreciably alters 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.

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 and the statistician is satisfied that there was no shot being attempted. An aid to making this decision is to ask you the question "Would the official have awarded free throws if the defensive player had been called for a foul on the offensive player?" If the answer is "Yes" credit a block, if "No" award a steal.

The statistician needs to determine whether a shot is being attempted and needs to follow closely what happens to the ball after the shot is blocked.

A rebound must follow a blocked shot unless the ball becomes dead before a player gains control.

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.

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.

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 awarded.

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 held ball results and the "defensive" team is awarded the ball according to the alternating arrow possession.

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

In all these situations, the player who first deflected the ball initiated the turnover so is credited with the steal, not the teammate who recovered the loose ball.

A player taking a charge is not to be credited with a steal. 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 to occur and their team wins possession as a result of the alternate possession arrow.

TURNOVERS

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

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

It is important to understand when a team has control of the ball, so that the statistician understands the opportunity lost when they turn the ball over.

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 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 held/jump ball by the actions of a defensive player the result of the alternating possession arrow will determine the statistics to be awarded.

- If the offensive team wins possession of as a result of the alternating possession arrow - NO statistics are awarded.
- If the defensive team wins possession as a result of the alternating possession arrow - 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” in Cybersports:

An offensive player loses possession while holding or dribbling the ball 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, 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 in Cybersports:

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 three types of violations involving timing when the offensive team as a whole may contribute to causing a turnover.

- Failing to get the ball into the front court within 8 seconds,
- Failing to attempt a shot before the shot clock expires and
- Failing to inbound the ball in 5 seconds.

In these situations, the statistician gives the turnover to the last player holding the ball before the official calls the violation. This can be unfortunate for that player but is necessary because there is no category for "Team Turnovers".

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.

Personal & Technical Fouls

A foul is called on a player following a referee decision. Personal or technical fouls can be called on a player, as can unsportsmanlike and disqualifying. It is important to differentiate between the types of fouls should the statistics software allow this.

Fouls must be recorded in the same way as the score sheet records them. Coach and Bench fouls are corded against the coach and are not counted in the team's fouls.

PART 2 - SPECIAL SITUATIONS

The following situations warrant special discussion because they occur regularly in basketball games and involve the recording of several types of statistics.

Violations and Rebounds after the Shot Clock Siren has Sounded:

The ball must hit the ring before the shot clock expires and each team now has 24 seconds to have a shot.

If the 24 second buzzer sounds when the ball is in the air on a shot for goal and the shot is successful, the score will count. If the shot is not successful, then a 24 second violation has taken place.

If the siren sounds in error, after the ball has hit the ring, the team in possession will retain possession. If neither team has control then a jump ball will be called.

Implications for statisticians:

The definition of a shot attempt from a statistics point of view now differs with the definition of the shot clock operator.

It is now possible for two or more shots to be taken before the 24 second shot clock expires - provided the ball doesn't hit the ring on the early shot(s) and the defensive team does not gain control. Statisticians should call the same stats irrespective of whether there was 10 seconds or 1 second between the shots.

There are four situations when the shot clock buzzer sounds after a FGA that require clarification from a statistics point of view. The first two being the situations mentioned in the rule above. The statistics-to be awarded in these situations are described:

1. The buzzer sounds while the ball is in the air and the shot misses. Call the FGA and no rebound (If the shot is made, naturally a FGA - FGM is awarded).
2. The ball misses the ring, an offensive player rebounds the ball, and then the buzzer sounds. (The official will call a violation and award the ball to the defensive team). Call the FGA on the shooter. If the buzzer sounded just prior to, or simultaneously with, the offensive player catching the ball, do not award anything. Call "No Rebound"

However, if the offensive player took the rebound before the buzzer sounded and had an opportunity to shoot the ball, award that player an offensive rebound and a violation turnover. This is a "bunny holding the ball" situation, similar to the last player holding the ball on an eight second violation being awarded the turnover.

At least in this scenario, the player does receive an offensive rebound as some compensation. This is necessary as we don't have a "team turnover" category.

3. The ball misses the ring, a defensive player rebounds the ball, then the buzzer sounds. Theoretically, the shot clock should have been reset so the buzzer should not sound in this situation. If it does, the officials will ignore the buzzer or award possession to the team that was in defense. Call the FGA and award the defensive rebound.
4. The buzzer sounds in error after the ball has hit the ring. Call the FGA and credit any rebound that occurs because the official will award possession back to the team in control.

If the officials have been directed to ignore the buzzer in this situation, statisticians should also ignore the buzzer and call the stats as they occur.

Charges and Knockdowns, Before and After the Shot is Released:

This applies to the following: An offensive player drives to the basket and takes a shot but simultaneously collides with a defensive player who is in a legal position (i.e. takes a charge). The offensive player is called for a foul and the shot is successful.

Statisticians should carefully watch the official's calls and signals as there are two possible outcomes:

1. The official deems the ball to have been released from the shooter's hands before contact was made: The official will signal "two points" or "three points" ("basket counts") and a "pushing foul" on the offensive player. The statistics to award are: FGM and personal foul on the offensive player. The defensive player receives no stats.

The foul occurred after the shot was taken so no turnover is committed.

2. The official deems the ball to have been released from the shooter's hands after contact was made: The official will signal "cancel score", "foul by team in control of the ball" and a "charging with the ball foul" on the offensive player. The stats to award are: personal foul and offensive foul turnover on the offensive player, (by pressing the "Offensive foul" icon in Cybersports, these statistics are automatically awarded) as the foul occurred before the shot was taken so it becomes an offensive foul and a turnover is committed.

The defensive player receives no stats ie. is not credited with a steal.

Blocked Shot Causing a Travel Violation:

This is a common scenario. An offensive player takes a jump shot but the shot is blocked before the ball leaves the shooter's hands. The shooter lands while still holding the ball and is called for a travel violation.

The statistics for this situation are: FGA to the offensive player, block to the defensive player, offensive rebound and violation turnover to the offensive player.

As there was a shot and a block, there has to be a rebound before the violation occurred. The offensive player was in control of the ball after the block so is credited with that rebound.

Steal/Turnover Versus No Call:

Another common scenario occurs when an offensive player momentarily loses possession of the ball to the opposition but his or her team quickly regains control as a result of the opposition also making an error.

This can happen so quickly that it is ignored-and no call is made. However, if a statistician deems that possession did change, ie. the defensive team gained control of the ball, it should be called as such.

Consider the example: Blue 4 is dribbling the ball which is knocked loose by Red 7 and retrieved by Red 14. Blue 9 grabs the ball out of Red 14's hands and maintains control.

Four calls will be made in this example: Turnover to Blue 4, steal Red 7, turnover Red 14, steal Blue 9.

If it was deemed that the defensive players didn't make a positive, aggressive action and that the turnovers occurred purely because of the offensive player's errors, it would be a turnover / turnover scenario.

For example: Red 9 passes the ball straight to Blue 13 who takes several dribbles but goes out of court and loses possession. The stats would be: Turnover Red 9, turnover Blue 13.

PART 3 - ROLE OF THE STATISTICIAN

KEY ROLES

Statistics Supervisor:

The Statistics Supervisor is responsible for the establishment, staffing and maintenance of a statistics bench for a particular game, season or tournament and is accountable to the game authority (League, Association, and Tournament Director). The Statistics Supervisor must:

- Negotiate with the authorities to ensure the statistics bench is suitably equipped and functional.
- Ensure the personnel on a statistics bench are provided with the necessary equipment, including computer hardware and software if appropriate.
- Take responsibility for the distribution of the reports to the clients i.e. any or all of the following: the participating team's coaching staff, the media, the tournament director and anyone authorised to receive a copy of the statistics.
- Respond to queries regarding the statistics, from any of these clients.

Head Statistician:

The responsibility for the management of a statistics bench during a game falls squarely on the Head Statistician. The allocation of personnel to the bench may not be the role of the Head Statistician. However, the Head Statistician assumes full responsibility once the statistics bench is "operational", at least 60 minutes prior to the start of a game, until the statistical reports have been distributed after the game and the bench has been cleared. The Head Statistician for a particular game is accountable to the Statistics Supervisor and the game authority (League, Association, and Tournament Director) for that game. The Head Statistician must:

- Liaise with the Statistics Supervisor to ensure the statistics bench is suitably equipped and functional.
- Maintain the code of conduct on the statistics bench.
- Deal with all queries, regarding the statistics, from the scoretable and referees, during and immediately after the game.
- Oversee the preparation and collation of the statistical reports after the game.
- Respond to queries about the statistics from any clients immediately after the game until the bench has been cleared.
- The Head Statistician would be the caller on the bench.

Caller:

The caller interprets all statistics in a game and calls them to the recorder(s). The caller should be the most experienced statistician present unless the entire bench is equally experienced. The caller must:

- Understand and know all definitions of the statistical categories.
- Understand the official's signals.
- Check with the scoretable chairperson on any doubtful situations, particularly when there is confusion as to which player scored a basket.
- Write down, in shorthand, the statistics during a hectic passage of play and then call them back to the recorder(s) when possible.

- Communicate with the caller for the other team to determine which statistics are to be credited for "confusing" passages of play, i.e. the statistics for both teams correspond.
- Assist in checking that each player's half and full-time points and personal fouls and the team's score agree with the official score sheet.

Recorder:

The recorders are usually less experienced than the callers. The recorders must:

- Understand the definitions of all statistical categories so the caller & recorder can work as a team so the Recorder can anticipate what they will be recording, to ease the pressure during a hectic passage of play, to prompt the caller if something is missed, remembering that the callers decision is final.
- Understand the referee's signals.
- Check that each player's half- and full-time points and personal fouls and the team's score agree with the official score sheet. Make any necessary adjustments to Cybersports.

Supplementary Roles

- A fourth or fifth seat may be added to the statistics bench to accommodate one or two of the following personnel. The extra member of the statistics bench may assume a combination of two or three of these supplementary roles; for example, an evaluator might also act as the assistant.

Assistant:

- This role is to provide general assistance to the statistics bench. It can take the form of "spotting" for a recorder, which involves checking the accuracy of the statistics recorded, noting any that are missed or making any notes that the recorder requests, spotting and noting of substitutions etc. Assistants are able to leave the statistics bench during the game to help solve any problems that arise.
- They can assist in setting-up the bench, editing and distributing the statistics after the game and the dismantling of the statistics bench.

Instructor / Evaluator:

- An instructor or evaluator might sit on a statistics bench while teaching or assessing one or more of the statisticians.
- Teaching on the back-up computer is the only situation where a member of the bench, might receive some instruction during the course of the game. No other training of statisticians would occur on the official bench. The instructor could also fill the role of the assistant.
- As an alternative, the evaluator could sit behind the statistics bench if possible. It may be easier to hear the caller from behind than from two or three places away along the bench.

PART 5 - STATISTICIANS CODE OF CONDUCT

Statisticians accredited by FIBA Oceania are expected to abide by the following code:

- Statisticians should see themselves as part of the 'third' team of basketball – that is, the 'officials team', which consists of the referee, the scorebench officials and the statisticians. All three groups should work together to ensure a friendly and pleasant basketball experience for everyone.
- Statisticians must wear any uniform, provided by the game authority, specifically for the statistics bench. The game authority can be a Club, Association, League or Tournament Director at a local, district, regional, state, national or international level.
- For representative games and above, all statistics bench personnel must be seated at the bench 30 minutes before tip-off and shall not leave until all statistical reports have been checked, edited and distributed after the game and the bench has been cleared. Head Statisticians and Statistics Supervisors should be at the venue 60 minutes prior to tip-off.
- No food or drink is allowed on top of the statistics bench itself. It is not unreasonable to have a drink handy (particularly for callers) but it should be discretely stored underneath, or away from the bench.
- Mobile phones and pagers are not allowed on the statistics bench and must be switched off if worn while working on the bench.
- Statisticians should expect to have their performance evaluated by FIBA Oceania officials, at federation and international events. Statisticians should work to overcome any problems or errors identified.
- Statisticians should carry their own pens, clipboards and calculator to games.
- Statisticians are expected to behave in an impartial and professional manner while on duty. This extends from 'the pre-game preparations until the statistics bench is cleared. They are not to barrack, offer verbal opinions on any aspect of the game or become involved in loud discussions or arguments with spectators or officials.
- It is the sole responsibility of the Head Statistician to respond to all statistics queries during and immediately after the game from the match officials, score table officials, media and the game authority. If any statistician is approached after the game by the media or any person, they should direct them to the appropriate authority.
- Statisticians should keep themselves up to date with FIBA rule changes and alterations in the calling procedures associated with rule changes.
- Any statistician who is adversely affected by drugs or alcohol will not be allowed on the statistics bench.

PART 6 - CALLING PROTOCOL

This calling protocol is simply a technique of calling basketball statistics in a formal manner. It consists of certain rules and codes that callers should comply with when calling to one or two recorders, either manual or computer. Cybersports, a computerised basketball statistics widely program used, is often referred to.

Cybersports is the mandatory statistics software used by FIBA Oceania in the South Pacific Games, the Oceania Youth Tournament and the Oceania Senior Tournament.

Reasons for a Protocol:

- It promotes consistency between statistics teams.
- To enable callers and recorders to interchange between statistics benches and operate with different personnel without compromising efficiency and accuracy.
- It is the most efficient method, being economical in the use of words and reducing the amount of irrelevant information the recorder is exposed to.

General Principles:

- Call clearly and loud enough to be heard by the recorder(s) - there may be a recorder on either side.
- Avoid superfluous information. The recorder is busy enough without having to decide what is relevant.
- Call which team gains possession after the jump ball at the start of the first and third period.
- Don't describe the location of a field goal attempt unless the recorder asks or you are aware that the recorder wasn't watching the shot. Make the description concise, e.g. left elbow, right wing, left side - under the basket, mid-key, point, right baseline - edge of key.
- Maintain a constant volume, speed and pitch regardless of the nature of the game. Raising these levels during frantic passages of play can convey a sense of panic to the recorder and place them (and yourself) under pressure.
- Be consistent with the use of team names - e.g. use "Tigers" or "Melbourne" but don't switch between the two. Use the name written on the statistics sheets or displayed on the Cybersports screen.
- The caller should have a pen and paper ready to write down anything that is called or recorded incorrectly or missed entirely. It is better to edit the statistics later, during a break in the action, rather than compound the problem by missing subsequent passages of play while trying to correct the first error. It is also advisable to make some notes to help identify and distinguish certain players if some look similar and/or their numbers are difficult to read.
- The caller should be able to presume the recorder knows which team has the ball and the area of the court where the action is occurring.
- When there are two callers, each calling for one team to one recorder, it is imperative that they confer with each other and that the statistics correspond. It is unlikely that there will be time for debate as its happening.
- Record the statistics immediately and discuss the issue (and edit the statistics, if necessary) when there is a (long) break in play. Have faith in fellow callers and respect their decisions.

CALLING THE ACTION

- All actions can be called using one of the following phrases

Possession	Made – M	Unsportsmanlike Foul – UF	In
Shot - S	Assist – A	Offensive Foul – OF	Out
Three-pointer	Missed (FT's only)	Steal – S	Player Check
Lay-up - LU	Offensive	Turnover – TO	On Court
Dunk - D	Defensive	Violation – V	Correct
Free Throw(s) FT	No Rebound	Fumble (Ball Handling)	Time Out
Block – B	Foul - F	Bad Pass (Passing)	No Call
Put Back – PB	Technical Foul – TF	Substitution – SUB	

Each phrase is followed by a player number and/or team name.

- **A field goal attempt is called** "Shot", "Three-pointer", "Lay-up" or "Dunk". "Shot" and "Three pointer" distinguishes two-point and three-point shots. "Lay-up" and "Dunk" give the recorder an indication of where to locate the shot on the shot chart or Cybersports screen.
- **A blocked shot** is called "Block"
- **"Put Back"** describes an offensive player catching and shooting or tapping an offensive rebound at the basket in the one action, commonly called a "tip-in" or "tap-in". Cybersports automatically records an offensive rebound and a FGA to the player when the "Put Back" icon is selected.
- **Offensive and defensive rebounds are shortened** to "Offensive" and "Defensive". "Offensive" shouldn't be confused with "Offensive Foul" because that term is used in its entirety.
- **"Foul", "Offensive Foul", "Technical Foul" and "Unsportsmanlike Foul"** are followed by "team name" then "player number". Treat Unsportsmanlike Fouls as Personal Fouls in Cybersports.
- **The protocol for calling turnovers is:** "Turnover, player number, type of turnover" e.g. "Turnover 14, Violation". The types of turnovers are: "Violation", "Ball Handling" ("Fumble" in Cybersports), "Passing" ("Bad Pass" in Cybersports) or "Offensive Foul".

"Offensive Foul" implies a turnover has occurred, a turnover is recorded by clicking on the "Situation" icon and then "Violation", "Fumble" or "Bad Pass". There is a separate icon for "Offensive Foul" and the software automatically awards a personal foul and turnover to the player concerned.
- The **number of free throws** awarded should be called.
- To alert the recorder to the fact there is no more action following a field goal or free throw attempt - call "Made" if it's successful, or "No Rebound" if the ball becomes dead before a rebound is taken (e.g. ball out of court, foul called after the shot or the game clock expires).
- If there is some action where the recorder may be anticipating a call but there are no statistics to award, call "No Call" so the recorder is aware of that fact.
- Assists must be preceded by a field goal made or free throw(s) made.
- Steals must be followed by a turnover of some type.
- Missed shot attempts must be followed by a rebound, put-back, block or "No Rebound" if the ball goes dead.
- Blocks must be followed by a rebound or "No Rebound" if the ball goes dead

CYBERSPORTS - SPECIFIC CALLS

This section deals with the protocol for calling time outs, substitutions and player checks for Cybersports.

Time Outs:

The correct protocol is: "Time out, team name" e.g. "Time out, Red".

Substitutions:

- Substitutions occur thick and fast when both teams replace two or three players simultaneously. When any member of the statistics team notices that subs are being requested, they should alert the others. The caller can be prepared by noting player's numbers as they report to the table.
- The correct protocol is: "Sub(s) (both ways), team name, players IN, players OUT".
e.g. "Subs both ways, Red, in, 6, 4 and 15, out, 7, 8 & 14. Blue, in, 5, 9 and 10, out, 4, 6 & 8".

If players are slow leaving the court, you may call players in for both sides, then players out for both sides. e.g. "Subs both ways, Red, in, 6, 4 and 15. Blue, in, 5, 9 and 1, Red, out, 7, 8 and 14. Blue, out, 4, 6 and 8".

Whichever method is used, be clear and concise.

- When several subs are made simultaneously, the caller should make a note of the subs and the time on the game clock so that if the recorder misses any subs, they can be included as soon as possible. If an on-court (active) player has been missed coming into the game during a substitution and is called for a statistic, the caller or recorder must award the statistic to any player on-screen or the team, make a note and edit the information when possible. In these instances, the players that were missed must be credited with the correct times they entered and left the court so their "times played" are correct.
- Cybersports has a "Sub All" icon to enable all players to be subbed out at once. This can be used at the end of periods or during mass substitutions.
- When subs are made during time outs they are often difficult to observe, so do a player check as the players enter the court after every time out.

Player Checks:

- When using Cybersports, the greatest confusion occurs when a player is called for a statistic but is not on the screen as an active player. Therefore, it's important to, firstly, get the substitutions correct and, secondly, do frequent player checks. Callers should call the active players, for both teams, as they enter the court for the start of every new period or after every time out and as soon as possible after a "mass substitution". Free throws provide an opportunity for this.
- It is preferable to call the active players in numerical order so the recorder can scan down the screen systematically rather than in an erratic manner.
- If a recorder isn't sure they have the correct active players on screen, they must ask the caller for a player check.
- The correct protocol is: "Player check, team name, on court, player numbers".
e.g. "Player check, Red, on court, 4,6,7,12 and 13. Blue, on court, 5,7,9,10 and 15".
- The recorder must respond with "Correct" or inform the caller that the numbers do not correspond, in which case, the problem must be rectified immediately.
- An alternative method is for the recorder to call the numbers of the players displayed as active on the screen with the caller checking that they are on-court. The caller would then respond with "Correct" or otherwise

CALLING BASKETBALL STATISTICS

Call the ACTION in this sequence

WHAT?

WHO?

RESULT?

- Shot
- Coffs 7
- Offensive rebound Coffs 8

Example:

Coffs 7 misses a 2 point shot, Coffs 15 misses a tip-in attempt but gets his own rebound, attempts another shot but is blocked by Grafton 13. Grafton 14 gets the rebound. Coffs 15 fouls him.

Call would be: Shot Coffs 7, put back Coffs 15, offensive rebound Coffs 15, shot Coffs 15, block Grafton 13, defensive rebound Grafton 14, foul Coffs 15.

As you get better at calling you may delete the team name in some, or all of the actions.

Call would be: Shot 7, put back 15, offensive rebound 15, shot 15, block 13, defensive rebound 14, foul 15.

Part 7 - Examples

FIELD GOALS

- 1) Blue 10 shoots but fouls Red 12 (a) before the ball is in flight or (b) after the ball was in flight.
 - a) *Since the ball was dead before the ball was in flight, do not charge Blue 10 with a FGA, but with an offensive foul turnover and a personal foul.*
 - b) *Charge Blue 10 with a FGA and a personal foul.*

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 captain of the offensive team. If the official indicates that the score should be awarded to the nearest offensive player and not the court captain, a FGA and FGM is credited to that player.*

In both these situations, the statistician needs to determine to which player the score table awarded the points.

REBOUNDS

- 1) A missed shot is retrieved simultaneously by Blue 10 and Red 12

Credit a rebound to the player whose team gains possession of the ball after the jump ball. Note that it must be one of the players contesting the held ball that receives the rebound, NOT the first player to control the ball after the alternating possession.

- 2) After a missed shot, Blue 10 jumps and catches the ball but falls and loses control.

Credit Blue 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, Red 10 catches the ball simultaneously as Blue 12 fouls him.

The statistician must decide if Red 10 had control of the ball for a split-second before being fouled. If so, award the rebound to Red 10.

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

Red 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 Red 10, Block Blue 12, Offensive Rebound Red 10, Violation Turnover Red 10.

ASSISTS

- 1) After taking a defensive rebound, Blue 10 makes a full court pass to Blue 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) Blue 10 passes to Blue 15 who hesitates, looks to pass to Blue 21, who is cutting, and then takes and makes the shot.

No assist to be awarded

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

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

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

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

- 5) Blue 10 passes to Blue 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

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

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

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

Blue 10 is charged with a shot attempt, Red 7 receives a block and Red 12 is credited with a defensive rebound. Despite the fact that the ball had not left the hands this is clearly a shot attempt.

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

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

STEALS

- 1) Blue 10 is dribbling when she mishandles the ball and it bounces toward Red 7 who recovers it without moving.

Charge Blue 10 with a ball-handling turnover, but do not credit Red 7 with a steal, as she did not initiate the action.

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

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

- 3) Red 7 applies vigorous defensive pressure, causing Blue 10 to commit a turnover.

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

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

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

- 5) Red 7 deflects a pass from Blue 4, intended for Blue 6, into the open court where Blue 6 and Red 14 both grab the ball and a jump ball is called. Red 10 is the first player to gain control from the alternating possession.

Charge Blue 4 with a passing turnover and award Red 7 a steal. Blue 6, Red 14 and Red 10 receive no statistics for their part. If Blue win the jump ball, NO stats apply.

TURNOVERS

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

Blue 10 is charged with a ball-handling turnover.

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

Blue 15 is awarded a ball-handling turnover, Red 7 does not receive a steal as they simply benefited from a mistake.

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

A violation turnover is credited to Blue 10.

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

An offensive foul turnover is charged to Blue 10.