



# FIBA 3x3 Statisticians' Manual

As of 7 JUN 2018

## I. CONVENTIONS

The purpose of the FIBA 3x3 statistics is to provide (i) insight to all stakeholders, from players to fans, on the performance of the teams and players in a game and (ii) data for awarding FIBA 3x3 individual ranking points<sup>1</sup>.

The statisticians' responsibility is to record what has happened 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 or her best judgement to record the play.

In example situations, team A refers to the offensive team and team B to the defensive team. A thorough understanding of the FIBA 3x3 Official Rules of the Game<sup>2</sup> is necessary in order to perform the statisticians' role. Further, an understanding of the FIBA Statisticians' Manual<sup>3</sup> is required as that document is referred to throughout this document.

## II. DATA INTEGRITY

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

For any statistics entered into play.fiba3x3.com, the defined event organizer is responsible that the event statistics are correct for each game and complete for every game of an event. FIBA reserves the right to audit any data at any time, and as a result, modify or nullify any data in case the data is not complete or accurate.

## III. BALL POSSESSION OUTCOMES

### 1. One-point shot

A one-point shot (1PTS) is recorded when a player shoots, throws or tips a live ball at the basket in an attempt to score a basket inside the arc. 1PTS is converted into a one-point shot made (1PTM) in case a basket was scored or awarded.

Own goals are recorded to the last offensive player to touch the ball<sup>4</sup>.

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

### 2. Free throw

A free throw shot (FTS or FTS-ES) is recorded when a player shoots a free throw. A free throw is converted into 'free throw made' (FTM or FTM-ES) in case a basket was scored or awarded.

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<sup>1</sup> 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>)

<sup>2</sup> Available at <https://fiba3x3.com/rules>

<sup>3</sup> Available at <http://www.fiba.basketball/documents>

<sup>4</sup> Note that in any situations in which a defensive team establishes ball control and scores the basket without clearing the ball before the score, including controlled tip-ins and put-back baskets, the basket should be cancelled by the referee. For more, see Art 5 in the Official Interpretations to the FIBA 3x3 Official Rules of the Game.

If a player is shooting multiple free throws during the same possession outcome of getting to the free throw line, the first free throw is recorded as a normal free throw (FTS or FTM). All the subsequent shots are recorded as extra shot free throws (FTS-ES or FTM-ES).

Otherwise, the game situations outlined in FIBA Statisticians' Manual Section Two (Field goals) apply.

Examples:

- **A1 makes a two-point shot and is fouled during the act of shooting ('and-one'). The foul is the 7<sup>th</sup> team foul of Team B, and, hence, two free throws are awarded. A1 makes the first one but misses the second one.**
  - 2PTM (A1), Team Foul (Team B), FTM (A1), FTS-ES (A1).
- **A1 has the ball. B2 is charged with an unsportsmanlike foul. Team A is awarded two free throws and a ball possession. A3 makes both shots.**
  - Unsportsmanlike foul (B2), FTM (A3), FTM-ES (A3)

### **3. Two-point shot**

A two-point shot (2PTS) is recorded when a player shoots or throws a live ball at the basket in an attempt to score a basket outside the arc. A 2PTS is converted into a 'two-point shot made' (2PTM) in case a basket was scored or awarded.

For specific game situations, the same principles apply as for one-point shots.

### **4. Turnover**

A turnover is a mistake by an offensive player or 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 and is always attributed either to an individual player or to a team.

Jump ball situations, 3-second violations and 5-second violations will always result in a turnover to a specific player in the offensive team. 12-second shot clock violation is always a team turnover.

Any technical or unsportsmanlike foul committed by the player in a team with the possession of the ball, resulting in the other team gaining the possession of the ball, is a turnover to the player receiving the foul.

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

Otherwise, the game situations described in the FIBA Statisticians' Manual Section Four (Turnovers) apply.

Examples:

- **A1 shoots and makes the shot. Referee waives the basket because the 12-second shot clock had expired just before the shot was released. Team B gets the possession of the ball.**
  - Turnover (Team A)

- **A1 gets the ball in the low post. A1 dribbles with his back to the basket for 5 seconds. Referee calls a violation for stalling. Team B gets the ball.**
  - Turnover (A1)
- **A1 passes the ball. B2 intercepts the pass, dribbles to the arc in an attempt to the clear ball, drives to the basket and makes the shot. However, referee calls a ball-clearing violation. No basket, team A gets the ball.**
  - Turnover (A1), Turnover (B2)

## IV HIGHLIGHT STATS

### 5. Key assist

A key assist (KAS) is a pass that gives a teammate a positional advantage to score directly a basket from the paint.

More specifically,

- A player has a *positional advantage* when at the time of receiving the pass the player's primary defender is no longer in a proper position to play straight-up one-on-one defense, or the defense has to primarily rely on help defenders to protect the basket.
- *Directly* means capitalizing the advantage immediately upon receiving the pass. The player may vary the speed, use dribbles, perform fakes, and use various finishing styles and footwork around the basket, but the continuity of the motion must be preserved.
- *In the paint* means that the shot is released from the shooter's hand in the cylinder space above the 3-second area.

If the player receiving the pass is fouled in the act of shooting and makes any of the free throws awarded on the basis of the act of shooting foul or team fouls, a key assist is awarded.

Only one key assist can be awarded to each basket, and it must always be on the basis of the last pass.

Examples:

- **A2 sets a ballscreen to A1 at the top of the key. A2 'slips the screen', cutting directly to the basket. A1 passes a pocket bounce pass, which A2 receives at the free throw line. At that time there are no defenders in the 3-second area but help defender B3 moves from the side to protect the basket. A2 'eurosteps' swiftly past B3 and lays the ball to the basket jumping with the right foot and shooting with the right hand.**
  - 1PTM (A2), KAS (A1). The pass gave A2 an advantageous path to the basket which A2 used directly and scored from the paint. The use of eurostep did not break the continuity of the motion.
- **A1 beats his defender driving to the basket. Help defender B2 moves inside to protect the basket. A1 passes a kick-out pass to A2 at the corner who makes, without dribbling, a 2 PT shot.**
  - 2PTM (A2). No key assist. A2 receiving the ball did not score from the paint.

- **A1 beats his defender driving to the basket. Help defender B2 moves inside to protect the basket. A1 passes a kick-out pass to A2 at the corner, outside the arc. A2 shot fakes the rotating defender B3 to the air, takes two quick dribbles and makes an uncontested layup.**
  - 1PTM-DRV (A2). KAS (A1). The pass gave A2 an advantage forcing B3 into a disadvantageous close-out to a shooter, and the advantage was maintained until the shot took place. The shot was released from the paint, even if the ball was received at 2-point line and two dribbles were used. A drive is also recorded.
- **A1 is at the top of the key position. A2 is at the wing and cuts backdoor, receiving the ball outside the paint, facing an empty 3-second area. Help defender B3 moves in from the other side. B3 is late and barely manages to jump before A2 is already high up in the air dunking over B3.**
  - 1PTM-DNK (A2). KAS (A1). The pass gave A2 an advantage to attack the basket. B3 tried to recover the situation and manager to close the ground space between A2 and the basket. However, the advantage was carried over into the vertical space, enabling A2 able to jump earlier and avoid the block. The shot was released from the paint.

## 6. Drive

A drive (DRV) refers to the use of quick or skillful dribbling by an individual player to advance from the two-point arc to the paint to score directly a basket.

More specifically,

- *Quick or skillful use of dribbling* is either (i) recognizing an open path to the basket and dribbling quickly into such path, or (ii) creating such open path to the basket with the use of skillful dribbling techniques, such as crossovers or in-and-out's.
- *From the two-point arc* means that the dribble started with at least one foot behind the arc.
- *To the paint* means that the shot is released from the shooter's hand in the cylinder space above the 3-second area.
- *Directly* means scoring immediately based on the positional advantage created with the dribble. The player may vary the speed, perform fakes, and deploy various finishing styles or footwork around the basket, but the continuity of the motion must be preserved.

Example:

- **A1 gets a reverse pass from the top to the wing. A1 has an opening towards the basket, which A1 attacks with a quick catch-and-go move. Help defender B2 moves into block the shot, but A1 glides under the basket and shoots a layback (reverse layup) from the other side of the basket**
  - 1PTM-DRV (A1). A drive is recorded because A1 started from behind the two-point arc and used quick dribbling action to get to the basket. A layback is considered as another type of finishing style around the basket.

- **A1 receives the ball in the wing and goes to the basket. Help defender B2 closes in to A1 at the low post area, forcing A1 to stop and turn the back to the basket. A1 pounds two power dribbles at stand-still, turns back towards the basket and makes a close-range jump hook over the defender.**
  - 1PTM (A1). No drive. The continuity of the motion was interrupted.

## 7. **Blocked shot**

A blocked shot (BS) takes place when a defending player makes contact with the ball to alter the flight of the shot 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 outlined in FIBA Statisticians' Manual Section Seven (Blocked shots) apply.

## 8. **Buzzerbeater**

A buzzerbeater (BZR) is the last shot of the overtime, or a tie-breaking, tie-forcing or lead-changing last made shot during the last 5 continuously played seconds of the regular time.

The last made shot of the regular time is taking 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 deadballs.

Examples:

- **Team A is behind 15-17. A1 shoots a two-point shot at 4.2 seconds left in the game clock and makes it. B1 gets the ball, passes to B2 at the corner. B2 shoots a 2PTS but misses. The clock runs out, the score is tied 17-17 and the game goes to overtime.**
  - 2PTM-BZR (A1), 2PTS (B2). A1 scores with the last made basket shot within the last five seconds. Even if B2 was able to produce one more shot there were no further stoppages of the game after the last made shot.
- **Team A is behind 15-17. A1 shoots a two-point shot at 4.2 seconds left in the game clock and makes it. B1 gets the ball, passes to B2 at the corner. B2 steps out of bounds, referee stops the game and Team A gets the ball back. Team A does not manage to shoot any more shots and the game goes to overtime tied at 17-17.**
  - 2PTM (A1), Turnover (B2). A1 scores the last made basket shot within the last five seconds of the regular time, but there was one deadball situation after the shot. Hence, no buzzerbeater.
- **The game goes to overtime at 17-17 and is now at 18-18. A1 is fouled far from the basket. The foul is the 7<sup>th</sup> team foul of Team B. A1 gets two free throws. A1 misses the first shot but makes the second one. Game ends 19-18.**
  - Team Foul (Team B), FTS (A1), FTM-ES-BZR (A1). As the game ends after the first free throw, it is considered as the last shot of the overtime, and, hence, a buzzerbeater is recorded.

## 9. Dunk

A dunk (1PTM-DNK) is a made shot, in which the shot is 'put' to the basket by releasing the ball from the shooter's hand with a downward motion within the cylinder space above the rim.

Example:

- **A1 passes a high pass above the rim (alleyoop) to A2. While in the air, A2 tries to catch the pass with two hands, but fumbles the catch, deflecting the ball sideways with one hand. The ball changes direction, going first a little up, coming down, hitting the rim and then, finally, rolling to the basket.**
  - 1PTM (A2). KAS (A1). No dunk as the ball is not released with a 'downward motion'. However, a key assist is awarded.

## V TIME-BASED STATS

### 10. Game time

For statistical purposes, the beginning of the regular time is timestamped to 10:00. The time is counted downwards until the regular time ends. During overtime, the game clock continues to be operational for statistical purposes but is hidden from the players and the referees. During overtime, the time is counted upwards from 0:00 and marked with an 'OT' prefix.

For statistical purposes, any game time timestamp is shown to the full second and rounded with the normal mathematical number rounding rules, except that any game actions during the last 1 second of the regulation time will be rounded to 0:01.

Example:

- **Team A is leading 19-7. A1 scores a 2-pointer and the game ends 21-7 with 0.3 seconds left at the game clock**
  - 2PTM (A1, 0:01). Game end (0:01)
- **The game goes to overtime at 17-17. Team A continues with the same players. Team B subs B1 to B2 at the beginning of the overtime. Team B has the ball. After 8 seconds of play, B2 scores a two-pointer, and the game ends 19-17.**
  - End of regulation (00:00). Sub-out (B1, OT 00:00). Sub-in (B2, OT 00:00). Game clock on. 2PTM-BZR (B2, OT 00:08)

### 11. Substitutions

The three players starting the game are substituted in with the timestamp 10:00. During the game, any players entering (Sub-In) or leaving (Sub-Out) the court are marked with the timestamp of the applicable game time.

Players marked on the stat sheet who did not substitute in to the court during the game are marked with one of the following markers:

- DNP ('Did Not Play') - present at the substitute bench at the beginning of the game
- DNS ('Did Not Show Up') - not present at the substitute bench at the beginning of the game
- DSQ (Disqualified Player) - A player that has been disqualified from the event.
- DQB (Disqualified for Unsportsmanlike Behavior): A player that has been disqualified from the event for unsportsmanlike behavior
- (S) (Suspended Player) - A player that has been suspended by FIBA.

## **12. Team fouls**

Team fouls are timestamped to the game time when the referee stops the game because a foul took place.

Team Fouls at 7 (TF7) is the game time when the team had its seventh team foul. Team Fouls at 10 (TF10) is the game time when the team had its tenth team foul.

## **13. Timeouts**

Timeouts are timestamped to the game time when the referee stops the game to allow for a timeout to take place. Every timeout must be assigned to either team (TIM-TeamX), or alternatively to be marked to have been called for TV purposes (TIM-TV1, TIM-TV2 etc) or by the referee (TIM-REF).

## **14. Challenges**

Challenges are requests by the team for an instant replay system review and are available in certain competitions. Challenges are timestamped with the information on the requesting team and whether the challenge was won or lost.

- CHA-[Team]-W
- CHA-[Team]-L

## **VI OPTIONAL STATS**

The following extracurricular statistics can be collected as defined in the FIBA Statisticians' Manual, using the following abbreviations.

- Assist: (AS): as defined in Section Five.
- Rebounds: (REB): as defined in Section Three. If offensive and defensive rebounds are collected separately, they are abbreviated OREB and DREB, respectively.
- Steals: (ST): as defined in Section Six.

## VII ABBREVIATIONS

### 1PT

A category of one point of shots, excluding free throws. Primarily displayed as a fraction such as 4/7 or 13/25. If displayed as a percentage, the abbreviation used is 1PT%

### 1PTA

Total one point shot attempts, both made and missed. Calculated as  $1PTA=1PTS+1PTM$ .

### 1PTM

A shot, other than a free throw, for which 1 point was awarded.

### 1PTS

A one-point shot missed. In case points are awarded, such game action is converted to 1PTM.

### 2PT

A category of two point of shots. Primarily displayed as a fraction such as 2/3 or 8/19. If displayed as a percentage, the abbreviation used is 2PT%.

### 2PTA

Total two point shot attempts, both made and missed. Calculated as  $2PTA=2PTS+2PTM$ .

### 2PTM

A shot for which 2 points was awarded.

### 2PTS

A two-point shot missed. In case points were awarded, such game action is converted to 2PTM.

### BS

A blocked shot takes place when a defending player makes contact with the ball to alter the flight of the shot attempt of the opponent, and the shot is missed.

### BZR

A buzzerbeater is the last shot of the overtime, or a tie-breaking, tie-forcing or lead-changing last made shot during the last 5 continuously played seconds of the regular time.

### CHA-[Team]-[W/L]

Challenges are requests by the team for an instant replay system review and are available in certain competitions. Challenges are timestamped with the information on the requesting team and whether the challenge was won or lost (e.g. CHA-USA-W or CHA-FRA-L)

### DNK

A dunk is a made shot, in which the shot is 'put' to the basket by releasing the ball from the shooter's hand with a downward motion in the cylinder space above the rim.

### DNP

'Did Not Play' is recorded to a player that did not substitute in to the court during the game but was present at the substitute bench at the beginning of the game.

### DNS

'Did Not Show up' is recorded to a player that did not substitute in to the court during the game and who was not present at the substitute bench at the beginning of the game.

### DSQ

'Disqualified Player' is recorded to a player that has been disqualified from the event.

### DQB

'Disqualified for Unsportsmanlike Behavior' is recorded to a player that has been disqualified from the event for unsportsmanlike behavior.

### DRV

A 'drive' refers to the use of quick or skillful dribbling by an individual player to advance from the two-point arc to the paint to score directly a basket.

### Fastest Game

The ranking of individual games with the respective winning teams having the shortest GPT (Game Playing Time) in a given competition.

### FT

A category for all free throw shots, including both the first free throws and extra shots. Primarily displayed as a fraction such as 3/3 or 11/13. If displayed as a percentage, the abbreviation used is FT%

### FT-ES

The total number of 'extra free throws' shot by a team i.e. other free throws than the first shot in a possession outcome of getting to the free throw line. For statistical purposes, FT-ES free throws are calculated to be a part of the same free throw possession as the earlier recorded first free throw shot (FTM or FTS). Calculated as  $FT-ES = FTS-ES + FTM-ES$ .

### FTS

A free throw missed, which was the first shot in a possession outcome of getting to the free throw line. In case points are awarded, such game action is converted to FTM.

### FTS-ES

A free throw missed, which was other than the first shot in a possession outcome of getting to the free throw line. In case points are awarded, such game action is converted to FTM-ES.

### FTM

A free throw made, which was the first shot in a possession outcome of getting to the free throw line.

### FTM-ES

A free throw made, which was other than the first shot in a possession outcome of getting to the free throw line.

### GP

Games played.

### GPT

The total 'game playing time' as effective time. Displayed in full seconds. E.g. if a game finishes at 21-17 with 1:32 left in the clock, GPT is 8:28. GPT is also measured during overtime. E.g. if a game ends after 39 effective seconds of overtime play, GPT is 10:39.

### GDUR

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 final whistle to stop the game. Displayed to the full minute and rounded to the previous full minute of the start time and the next full minute of the end time. E.g. if the game starts at 18:02:01 and ends at 18:21:19, the game duration is displayed: 20 min (18:02-18:22).

### HGL

Refers to total highlights per player or team. Calculated as dunks (DNK) + blocks (BS) + key assists (KAS) + buzzerbeaters (BZR). Shown as a total number without decimals (e.g. 3 or 7).

### HPG

'Highlights per game' is the average number of highlights per player or per team in a game. Displayed always with one decimal (e.g. 0.7, 1.5, 10.8).

### KAS

A key assist (KAS) is a pass that gives a teammate a positional advantage to score directly a basket from the paint.

### LDE

'Largest deficit' is the largest negative difference in the game score that the team had during a game. Displayed always as 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, LDE is marked as a dash line (-). A tied score during the game is marked as 0.

### LLE

'Largest lead' is the largest positive difference in the game score that the team had during a game. Displayed always as 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, LLE is marked as a dash line (-). A tied score during the game is marked as 0.

### MIN

The number of minutes played by a player or team. Displayed to the full second. Rounding based on mathematics rules.

### MPG

'Minutes per game' is the average number of minutes played by a player or team. Displayed as minutes and full seconds (e.g. 07:20).

### No.

The jersey number of the player in a given game. For statistical purposes, the number is checked at the beginning of the game and not changed even if the player did change the number during the game.

### PA

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

### PAPG

'Points allowed per game' is the average number of points scored by all opponent teams per game.

### +/-

'Plus-minus' is the point differential when a player is on the court.

### PTS

The number of points scored by a player or a team.

### PPG

'Points per game' is the average number of points scored by player or team per game.

### PPP / PPP-[PossType]

Points per Possession is the number of points a player or team scored per possession. Displayed always with two decimals. PPP can be split by different possession types such as PPP-2PT.

Example:

- **Team A had 21 points with the following stat line: 1PT 8/17, 2PT 3/7, FT 7/12, FT-ES 5, TO 6**
  - POSS = 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)

### POSS

'Possessions' is the number of times a team had the ball and produced one of the following possession outcomes: one-point shot (1PT), two-point shot (2PT), a trip to the free throw line (FT), or a turnover (TO). Extra free throw shots as a result of team fouls, technical fouls or unsportsmanlike fouls during one trip to the free throw line are considered to a part of the same possession as the first shot. For statistical purposes, 'and-one' free throw shots are considered a new free throw possession.

### POSS-Type

There are four different types of possessions outcomes: one-point shot (1PT), two-point shot (2PT), a trip to the free throw line, or a turnover (TO).

### POSS-PG

'Possessions per game' is the average number of possessions for a team per game. Displayed with one decimal (e.g. 37.1).

### POSS%-[PossessionType]

Possession distribution describes how the possessions were 'used' by a team, independent of whether the shots were made or missed. Displayed as a percentage with no decimals.

Example:

- **Team A had 21 points with the following stat line: 1PT 8/17, 2PT 3/7, FT 7/12, FT-EP 5, TO 6**
  - $POSS = 37$  (17+7+12-5+6)
  - $POSS\%-1PT = 46\%$  (17 / 37)
  - $POSS\%-2PT = 19\%$  (7 / 37)
  - $POSS\%-FT = 19\%$  (7 / 37)
  - $POSS\%-TO = 16\%$  (6 / 37)

### S-EFF

'Shooting efficiency' is the realized points-per-shot value for a shot by a player or team in one game or across several games. Calculated by dividing the points made with the number of shots attempted. Always displayed with two decimals.

Examples:

- **A1 has a stat line of 1PT 1/5, FT 2/3, 2PT 1/3**
  - $A1\ S-EFF = 0.45$  (i.e. 5 points scored on 11 shots)
- **A2 has a stat line of 2PT 2/2**
  - $A2\ S-EFF = 2.00$  (i.e. 4 points scored on 2 shots)
- **Team A has 21 points with the following stat line: 1PT 8/17, 2PT 3/7, FT 7/12, FT-ES 5, TO 6**
  - $S-EFF\ (Team\ A) = 0.58$  (21 / (17+7+12))

### [Shot Type]-%

The shooting percentage by a shot type is abbreviated 1PT%, FT% and 2PT% respectively. Calculated by dividing the number of made shots with the number of attempts.

Example

- **Team A shot 2PT 3/7**
  - $2-PT\% (Team\ A) = 43\%$

### SUB-IN / SUB-OUT

A player entering (SUB-IN) or leaving the court (SUB-OUT), timestamped to the game time on the official game clock into a full second.

### (S)

A player that has been suspended by FIBA or the event organizer.

### TF

The number of team fouls by a team.

### TFA

The number of team fouls by an opponent.

### TFAPG

'Team fouls against per game' is the average number of fouls by opponents. Displayed always with one decimal (e.g. 5.0).

### TFPG

'Team fouls per game' is the average number of fouls by team. Displayed always with one decimal (e.g. 7.0).

### TF7

'Team Fouls at 7' is the game time when the team had its seventh team foul. Displayed in full seconds (e.g. 07:22). If not applicable, a dash (-) is shown.

### TF10

'Team Fouls at 10' refers to the game time when the team had its tenth team foul. Displayed in full seconds (e.g. 10:35). If not applicable, a dash (-) is shown.

### TFO7

'Team Fouls of Opponent at 7' refers to the game time when the opposing team had its seventh team foul. Displayed in full seconds (e.g. 07:22).

### TFO10

'Team Fouls of Opponent at 10' refers to the game when the opposing team had its tenth team foul. Displayed in full seconds (e.g. 10:35).

### TEF

Technical foul.

### TIM-[Team]

A timeout charged to a team.

### TIM-TV[Number]

A TV-time out. The first TV-time out is market TIM-TV1 and the second TIM-TV2.

### TIM-REF

A timeout called by a referee.

### TO

Turnover.

### TO-PG

The average number of turnovers per game by a player or a team. Displayed with one decimal.

### USE

Unsportsmanlike foul.

### WBL

Wins Before Limit (WBL) refers to the number of games won by a team by reaching 21 or more points before the full time. Forfeited wins or 'wins by default' do not count towards WBL. Can also be displayed as a percentage (WBL-%) with no decimals.