

## Basketball Advanced Stat Glossary

Effective Field Goal% = Measures shooting percentage while adjusting to the fact that three pointers are more valuable than two's. The more efficient a team or player is at hitting his two's and three's, the higher this number will be.

Defensive Rating = Points allowed per 100 possessions. A better measurement of how good a team's defense is. A team's pace can inflate or deflate the number of points given up per game. It's the same way in which, if a football team faces a lot of opponents' that pass the ball at a higher rate, the number of passing yards they give up will be inflated.

Offensive Rating = Points Scored per 100 possessions. The same concept as defensive rating, but for a team's offense. A team that plays at a up tempo pace will score more points than a team that likes to play a half-court offense. All the rating stats do is try to put every team on a level playing field.

Offensive Rebound % = The rate a team will grab their own missed shots.

Defensive Rebound % = The rate a team can successfully grab an opponent's missed shot.

Field Goals Assisted % = The rate that a team's made shot comes off an assist.

Turnover Rate = The rate of a team's possessions that end in a turnover.

Foul Line % = The rate of a team's possessions that end in a trip to the charity stripe.

Pace = A teams' number of possessions run per game.

Play % = The rate that a team will score when not sent to the foul line.

PER\* = Player Efficiency Rating. An algorithm developed to illustrate the overall efficiency of a basketball player. Simply put, it weighs the good stats like field goals made and offensive rebounds with the bad stats like turnovers and fouls to create an overall rating. Generally the numbers range from 0-35, 35 being an inhuman like performance. These ratings can be used to show a player's overall performance in a game or throughout a season.

\*For example, Anthony Davis's 2011-12 season at Kentucky is considered one of the single greatest by any college basketball player. That season he scored 14.2 ppg on 62.3 percent shooting, while averaging 10.4 rpg and 4.7 bpg in 32 minutes per game. Even with those ridiculous stats, his PER was 28.2 that year. So you can imagine just how good someone would have to be play to even crack 30.