



EUROLEAGUE BASKETBALL STATISTICS CRITERIA MANUAL

This manual is applied for the EuroLeague and EuroCup competitions starting from the 2024–25 season. This document will be under constant review to make any modifications as deemed appropriate.

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Abbreviations

2P: two-pointer

3P: three-pointer

AS: assist

BLK: block

CC: coach's challenge

DR: defensive rebound

DQ FOUL: disqualifying foul

FB: fast break

FD: foul drawn

FOUL: foul

FTM: free throw made

IRS: Instant Replay System

JB: jump ball

MFT: missed free throw

M3P: missed three-pointer

M2P: missed two-pointer

OF FOUL: offensive foul

OR: offensive rebound

PF: personal foul

REB: rebound

SR: shot rejected

ST: steal

SUBS: substitution

TECH: technical foul

TOUT: time-out

TO: turnover

UF: unsportsmanlike foul

1. Jump ball

The first action to be introduced will be the jump ball. When the game starts, the jump ball will be credited to the team that gains the first control of the ball. This includes violations or any foul before any player gets the ball or before the jump ball is administered.

Exception: If one or more fouls occur before or during the jump ball that do not give control to either team, these will be previously recorded, as the jump ball will still need to take place or be repeated.

Examples:

-A8 hits the ball and it goes directly out of bounds.

Jump ball for Team B.

-B4 hits the ball. When B1 and A5 are trying to catch the ball, B7 commits a foul on A6.

Jump ball for Team A.

-A7 is penalised with a technical foul before the start of the game. B1 scores a free throw before tip-off. After that, the referees administer a jump ball between B4 and A3. During the jump ball, B4 hits the ball and then A9 catches the ball.

Correct sequence: technical foul by A7, free throw made by B1, jump ball for Team A.

-The initial jump ball to start the game is administered between A4 and B4. A4 taps the ball, and before any player gains control of it, B5 and A6 push each other. A double foul is called, and the jump ball between A4 and B4 is administered again. B4 taps the ball, and it is controlled by B3.

Correct sequence: personal foul by A6, foul drawn by B5, personal foul by B5, foul drawn by A6, jump ball for Team B.

2. Shots and scoring

A shot attempt will be recorded when a player either shoots towards the basket or tips the ball with the intention to score. Depending on the location of the player on the playing court, the attempt will be classified as a two-point shot (within the 6.75m line in their offensive half) or a three-point shot (outside this area). This classification takes precedence over the referee's signal as long as the shot does not result in a successful score.

A missed shot will be recorded as long as the attempt is unsuccessful. However, missed shots will not be recorded if the player is fouled in the act of shooting, but they will be entered if any other foul or any violation is called after releasing the ball for the shot.

If the shot attempt is successful, the points will be credited to the last offensive player who touches the ball before it goes into the hoop. If it is not an intentional scoring attempt, the points will still be credited to that player. This rule applies except in cases of own goals.

In situations involving own goals, the score will be credited to the court captain of the team that receives the score. Therefore, it is important to identify at least four captains of each team prior to the game. If the own goal occurs during a rebound situation, a team rebound will be credited to the team receiving the points before the points are recorded.

When a goaltending violation is called and consequently the basket is cancelled, the missed shot will remain and a team rebound will be recorded for the defensive team, and no turnover will be charged.

Examples:

- A5 attempts a three-point shot. After the ball has left A5's hands, B2 hits A5 on the arm during the act of shooting. The shot does not go in, and the referees call a foul on B2, awarding A5 three free throws.

No missed three-pointer will be recorded, only the foul by B2, the foul drawn by A5, and the corresponding free throws.

- A5 attempts a three-point shot. After the ball has left A5's hands, B6 pushes A3. The shot does not go in, and the referees call a foul on B6 against A3.

A missed three-pointer for A5 and an offensive team rebound for Team A will be recorded, followed by the foul for B6 and a foul drawn for A3.

-B9, who is behind the three-point line, attempts a pass to B4, who is inside the three-point line and not looking at the play. B4 accidentally deflects the ball with their head, and the ball goes into the basket.

Two-pointer for B4.

-B9, who is inside the three-point line, attempts a pass to B4. A7, who is guarding B4, deflects the ball, causing it to go into the basket.

Two-pointer for the court captain of Team B.

Free throws

A free throw made will be credited whenever it is validated by the referee. If the free throw does not go in and no violation is called, it will be recorded as a missed free throw.

In case of violation, if it is committed by a player from the opposing team and the free throw is to be repeated, the previous missed free throw will not be entered.

If the violation is committed by the shooter or a player from the same team and the free throw attempt is cancelled, a missed free throw will remain recorded. If it was the last free throw of the set with players lined up for the rebound, a team rebound will be counted.

If players from both teams commit a violation at the same time and a jump ball is called, a team rebound will be credited to the team that gains control of the ball after the jump ball.

If free throws are cancelled because they were attempted by the wrong shooter, they will not be recorded; instead, a turnover will be charged to the team that committed the infraction.

Examples:

-A6 is attempting the first free throw of a set of three. During the shot, B4 steps in front of the shooter, and the shot is missed. A violation is called on B4, and A6 is awarded another free throw.

No missed free throw or any other statistics will be recorded.

-A6 is attempting the last free throw of a set of two free throws with players positioned for the rebound. A6 steps over the free-throw line and the shot goes in. A violation is called on A6 and the free throw is cancelled.

A missed free throw will be recorded for A6, and a team rebound for Team B.

- While Team B is on offence, B4 is penalised with a technical foul for protesting. A6 attempts a free throw with no opportunity for a rebound and steps over the free throw line. The shot goes in, a violation is called on A6 and the free throw is cancelled. Team B resumes play from where it had the ball.

After charging the technical foul to B4, a missed free throw will be recorded for A6, and no further statistics will be entered. No rebound will be counted.

- A6 is attempting the last free throw of a set of two free throws with players lined up for the rebound. A7 and B5 enter the post before the ball leaves A6's hands. A violation is called on both A7 and B5, and a jump ball is administered between A2 and B1. B1 taps the ball, and then A8 gains possession.

A missed free throw and a team rebound for Team A will be recorded.

- A8 is attempting the second free throw of a set of two free throws. Before the attempt, the referees realise that A4 should be taking the free throws instead of A8. The free throws are cancelled, and Team B is awarded possession.

Only a turnover will be recorded for Team A. No free throws will be entered.

3. Assists

An assist will be credited for every pass to a team-mate that generates an advantage for them to score without awarding any other statistics, provided the scorer's intention is to shoot.

This situation includes:

- Every pass to a player in the post who scores without leaving the post area.
- Every pass to a player who scores without dribbling, provided there is no defence or if it is an immediate action.
- Every pass to a player who does not have an active defence when they receive the ball wherever on the playing court, and with the intention to go to the basket they score, unless they have to divert to dribble around a defensive player. If the scorer is guarded only when they are in the act of shooting, the assist will still be counted.

If the scorer gets the advantage thanks to a screen set after they get the ball while being guarded, no assist will be charged.

An assist will also be considered as such in case of free throws resulting from shooting fouls, but not in case of those resulting from the bonus situation after the fifth team foul. In the event of free throws resulting from shooting fouls, the assist will be recorded after the first free throw made.

If the pass is deflected by any defender before reaching the receiver, or if the pass is so inaccurate that it causes the receiver to move to a different location or have difficulty retrieving the ball, the assist will not be credited.

Examples:

- B5 receives the ball in the post area of their own half from a pass by B3. B5 goes towards the opponent's basket and scores with a layup. Throughout this sequence, no opposing player has been able to establish a legal defensive position.

A two-pointer for B5 and an assist for B3.

-B7 receives a pass from B1. When catching the ball, B7 has one foot touching the post area line and the other foot outside while he is well defended by A3. Without moving their feet, B7 dribbles, shoots and scores.

A two-pointer for B7 and an assist for B1.

- B7 receives a pass from B1. When receiving the ball, B7 has the right foot touching the post area line and the left foot outside and is well defended. B7 then takes his right foot off the area and pivots to put it back on the line. Afterwards, B7 shoots and scores.

Two-pointer for B7. Since B7 exited the area and had an active defence, no assist will be credited.

- B7 attempts a pass to B1, who is inside the post. A3 intercepts the pass but ends up inside the post. B1 picks up the ball and scores.

A two-pointer for B1 and an assist for B7.

- B7 attempts a pass to B1, who is positioned with both feet inside the post. A3 intercepts the pass, which is deflected causing the ball to go outside the post, where B1 retrieves it, shoots and scores.

Two-pointer for B1. No assist will be credited since B1 has had to retrieve the ball at another location.

4. Rebounds

After any missed shot, a rebound will be recorded unless the shot clock buzzes or the game clock signal sounds for the end of the quarter or end of the game before either team gains control of the ball. If the rebound is secured by the team that missed the shot, it will be credited as an offensive rebound. If the rebound is secured by the team that was defending at the time of the shot, it will be recorded as a defensive rebound.

Rebounds can be credited to individual players or teams.

After a missed shot, the rebound will be credited to a player when:

- They gain the first control of a live ball. The rebound will go to the player who grabs the rebound, except when they obtain it through a tipped ball by a team-mate; in this case, it will be credited to the player who tipped the ball.
- There is a jump ball situation between two players contesting for the control of the ball. In this case, the rebound will be credited to the player who has participated in the jump ball from the team that has gained the next possession. (Exception: If in this situation any foul or violation is called during the jump ball before any player gains control of the ball, a team rebound will be recorded).

A tipped ball will be considered only if it is an intentional pass aimed at one of the player's team-mates, allowing the team-mate to clearly receive the ball. A tipped ball will not be considered intentional when the player simply moves the ball away from where it is being contested and it falls into an area where a team-mate can safely retrieve it.

A team rebound will be recorded when the ball becomes dead after a missed shot before any player takes control of it, except for the jump ball situation due to a held ball. The team rebound will be credited to the team that gains new possession after the shot. If there is a jump ball following a shot that is not due to a held ball, the rebound will be credited to the team that gains the next possession of the ball. This

situation includes any fouls or violations during the jump ball before any player takes control of the ball.

When a goaltending violation is called and consequently the basket is cancelled, a missed shot will remain and a team rebound will be recorded for the defensive team, and no turnover will be charged.

Examples:

- A2 attempts a three-point shot that does not touch the ring. Before any player gains control of the ball, the shot clock signal sounds, and a 24-second violation is called.

No rebound will be recorded; only A2's missed three-pointer, and a turnover for Team A.

- After a missed shot, B4, without gaining control of the ball, sees B1 in a better position and tips the ball towards them. B1 successfully gains clear control of the ball.

A rebound for B4.

- After a missed shot, B3 and A5 grab the ball simultaneously while fighting for the rebound, and a jump ball is called. Following the jump ball, B1 is the first player to gain control of the ball.

A rebound for B3.

- A9 attempts a three-point shot that is missed. After the shot, B3 and A5 grab the ball simultaneously while fighting for the rebound, leading to a jump ball. During the jump ball, before any player gains control of the ball, B1 commits a foul on A3.

An offensive rebound for A5.

- B4 attempts a two-point shot that is missed. After the shot, the ball goes directly out of bounds without being touched by any player.

A defensive team rebound for Team A.

- B4 attempts a two-point shot that is missed. After the shot, the ball is touched by A2, who does not gain control, and the ball goes out of bounds.

An offensive team rebound for Team B.

- B4 attempts a two-point shot that is missed. After the shot, the ball is simultaneously touched by B2 and A5 and goes out of bounds. The referees are uncertain of who touched the ball last and call for a jump ball between B2 and A5. Following the jump ball, A9 is the first player to gain control of the ball.

A defensive team rebound for Team A.

5. Blocks

A block is always credited to a player. Any deflection is considered a block if it takes place during a shooting action where the ball is above the shooter's shoulder and is intended to be a shot at the basket. The ball does not need to have left the shooter's hands to be recorded as a block, and it will only be entered if the shot does not result in a score. If these conditions are not met, a turnover will be charged if the opposing team gains control of the ball, or no statistics will be recorded if the same team retains possession.

A block will not be entered if the shooting action results in a foul being committed against the shooter.

Whenever a block is credited to a player, a missed shot and a shot rejected will also be charged to the player whose shot was blocked. The rebound criteria for missed shots will then be applied.

Examples:

- B3 rises intending to pass the ball, but seeing no passing option, they adjust in mid-air and attempt a shot. A2 blocks the shot, and the ball goes out of bounds directly.

A2 is credited with a block because B3's final intention was to shoot. Additionally, a missed two-pointer and a shot rejected for B3 are recorded, along with an offensive team rebound for Team B.

-A2 attempts a three-point shot defended by B2. Once the ball is above A2's shoulder, and realising that the shot is not viable, A2 tries to adjust and make a pass instead, but B2 blocks the pass.

No block will be entered because A2 has changed their intention from shooting to passing.

- A2 attempts a layup very close to the basket. Before the ball reaches above the shooter's shoulder, B3 deflects the shot, and B1 gains possession of the ball.

No block will be recorded because the ball had not yet reached above the shooter's shoulder. In this case, a turnover will be charged to A2 and a steal to B3.

- A3 rises to attempt a two-point shot that is blocked by B1. A3 does not release the ball and lands back on the floor. A travelling violation is called on A3.

Correct sequence: block by B1, missed two-pointer by A3, shot rejected by A3, offensive rebound by A3 and turnover by A3.

6. Steals

A steal is always credited to a player. A steal is recorded whenever a team gains new possession of a live ball or after gaining new possession following a jump ball called due to a held ball situation, but only if no shot has occurred in either situation.

A steal will be credited to the player who recovers control of the ball, unless they obtain it after a deflection by a team-mate. In these cases, the steal will be credited to the player who made the deflection.

A deflection will be considered only if it is intentional when the player deliberately touches the ball with a legal part of their body. It will not be considered a deflection if the player cuts the ball with their legs and no violation is called.

A steal will never be recorded when a new possession is gained following an out-of-bounds play.

Examples:

- A3 attempts a pass that is deflected by B1, and the next player to gain control of the ball is B3.

Turnover for A3 and steal for B1.

- B2 attempts a pass that is deflected by A1, then the ball touches B2's leg and goes out of bounds. Team A will inbound the ball next.

No steal will be credited; only a turnover for B2.

- A3 attempts a pass that hits the back of B4, who was not looking at the ball. The ball is then controlled by B1.

Turnover for A3 and steal for B1, as B4's deflection was unintentional.

- B7 is dribbling the ball when it is deflected intentionally by A2. As B7 attempts to retrieve the ball, A1 arrives and both players grab it simultaneously. A jump ball is called. After the jump ball, A4 is the first player to control the ball.

Turnover for B7 and steal for A2, who initiated the steal.

- A2 is dribbling the ball when B4 tips it, and it goes directly out of bounds. The referees are uncertain about the last player to touch the ball and signal a jump ball between A2 and B4. After the jump ball, B6 is the first player to control the ball.

Only a turnover will be charged to A2; no steal will be recorded.

7. Turnovers

A steal is always preceded by a turnover, but a turnover does not necessarily result in a steal.

A turnover will be recorded whenever a team loses control of the ball, whether in dead ball or in live ball situations, except for shots where the rebound criteria apply.

A turnover can be charged to either a player or a team. Time violations will be resolved as follows:

- 3-second violation – Player turnover
- 5-second inbound violation – Team turnover
- 5-second closely guarded violation – Player turnover
- 8-second backcourt violation – Team turnover
- 24/14-second shot clock violation – Team turnover (If a 24-second violation is called after a shot that does not hit the ring, a team turnover will be recorded instead of a team rebound).

Player turnovers

A turnover will be charged to the player who, in the judgment of the statistician, caused the loss of the ball, even if they were not the last player on the team to control it. This also applies to backcourt violations or out-of-bounds situations; the turnover will not necessarily be charged to the player who commits the violation if it occurs due to a bad pass or action by another player. These same criteria will be applied to a player's turnover involving a live ball.

A turnover will be recorded for the player who commits the following violations: foot violation, 3-second violation, travelling, illegal dribbling.

A turnover will be charged to any player who commits an offensive foul, an unsportsmanlike foul, or a disqualifying foul while their team has possession of the

ball. If the disqualifying foul is committed by someone on the team bench, the turnover will be recorded as a team turnover.

When there are free throws cancelled because they have been attempted by the wrong shooter, they will not be recorded; instead, a turnover will be charged to the team that committed the infraction.

Examples:

- A2 attempts a three-point shot that does not touch the ring. Before any player gains control of the ball, the shot clock signal sounds, and a 24-second violation is called.

No rebound will be recorded; only A2's missed three-pointer and a turnover for Team A.

- B3 attempts a pass to B1. The pass is not good enough, and B1 manages to grab the ball simultaneously with A2. A jump ball is called. After the jump ball, the first player to control the ball is A4.

Turnover for B3 and steal for A2.

-A4 attempts a pass to A1. The pass is not good enough, and although A1 manages to control the ball just at the sideline, A1 has no other option but to attempt a pass, which is intercepted by B6.

Turnover for A4 and steal for B6.

-B5 attempts a two-point shot. Before the ball leaves their hands, B5 contacts A4 with their arm, and the shot goes in. The basket is cancelled, and a foul is called on B5.

B5 will be charged with an offensive foul, while A4 will receive a foul drawn. Additionally, a turnover will be recorded for B5.

-A5 is dribbling the ball when B5 deflects it. B5 attempts to gain control, and with no defender between B5 and the basket, A5 pushes B5. An unsportsmanlike foul is called.

There is no change of possession, so an unsportsmanlike foul will be recorded for A5, a foul drawn for B5, and a turnover for A5. No steal will be recorded.

-B4 is dribbling the ball when a member of Team B's bench protests and is disqualified. Two free throws are awarded to Team A, along with possession.

Disqualifying foul for Team B and team turnover for Team B.

- A8 is attempting the second free throw of a set of two free throws. Before the attempt, the referees realise that A4 should be taking the free throws instead of A8. The free throws are cancelled, and Team B is awarded possession.

Only a turnover will be charged to Team A. No free throws will be recorded.

8. Fouls

Personal and unsportsmanlike fouls are charged to a player. Technical and disqualifying fouls may be charged to a player, coach or the bench. Player technical fouls will not count as team fouls.

A foul drawn will be recorded for the player who receives the foul, except in the case of technical fouls and disqualifying fouls that are not due to physical contact.

For disqualifying fouls and unsportsmanlike fouls committed by the team in control of the ball, a turnover will be charged to the player who commits the foul.

For double fouls, only the fouls and the fouls drawn are recorded. No turnovers or additional statistics are counted.

9. Substitutions

Substitutions must be recorded accurately when they occur to avoid timing issues. They must coincide with the exact minute and second of the game.

After a time-out or at the start of a quarter, all players on the playing court must be removed from the software, and those entering must be added. The software itself will detect if substitutions have occurred. A substitution cannot take place if the players involved have already participated in a previous substitution and the game clock has not started running again. Therefore, it is crucial to record substitutions at the exact game clock time, and the software will alert if an illegal substitution is attempted to be made.

Following the end of a quarter, all substitutions will always be recorded after the End Quarter command and before the Begin Quarter command of the following quarter.

10. Fast breaks

Any basket scored quickly after a change of possession and executed with a numerical advantage will be recorded as a fast break. This score includes free throws resulting from a foul in the act of shooting.

Examples:

- A5 is inbounding the ball in their own half. They attempt a pass to A6, who is the only other player in their own half besides the inbounder. Defender B3 intercepts the pass and immediately attempts a layup, missing the shot after A6 hits them on the arm. A foul is called on A6, and B3 is awarded two free throws.

If B3 scores one of their free throws, the action will be recorded as a fast break.

11. Time-outs

When a time-out is requested by a team, it will be credited to the appropriate team according to the rules. If it is the first time-out of the quarter, a TV time-out will be recorded along with the time-out for the corresponding team. If no team has requested a time-out in a quarter and a time-out is called on the first dead ball with less than 5 minutes left on the game clock, it will be recorded as a TV time-out.

If a time-out is called by the referee and does not fall into the above cases, it will also be recorded as a TV time-out.

All time-outs will be entered at the exact game clock time.

12. Instant Replay System / coach's challenge

When there is a video review, the Instant Replay System (IRS) situation or coach's challenge (CC) will be recorded as appropriate. It is crucial to determine during the review whether it is related to the IRS or a CC because the CC affects the scoresheet. All IRS/CC instances will be recorded at the exact game clock time that has been corrected after the review.

If an IRS/CC review occurs after actions have been recorded that do not involve the play under review, these actions will remain recorded.

When an IRS/CC review occurs, it must be entered immediately. If the review upholds the original decision, no changes will be made to the recorded statistics. However, if the decision is overturned, the statistics affected by the play will be edited accordingly, while the already recorded IRS/CC entry will remain unchanged unless the game clock time has been modified.

Examples:

- A2 attempts a two-point shot when B1 jumps to attempt a block and hits A2 with their elbow. A2's shot is missed, and play continues. B4 grabs the rebound and, while dribbling towards the opponent's court, is fouled by A5. The referees then confer and decide to review A2's shot attempt using the IRS. Following the review, they call an unsportsmanlike foul on B1 against A2.

The missed two-pointer by A2, the rebound by B4, and the foul by A5 on B4 will remain recorded. After these actions, the unsportsmanlike foul will be recorded.

- A4 attempts a two-point shot that is missed. In the fight for the rebound, A3 and B6 touch the ball, which then goes directly out of bounds. The ball is initially awarded to Team A. Team B's head coach requests a coach's challenge. Following the review, the decision is reversed, and possession is awarded to Team B. Additionally, the game clock is adjusted from 4:05 to 4:07.

The missed two-pointer and the offensive team rebound for Team A will initially be recorded at 4:05, along with the coach's challenge. After the review, the rebound will be updated to a defensive team rebound for Team B, and both actions together with the coach's challenge will be adjusted to 4:07.

13. Timing

All actions must be recorded at the correct time. In situations where the game clock is stopped, actions such as turnovers, fouls, free throws, IRS/CC reviews, time-outs and substitutions will be entered at the exact minute and second of the game clock. Therefore, it is necessary to adjust the time accurately in these situations before recording actions. Actions occurring when there is less than 1 second remaining will be entered as if there was 1 second left.

In live ball situations, actions must be recorded with a maximum margin of error of 10 seconds from the exact game clock time at which they occurred.

14. Special situations

There are situations where officiating decisions may contradict the actual events on the playing court and our criteria.

In the following situations, we cannot apply our criterion if it contradicts what happens on the playing court:

- When a bonus situation is involved (for example, no change of possession occurs when the attacking team commits an offensive foul, but two free throws are awarded to the opposing team due to the bonus situation).
- When a shot clock situation is involved (for example, no change of possession occurs but the shot clock is reset).

However, we will apply our criteria if that contradiction does not alter what happens on the playing court in the following situations:

- If an offensive foul is called as a regular foul or vice versa, but there is no bonus situation affecting the foul call.
- If there is a contradiction between the shot clock and our criteria, but the play ends immediately or in a way that the shot clock decision does not alter what happened on the playing court.
- If there is a clearly missed two-point or three-point shot and the referees signal differently.

Examples:

- A3 is dribbling the ball in their own backcourt when they lose control of it. Before B3 can control the ball, A4 pushes B5. A defensive foul is called on A4 against B5. Team A has committed 5 team fouls, so 2 free throws are awarded to B5.

A turnover will be recorded for A3 and a steal for B3. The defensive foul by A4 against B5 will then be recorded.

- A3 is dribbling the ball in their own backcourt when they lose control of it. Before B3 can control the ball, A4 pushes B5. A defensive foul is called on A4 against B5. Team A has committed 2 team fouls at this point.

An offensive foul will be recorded for A4 against B5, and a turnover will be charged to A4. No steal will be recorded.

- With 8 seconds remaining on the shot clock, B7 attempts a pass that is intercepted by A2, who then controls the ball. A2 quickly loses possession, and B7 regains control. The shot clock does not reset, with 4 seconds left. Team B fails to attempt a shot within these 4 seconds, and a shot clock violation is called.

Only a turnover for Team B will be recorded.

- With 8 seconds remaining on the shot clock, B7 attempts a pass that is intercepted by A2, who then controls the ball. A2 quickly loses possession, and B7 regains control. The shot clock does not reset, with 4 seconds left. B7 manages to score before the shot clock expires.

Correct sequence: turnover for B7, steal for A2, turnover for A2, steal for B7, two-pointer for B7.

- With 8 seconds remaining on the shot clock, B7 attempts a pass that is deflected by A2 without gaining control of the ball. B7 recovers the ball. The shot clock resets to 24 seconds. Team B manages to attempt a shot, and the shot clock resets again before it reaches 16 seconds.

No turnover or steal will be recorded.

- With 8 seconds remaining on the shot clock, B7 attempts a pass that is deflected by A2 without gaining control of the ball. B7 recovers the ball. The shot clock resets to 24 seconds. Team B continues to attack for more than 8 seconds without a violation being called.

A turnover for B7, a steal for A2, a turnover for A2, and a steal for B7 will be recorded.

15. Jump ball situations

When a ball lodges on the basket support after a shot attempt, the team gaining possession after the jump ball will be credited with a team rebound.

When, after a shot attempt, the ball goes directly out of bounds without a player gaining possession and the referees call a jump ball, the team gaining possession after the jump ball will be credited with a team rebound.

When, after a shot attempt, the ball remains uncontrolled until two or more opponents hold the ball, and a jump ball is called or administered, a player rebound will be credited to the player who has participated in the jump ball from the team that gains the next possession.

When, after a jump ball, possession changes from one team to another following a steal initiated by a defensive player, the steal must be credited to them, with priority over the player who has participated in the jump ball.

When, after a jump ball, the ball ends up out of bounds, no steal will be credited and a player turnover will be charged to the player who has “almost” lost the ball before the jump ball. During the jump ball neither team has possession, so neither a turnover nor a steal can occur during the jump ball itself. Therefore, the resulting team possession after the violation will determine the charged turnover if that is the case.

When, during a jump ball, a foul or violation occurs and the ball possession changes, a turnover must be charged to the player who has caused the violation or foul and

no steal will be recorded. If the same situation happens during a jump ball after a missed shot, only a team rebound will be charged.

If there is a jump ball following a shot that is not due to a held ball, the rebound will be credited to the team that gains the next possession of the ball.

In the case of multiple consecutive jump balls, we will apply the same criteria, with the outcome of the first jump ball prevailing.

As a general rule: When, after a jump ball, the ball is retained by the same team, no statistics are recorded.

Examples:

- A9 attempts a three-point shot. The ball becomes lodged on the basket support, resulting in a jump ball. During the jump ball, before any player gains control of the ball, A3 is called for a foul on B5.

A team rebound for Team B will be recorded.

- A9 attempts a three-point shot that is missed. After the shot, B3 and A5 grab simultaneously the ball while fighting for the rebound, leading to a jump ball. During the jump ball, before any player gains control of the ball, B1 commits a foul on A3.

A team rebound for Team A will be recorded.

- B4 attempts a two-point shot that is missed. After the shot, the ball is touched simultaneously by B2 and A5 and goes out of bounds. The referees are uncertain of who touched the ball last and call for a jump ball between B2 and A5. Following the jump ball, A9 is the first player to gain control of the ball.

Defensive team rebound credited to Team A.

- B3 attempts a pass that is deflected by A4. Without any change of possession, A5 and B8 simultaneously attempt to gain possession of the ball, resulting in a jump ball. After the jump ball, the ball goes directly out of bounds.

Only a turnover for B3 will be recorded; no steal will be credited.

- A6 has possession of the ball when B5 attempts to steal it, resulting in both players holding the ball simultaneously, which leads to a jump ball. During the jump ball, before any player gains control of the ball, A9 commits a foul on B1.

A turnover will be recorded for A9, no steal will be credited.

- B3 attempts a two-point shot that is missed. A7 and B7 fight for the rebound and grab it simultaneously, resulting in a jump ball. After the jump ball, before any player gains control of the ball, A4 and B4 struggle for it again, getting it at the same time, leading to another jump ball. After the jump ball between A4 and B4, B9 is the first player to gain control of the ball.

An offensive rebound will be credited to B7.