EUROLEAGUE BASKETBALL

Statistics Guide

Every stat explained — what it measures, why it matters, and how to read it in context.

15 SIMPLE STATS | 30 ADVANCED STATS | 2025–26 SEASON



How to use this guide

This guide covers all 45 statistics tracked on The Buzzer Lab — from the basics you see in every box score to the advanced metrics that reveal what the numbers hide.

Each entry includes a plain-language definition, the formula where relevant, EuroLeague benchmarks for the current season, a real example from 2025–26, and a set of tensions — the ways the number can mislead if read without context.

The statistics are grouped into two parts. **Simple Stats** are direct measurements from the box score — the foundation of everything else. **Advanced Stats** are derived calculations that adjust for pace, playing time, and context. Neither is more important. A box score and an efficiency model tell different stories about the same game.

All benchmarks and examples reflect the 2025–26 EuroLeague season.

> **A note on EuroLeague numbers.** Averages here run consistently lower than in the NBA — slower pace, shorter shot clocks, stronger team defense. The benchmarks in this guide are EuroLeague-specific. Don't compare them to NBA figures.

Contents

PART 1 — SIMPLE STATS

PTS	Points	**FGM / FGA**	Field Goals	**3PM / 3PA**	Three-Pointers
FTM / FTA	Free Throws	**AST**	Assists	**TOV**	Turnovers
REB	Rebounds	**OREB**	Offensive Rebounds	**DREB**	Defensive Rebounds
STL	Steals	**BLK**	Blocks	**PF / FD**	Fouls
MIN	Minutes	**GP**	Games Played	**+/-**	Plus/Minus

PART 2 — ADVANCED STATS

DEF RTG	Defensive Rating	**OFF RTG**	Offensive Rating	**NET RTG**	Net Rating
TS%	True Shooting %	**TOV%**	Turnover %	**REB%**	Rebound %
AST%	Assist %	**PIE**	PIE	**PPP**	Points Per Possession
eFG%	Effective FG %	**USG%**	Usage %	**FTR**	Free Throw Rate
3PAR	Three-Point Attempt Rate	**ORB%**	Offensive Rebound %	**DRB%**	Defensive Rebound %
STL%	Steal %	**BLK%**	Block %	**2P%**	Two-Point %
3P%	Three-Point %	**FT%**	Free Throw %	**AST/TO**	Assist-to-Turnover Ratio
AST RATIO	Assist Ratio	**PACE**	Pace	**PER**	Player Efficiency Rating
BPM	Box Plus/Minus	**ON/OFF**	On/Off Rating	**+/-**	Plus/Minus
SCP	Second Chance Points	**PITP**	Points in the Paint	**TRANS%**	Transition Frequency

PART 1

Simple Stats

Direct measurements from the box score. The foundation of everything else.

15 STATISTICS

PTS BASIC

Points

count ↑ Higher is better

The total number of points a player scores in a game, or averages per game across a season. The most visible number in basketball — and the most misread.

WHY IT EXISTS

Points have been tracked since the first organised basketball game. They're the most immediate answer to "did this player help us win?" But raw scoring totals are distorted by playing time, pace, and shot volume. A player scoring 18 points in 22 minutes is doing something very different from one scoring 18 in 35. Points matter most when you know how efficiently they were produced.

FORMULA

> **PTS** = (2PM × 2) + (3PM × 3) + (FTM × 1)
> Each made two-pointer is worth 2 points, each three-pointer 3, each free throw 1. Total points is the sum of all three.
>
> PTS: Points / 2PM: Two-Point Field Goals Made / 3PM: Three-Point Field Goals Made / FTM: Free Throws Made

EUROLEAGUE BENCHMARKS

- **League average:** 8–10 per game
- **Good:** 14–17 per game
- **Elite:** above 18 per game

EuroLeague scoring averages run lower than the NBA because of slower pace, stronger team defense, and shorter shot clocks that reward ball movement over isolation. In 2025–26, the league average sits at **9.4 points per game**, with only a handful of players crossing the 18-point threshold.

IN CONTEXT

In 2025–26, **Sasha Vezenkov** *leads EuroLeague scorers at* **19.2 points per game** *for Olympiacos — but the more telling detail is that he does it with elite efficiency, posting the league's top PIR at* **22.7**. **Nadir Hifi** *averages nearly as much at* **18.9** *for Paris Basketball, yet his team sits at 15–23. The number is the same unit; the context is different.*

WATCH OUT FOR

More points doesn't mean better scorer

A player who takes 20 shots to score 18 points is less efficient than one who takes 12 shots for the same total. Points per game tells you the output; it hides the cost.

Scoring leaders aren't always the best offensive players

The player who draws the double team, sets the screen that frees the shooter, or makes the pass that creates the open look doesn't show up in the scoring column — even if they caused every point.

Garbage time inflates totals

A player who scores 8 of their 16 points in the final two minutes of a blowout is padding a number, not competing in a game. Context around when points were scored matters more than the total.

FGM / FGA BASIC

Field Goals

count / percentage ↑ Higher is better

Field Goals Made (FGM) is the number of shots a player converts from the field — any shot that isn't a free throw. Field Goals Attempted (FGA) is the number of shots they took. Together they tell you how much a player shoots and how often they succeed.

WHY IT EXISTS

Points alone don't tell you how a player scored. Field goal numbers reveal shot volume and raw make rate — the foundation for every shooting efficiency metric that came after. A player who scores 20 points on 7-of-12 shooting is in a very different place than one who scores 20 on 8-of-22.

FORMULA

> **FG%** = FGM ÷ FGA × 100
>
> Divide shots made by shots attempted and multiply by 100 to get a percentage.
>
> FGM: Field Goals Made / FGA: Field Goals Attempted / FG%: Field Goal Percentage

EUROLEAGUE BENCHMARKS

- **League average:** 46–48% field goal percentage
- **Good:** 50–53%
- **Elite:** above 55%

Percentage alone can mislead — a big man who only takes layups will shoot 65% on low volume; a guard creating off the dribble might shoot 42% on high volume and still be more valuable. In 2025–26, **Olympiacos** leads EuroLeague with a **59.7%** two-point field goal percentage, while the league average for two-point shooting sits at **55.5%**.

IN CONTEXT

In 2025–26, **Kai Jones** *of* **Anadolu Efes** *has been converting at an absurd* **92.1%** *from the field — numbers that look impossible until you consider the context. Jones operates almost exclusively as a rim-runner and lob threat, meaning his attempts come on high-percentage looks near the basket. That efficiency is real but reveals the limitation of raw percentage: it tells you what he does with his shots, not whether he can create them. Compare that to* **Sasha Vezenkov**, *who leads the league in PIR at* **22.7** *while shooting efficiently on far more varied attempts — contested threes, mid-range pull-ups, post-ups. That combination of volume and shot diversity is what separates star-level field goal production from merely acceptable.*

WATCH OUT FOR

Percentage without volume is meaningless

A player who takes two shots and makes both is shooting 100% — and tells you almost nothing. Field goal percentage only becomes meaningful when the attempt volume is high enough to be representative.

Not all field goals are equal

A made two-pointer and a made three-pointer both count as one FGM but produce different point values. This is exactly why advanced stats like True Shooting and eFG% were invented — to weight makes by their actual scoring value.

3PM / 3PA BASIC

Three-Pointers

count / percentage ↑ Higher is better

Three-Pointers Made (3PM) and Three-Pointers Attempted (3PA) track shots converted and taken from beyond the arc. The three-point line is the single rule change that most transformed how basketball is played and analyzed.

WHY IT EXISTS

Before the three-point line became central to strategy, teams could ignore corner shooters and pack the paint. Now a player who shoots 37% from three is producing more value per shot than one shooting 55% from two. Tracking three-point volume and percentage is essential to understanding modern offensive efficiency.

FORMULA

> **3P%** = 3PM ÷ 3PA × 100
>
> Divide three-pointers made by three-pointers attempted and multiply by 100.
>
> 3PM: Three-Pointers Made / 3PA: Three-Pointers Attempted / 3P%: Three-Point Percentage

EUROLEAGUE BENCHMARKS

- **League average:** 35–36% three-point percentage
- **Good:** 38–40%
- **Elite:** above 42%

Attempts per game — rotation shooter: 2–4 / primary option: 5–7 / volume specialist: 8+

IN CONTEXT

In 2025–26, **Olimpia Milano** *led the EuroLeague in three-point shooting at* **39.2%** *— the only team clearing the 39% threshold — yet finished just* **17–21**. **Žalgiris** *wasn't far behind at* **38.8%** *with a far better* **24–18** *record. The gap reveals the fundamental tension of modern spacing: elite shooting opens everything else up, but it doesn't guarantee wins unless the rest of the system converts those advantages into stops and finishes inside.*

WATCH OUT FOR

> **A 33% three-point shooter outscores a 50% two-point shooter**
>
> One made three on three attempts produces 1.0 points per shot. One made two on two attempts produces 1.0 points per shot. They're equal — which means anything above 33% from three beats the average two-point attempt. This arithmetic reshaped the entire sport.

> **Volume and percentage pull in opposite directions**
>
> The more difficult three-pointers a player attempts — off the dribble, off screens, from distance — the lower their percentage tends to fall. A player shooting 45% on corner threes is doing something different from one shooting 38% on pull-up threes. Same stat, very different skill.

FTM / FTA BASIC

Free Throws

count / percentage ↑ Higher is better

Free Throws Made (FTM) and Free Throws Attempted (FTA) track uncontested shots from the line awarded after certain fouls. Free throw shooting is the purest test of a player's shooting mechanics — same spot, no defender, every time.

WHY IT EXISTS

Free throws are points that don't require beating a defender, running a play, or creating a shot. A player who gets to the line frequently and converts reliably is generating efficient offense from nothing. Conversely, a player who can't convert free throws turns a scoring opportunity into a defensive possession for the opponent.

FORMULA

> **FT%** = FTM ÷ FTA × 100
>
> Divide free throws made by free throws attempted and multiply by 100.
>
> FTM: Free Throws Made / FTA: Free Throws Attempted / FT%: Free Throw Percentage

EUROLEAGUE BENCHMARKS

- **League average:** 78–79% free throw percentage
- **Good:** 80–83%
- **Elite:** above 88%

Free throw rate (FTA per game) — average: 2–3 / active/aggressive: 4–6 / elite draw: 7+

IN CONTEXT

In 2025–26, **Nando De Colo** *of* **ASVEL** *demonstrated that free throw accuracy compounds across a season — converting at a remarkable* **97.9%** *from the line, the veteran guard extracted maximum value from every trip to the stripe. Meanwhile,* **Valencia Basket** *showed the cost of missed opportunities: despite a strong* **26–15** *record and league-leading* **90.7** *points per game, their* **71.3%** *team free throw percentage — the worst in the EuroLeague — represents a consistent leak that could prove decisive in tight playoff contests.*

WATCH OUT FOR

> **Missing free throws is the most expensive mistake in basketball**
>
> A missed field goal gives the opponent a rebound contest. A missed free throw hands them the ball with nothing in return — you already had the foul, already stopped the clock, already had the uncontested attempt. The cost of poor free throw shooting is disproportionate to how simple the shot appears.

> **Big men who can't shoot free throws become a tactical liability**
>
> The "Hack-a-Shaq" strategy — deliberately fouling poor free throw shooters — exists because some players convert below 50% from the line. A team's best rebounder or rim protector can be benched in crunch time purely because of free throw weakness, reshaping the entire game.

AST BASIC

Assists

count ↑ Higher is better

A pass that directly leads to a made field goal. The passer must be the primary cause of the score — not just the last person to touch the ball before a shot.

WHY IT EXISTS

Assists exist because basketball rewards creation, not just finishing. A player who consistently puts teammates in position to score is doing something that points totals never capture. Assists are the box score's best — and most imperfect — attempt to measure playmaking.

FORMULA

> **AST** = direct count from official scoresheet
> No calculation required — a scorer awards an assist when the pass directly created the scoring opportunity. The subjectivity of that judgment is part of why assists are imperfect.
>
> AST: Assists / TOV: Turnovers / AST/TOV: Assist-to-Turnover Ratio

EUROLEAGUE BENCHMARKS

- **League average:** 2.5–3.5 per game
- **Good:** 5–6 per game
- **Elite:** above 7 per game

Assist-to-turnover ratio — acceptable: 2:1 / good: 3:1 / elite: above 4:1

IN CONTEXT

In 2025–26, **Codi Miller-McIntyre** *leads the EuroLeague in assists for Crvena Zvezda — averaging* **7.4 per game**. *What makes his playmaking valuable isn't just the volume but the context: Zvezda ranks fourth in the league with* **20.0 team assists per game**, *turning Miller-McIntyre's reads into a system-wide advantage. His ability to orchestrate a high-tempo offense — Zvezda plays at* **75.4 possessions per game**, *fifth-fastest in the league — shows how elite assist numbers translate when paired with the right personnel and pace.*

WATCH OUT FOR

> **Assists measure the pass before the shot, not the play that created the pass**
> The player who set the screen that freed the passer, or made the drive that collapsed the defense before the pass was possible, gets nothing in the assist column. The visible pass gets credit; the invisible cause doesn't.

> **Easy offenses produce easy assists**
> A team that runs a lot of pick-and-roll or plays through a dominant post player will generate assists almost automatically for their point guard. The same player in a different system might average two fewer assists per game — not because they're worse, but because the offense doesn't create the same opportunities.

TOV BASIC

Turnovers

count ↓ Lower is better

Any time a player loses possession before a shot attempt — through a bad pass, a steal, stepping out of bounds, or a shot clock violation. Turnovers are possessions handed to the opponent for free.

WHY IT EXISTS

Possessions are finite and valuable. Every turnover is not just a missed scoring opportunity — it's a gift of one to the other team. Tracking turnovers separately from assists reveals how much a playmaker costs relative to what they produce.

FORMULA

> **TOV** = direct count from official scoresheet
> Turnovers are recorded by official scorers and categorised by type: bad pass, ball handling, offensive foul, shot clock violation, out of bounds.
>
> TOV: Turnovers / AST: Assists / AST/TOV: Assist-to-Turnover Ratio

EUROLEAGUE BENCHMARKS

- **League average:** 1.5–2.5 per game
- **Good (low):** below 1.5
- **Problematic:** above 3.5

High-usage players and playmakers will always have more turnovers — the question is whether their production justifies the cost.

IN CONTEXT

In 2025–26, the best point guards in EuroLeague maintained assist-to-turnover ratios above **3:1** *—* **Thomas Walkup** *led the league at* **3.93**, *while* **Kostas Sloukas** *posted* **3.92**. *Players who fall below* **2:1** *over a season are giving back a significant portion of their playmaking value. At the team level,* **Monaco** *embodied efficient ball security — averaging just* **10.9** *turnovers per game while dishing out a league-leading* **20.7** *assists, producing the league's best assist-to-turnover ratio at* **1.90**.

WATCH OUT FOR

Turnovers are the price of ambition

Players who attempt the most creative, high-reward passes will also throw more into traffic. A conservative player with 0.8 turnovers per game might simply be taking fewer risks — not making better decisions. Context and pass type matter more than the raw count.

Some turnovers are more damaging than others

A turnover in the backcourt with 20 seconds on the shot clock is a minor error. A turnover in transition that leads to an easy layup costs two points plus a possession. The box score treats them identically.

REB BASIC

Rebounds

count ↑ Higher is better

A rebound is credited when a player recovers the ball after a missed shot — either from their own team's miss (offensive rebound) or the opponent's miss (defensive rebound). Total rebounds is the sum of both.

WHY IT EXISTS

Missed shots are the most common event in basketball. Who recovers them determines whether a team gets a second scoring chance or concedes one. Rebounds are tracked because possession after a miss is contested — and winning that contest is a skill.

FORMULA

> **REB** = OREB + DREB
>
> Total rebounds is simply the sum of offensive and defensive rebounds.
>
> REB: Rebounds / OREB: Offensive Rebounds / DREB: Defensive Rebounds

EUROLEAGUE BENCHMARKS

- **Average (guard):** 2–4 per game
- **Average (big):** 5–7 per game
- **Elite (big):** above 9 per game

Position matters enormously — comparing a point guard's rebounds to a center's is not meaningful. Always read rebounds in context of role. In 2025–26, **Crvena Zvezda** leads the league at **38.0** total rebounds per game, while **Anadolu Efes** sits at the bottom with just **31.4**.

IN CONTEXT

In 2025–26, **Nikola Milutinov** *has been among EuroLeague's leading rebounders for Olympiacos — averaging* **7.0 per game** *while leading the league in offensive rebounds at* **3.1**. *His total rebound numbers reflect both positioning and physicality, the two things rebounding actually measures. That Olympiacos ranks second in team rebounding at* **37.2** *per game is no coincidence.*

WATCH OUT FOR

> **Total rebounds flatten two very different skills**
>
> Offensive and defensive rebounding require different positioning, timing, and risk tolerance. A player strong on the offensive glass might be weak defensively — and their total rebound number hides both facts. The split matters more than the sum.

> **Rebounding stats reward proximity, not effort**
>
> The player who boxes out and creates the space for a teammate to grab the ball gets nothing in the rebound column. The one who catches the ball that drops into their hands in a crowd gets full credit. Team rebounding is often more valuable than individual totals suggest.

OREB BASIC

Offensive Rebounds

count ↑ Higher is better

A rebound grabbed by the offensive team after their own missed shot. Offensive rebounds extend possessions and create second-chance scoring opportunities.

WHY IT EXISTS

An offensive rebound is one of the most valuable plays in basketball — it gives your team an extra possession without running a play, often catching the defense out of position. Teams that consistently win the offensive glass create a structural advantage that compounds across 40 minutes.

FORMULA

> **OREB** = direct count from official scoresheet
> Credited when a player from the shooting team recovers a missed field goal or free throw attempt.
>
> OREB: Offensive Rebounds / DREB: Defensive Rebounds / REB: Total Rebounds

EUROLEAGUE BENCHMARKS

- **Average (guard/wing):** 0.5–1.0 per game
- **Average (big):** 1.5–2.5 per game
- **Elite (big):** above 3.5 per game

IN CONTEXT

In 2025–26, **Nikola Milutinov** *leads EuroLeague with* **3.1** *offensive rebounds per game for Olympiacos — his timing and positioning allowing him to extend possessions before opponents can seal him off. A single elite offensive rebounder can add 3–4 extra possessions per game for their team, and Olympiacos's league-best* **11.9** *team offensive boards directly fuel their top-ranked offense.*

WATCH OUT FOR

> **Chasing offensive rebounds leaves you exposed in transition**
> A big man who gambles on the offensive glass after every shot risks getting caught out of position if the rebound goes the other way. Teams with elite offensive rebounders often surrender more transition points — the gain and the cost come from the same aggressive instinct.

DREB BASIC

Defensive Rebounds

count ↑ Higher is better

A rebound grabbed by the defensive team after the opponent misses a shot. Defensive rebounds end the opponent's possession and start your own offense.

WHY IT EXISTS

Defensive rebounding is the foundation of defensive efficiency. A team that consistently secures the defensive glass denies opponents second chances — one of the most damaging things a defense can allow. It's tracked separately from offensive rebounds because the skill and positioning required are entirely different.

FORMULA

> **DREB** = direct count from official scoresheet
> Credited when a player from the non-shooting team recovers a missed field goal or free throw attempt.
>
> DREB: Defensive Rebounds / OREB: Offensive Rebounds / REB: Total Rebounds

EUROLEAGUE BENCHMARKS

- **Average (guard/wing):** 2–3 per game
- **Average (big):** 4–6 per game
- **Elite (big):** above 7 per game

IN CONTEXT

In 2025–26, **Real Madrid** *leads the EuroLeague in defensive rebounding at* **25.8** *boards per game, with* **Sasha Vezenkov** *of* **Olympiacos** *topping all players at* **5.0** *defensive rebounds per contest — numbers that reflect how elite teams convert stops into immediate transition opportunities rather than scrambling for second-chance defense.*

WATCH OUT FOR

> **Defensive rebounding is as much team coordination as individual skill**
> Box-out assignments, help rotations, and positioning decisions involve all five players. A center with elite defensive rebound numbers might simply be the beneficiary of teammates who do the boxing out — the ball funneled to them rather than earned individually.

STL BASIC

Steals

count ↑ Higher is better

A steal is credited when a defensive player takes the ball directly from an offensive player — intercepting a pass or stripping a dribble — causing a turnover.

WHY IT EXISTS

Steals are one of the few defensive actions that appear directly in the box score. They're tracked because they combine two valuable outcomes in one play: ending the opponent's possession and starting your own, often in transition with a numbers advantage.

FORMULA

> **STL** = direct count from official scoresheet
> Credited when a defensive player causes a turnover by taking the ball directly from an offensive player.
>
> STL: Steals / TOV: Turnovers / BLK: Blocks

EUROLEAGUE BENCHMARKS

- **League average:** 0.7 steals per game
- **Good:** 1.2–1.3 per game
- **Elite:** above 1.3 per game

In 2025–26, the league's most active ball-hawks operated right around **1.4** steals per game — a modest ceiling that reflects how difficult it is to generate turnovers consistently against EuroLeague spacing and ball movement.

IN CONTEXT

In 2025–26, **Alpha Diallo** *and* **Luca Vildoza** *shared the league lead at* **1.4** *steals per game — representing two different archetypes of the disruptive defender. Diallo brought length and anticipation to Monaco's switching schemes, while Vildoza used quick hands and gambling instincts in Virtus Bologna's more aggressive pick-and-roll coverage. What's notable: neither played for a top-five defense, suggesting that individual steal totals don't always translate to team-level disruption. The players who generate the most turnovers aren't always on the stingiest units — sometimes they're simply the ones given license to gamble.*

WATCH OUT FOR

Gambling for steals creates defensive breakdowns

A defender who lunges for steals and misses leaves their assignment open and disrupts team defensive structure. High steal averages and high foul rates often travel together — the same aggression that creates turnovers also creates contact. Coaches value disciplined defense over spectacular plays.

Steals undercount defensive disruption

A defender who forces a bad pass that goes out of bounds, or who deflects a dribble without recovering the ball, gets nothing in the steal column. The box score only credits completed plays — the near-misses that still disrupted the offense are invisible.

BLK BASIC

Blocks

count ↑ Higher is better

A block is credited when a defensive player legally deflects a field goal attempt, preventing it from reaching the basket. The shot must be touched before it completes its arc.

WHY IT EXISTS

Blocks are tracked because rim protection is a specific, measurable defensive skill. A team with an elite shot-blocker changes offensive decision-making around the basket — players adjust their angles, avoid certain areas, and settle for different shots simply because of who is protecting the rim.

FORMULA

> **BLK** = direct count from official scoresheet
> Credited when a defensive player legally deflects a shot attempt. Goaltending — touching the ball on its downward arc — does not count as a block and instead awards the basket.
>
> BLK: Blocks / STL: Steals / PF: Personal Fouls

EUROLEAGUE BENCHMARKS

- **League average:** 0.3–0.5 per game
- **Good:** 1.0–1.5 per game
- **Elite:** above 2.0 per game

Real Madrid led the league with **3.9 blocks per game** in 2025–26, while teams like **Barcelona** (1.7) and **Panathinaikos** (2.0) sat well below the rim-protection standard set by the top defensive units.

IN CONTEXT

In 2025–26, **Walter Tavares** *remained the EuroLeague's premier shot-blocker for* **Real Madrid** *— averaging* **1.8 blocks per game** *to lead all players. His presence anchored a team that swatted away* **3.9 blocks per game** *as a unit, the league's highest mark. What the numbers don't capture is the shots never taken — the drives abandoned, the floaters rushed — because Tavares was waiting at the rim.*

WATCH OUT FOR

> **Blocked shots don't always end the possession**
> A blocked shot that stays in bounds can be recovered by the offense for another attempt. The block is spectacular and gets recorded; the possession continues as if nothing happened. Blocks that go out of bounds or are recovered by the defense are worth more than blocks that reset the play.

> **The threat of a block is worth more than the block itself**
> A shot-blocker who averages 2 blocks per game influences dozens more shots that never get attempted — players pump-fake, change angles, or avoid the paint entirely. That deterrence is real defensive value that the box score cannot measure.

PF / FD BASIC

Fouls

count ↓ Lower is better

A personal foul is called when a player makes illegal contact with an opponent. Fouls committed limit a player's time on the court. Fouls drawn put the opponent on the free throw line.

WHY IT EXISTS

The box score has always tracked fouls because they have immediate consequences — five fouls and you're out of the game in EuroLeague. But the stat tells two different stories depending on which side of the contact you're on. A player who commits few fouls stays on the court in crucial moments. A player who draws many fouls is a weapon even when their shot isn't falling — they manufacture free points without running a play.

FORMULA

> **PF** = total illegal contact calls against a player **FD** = total fouls drawn by a player (opponent called for the foul) Neither requires calculation — both are direct counts from the official scoresheet. Team fouls reset to zero at the start of each quarter.
>
> PF: Personal Fouls / FD: Fouls Drawn / FTA: Free Throw Attempts

EUROLEAGUE BENCHMARKS

- **Personal Fouls Committed (per game) — league average:** 2.5–3.0
- **Good (low):** below 2.0
- **Elite (low):** below 1.5
- **Fouls Drawn (per game) — league average:** 2.0–2.5
- **Good:** above 3.5
- **Elite:** above 5.0

In EuroLeague, once a team reaches 5 team fouls in a quarter, every subsequent non-shooting foul sends the opponent to the free throw line. Tracking team fouls live is as important as tracking individual fouls.

IN CONTEXT

In 2025–26, **Nikola Milutinov** *leads the league with a free throw rate of* **76.6** *— a reflection of how* **Olympiacos** *uses their center's physicality to manufacture contact and put opponents in foul trouble. At the team level,* **Dubai Basketball** *posts the highest free throw rate at* **36.8**, *built around aggressive drivers like* **Dwayne Bacon** *and* **Filip Petrusev** *who attack the rim rather than settle for jumpers. The result: more whistles, more trips to the line, and more pressure on opposing defenses to defend without fouling.*

WATCH OUT FOR

Fouling out protects the other team, not just the player

When a key player picks up early fouls, coaches bench them in the second quarter to protect them for the fourth. The team plays shorthanded in all but name — the foul limit shapes rotations long before anyone actually fouls out.

Drawing fouls is a skill that statistics erase

A player who draws 5 fouls per game is generating free throw attempts, disrupting the opponent's rotation, and putting stars in foul trouble — none of which appears in their points or assists totals. FD is one of the most undervalued numbers in the basic box score.

Aggressive defense and foul trouble are the same thing

The best defensive players are often the ones most at risk of fouling out. Protecting the rim, contesting every shot, staying attached on screens — all of it increases foul exposure. A low PF average sometimes means a player is playing it safe rather than playing hard.

MIN BASIC

Minutes

count ↑ Higher is better

The number of minutes a player spends on the court in a game, or averages per game across a season. Minutes are the context that makes every other stat meaningful.

WHY IT EXISTS

Every counting stat — points, rebounds, assists — depends on opportunity. A player who scores 12 points in 18 minutes is doing something very different from one who scores 12 in 32. Minutes played is the denominator that gives all other numbers their true meaning. It also tracks a player's role, fitness, and the coach's trust in them.

FORMULA

> **MIN** = total seconds played ÷ 60
> Tracked precisely from tip-off; official scoresheets record minutes and seconds. Season averages divide total minutes by games played.
>
> MIN: Minutes Played / GP: Games Played

EUROLEAGUE BENCHMARKS

- **Rotation player:** 12–20 minutes per game
- **Regular starter:** 22–28 minutes per game
- **Key player / star:** 28–34 minutes per game
- **Iron man:** above 34 minutes per game

EuroLeague games are 40 minutes. No player plays all 40.

IN CONTEXT

In 2025–26, **Sasha Vezenkov** *at Olympiacos leads the league in PIR at* **22.7** *— a number that only means something because of the minutes he logs doing it. The reigning champions went* **29–12** *with Vezenkov as their statistical engine, and his consistent presence on the floor reflects both his elite status and the coaching staff's trust in him for all game situations, including crunch time. Minutes per game remains one of the clearest signals of a player's actual role, independent of their contract or reputation.*

WATCH OUT FOR

> **High minutes can indicate value or thin roster depth**
> A player logging 34 minutes might be a genuine star — or they might be playing heavy minutes because the team has no reliable backup. Minutes tell you about usage; they don't distinguish between irreplaceable and overused.

> **Per-game stats without minutes context are misleading**
> A player averaging 8 points in 14 minutes is on a very different production curve than one averaging 8 in 30. Per-36-minutes adjustments exist precisely to correct this — but in the simple box score, you have to do the mental math yourself.

GP BASIC

Games Played

count ↑ Higher is better

The total number of games a player has appeared in during a season. The foundation for calculating per-game averages and the most basic measure of availability.

WHY IT EXISTS

The best player in the world produces nothing from the bench in street clothes. Games played tracks availability — the prerequisite for every other contribution. It also determines whether a player's averages are based on a meaningful sample or a handful of appearances.

FORMULA

> **GP** = direct count of games appeared in
> A player is credited with a game played if they appear on the court for any duration, including a single second. DNP (Did Not Play) games are excluded.
>
> GP: Games Played / MIN: Minutes / DNP: Did Not Play

EUROLEAGUE BENCHMARKS

- **Limited contributor:** below 15 games
- **Rotation player:** 20–26 games
- **Regular:** 27–31 games
- **Full season:** 32–34 games

EuroLeague regular season is 34 games. In 2025–26, playoff contenders extended into **38–43** total games — **Monaco** led with **43**, while **Fenerbahçe**, **Hapoel Tel Aviv**, **Panathinaikos**, and **Real Madrid** each reached **42**.

IN CONTEXT

In 2025–26, **Olympiacos** *played* **41** *games en route to their league-best* **29–12** *record and top-ranked offense (***122.3** *ORtg). That extended availability created the sample size for* **Sasha Vezenkov** *to post a league-leading* **22.7** *PIR and* **19.2** *points per game, while* **Nikola Milutinov** *anchored the paint with* **7.0** *rebounds and* **3.1** *offensive boards nightly. Meanwhile,* **ASVEL** *managed just* **38** *games with an* **8–30** *record — the fewest among teams completing the season — a reminder that GP isn't just about individual health but organizational stability. Every per-game average sits atop this foundation.*

WATCH OUT FOR

Availability is a skill, but the box score treats it as given

Players who stay healthy across 34 games provide compounding value — consistency, rhythm, team chemistry — that statistics never fully capture. Missing 10 games doesn't just subtract 10 games of stats; it disrupts rotations, changes practice dynamics, and forces coaches into compromises.

Per-game averages require minimum games to be meaningful

A player averaging 22 points per game on 6 appearances could be a revelation or an anomaly. EuroLeague typically requires a minimum of games played for statistical rankings — usually around 50% of team games — precisely because small samples mislead.

+/- BASIC

Plus/Minus

count ↑ Higher is better

The point differential while a player is on the court. If your team outscores the opponent by 8 during your 28 minutes, your plus/minus is +8. If they outscore you by 3, it's -3.

WHY IT EXISTS

Every other basic stat measures what a player does with the ball. Plus/minus measures what happens to the game when they're playing — regardless of whether they touch the ball. It's the box score's only attempt to capture total impact rather than individual actions.

FORMULA

> **+/-** = points scored by team while player is on court − points scored by opponent while player is on court
> Tracked live from substitution rotations. Season plus/minus is the sum of all game differentials.
>
> +/-: Plus/Minus / NET RTG: Net Rating

EUROLEAGUE BENCHMARKS

- **Around zero:** average contributor
- **+4 to +7:** meaningful positive impact
- **+8 and above:** elite differential
- **Negative:** team plays worse with player on court

Season totals matter more than single-game numbers — plus/minus is volatile game to game.

IN CONTEXT

In 2025–26, **Olympiacos** *dominates the plus/minus leaderboard with four players in the top eight:* **Thomas Walkup** *leads the league at* **+6.2**, *followed by* **Tyson Ward** *at* **+5.9**, **Sasha Vezenkov** *at* **+5.3**, *and* **Tyler Dorsey** *at* **+4.7**. *This clustering reflects the Reds' league-best* **+10.6 net rating** *— when the system works this well, everyone's numbers rise together. Meanwhile,* **Carlik Jones** *of* **Partizan** *posts* **+4.9** *despite his team's losing record (***16–22***), illustrating how one player can swim against the tide even when the roster around him struggles.*

WATCH OUT FOR

> **Plus/minus rewards good teammates, not just good players**
> A role player who shares the court exclusively with stars will post positive numbers almost automatically. A star player surrounded by poor supporting cast may post negative numbers despite playing well. The metric reflects lineup quality as much as individual contribution.

> **Single-game plus/minus is close to noise**
> A player can post -15 because a teammate had a catastrophic stretch while they were on the court, or +18 because they happened to be playing during a hot shooting run. Season and multi-season plus/minus are far more meaningful than any individual game number.