

Player File (1/2)

James Augustine

Murcia
33 Games ACB

in-the-game.org

MPG

27.2
3

C

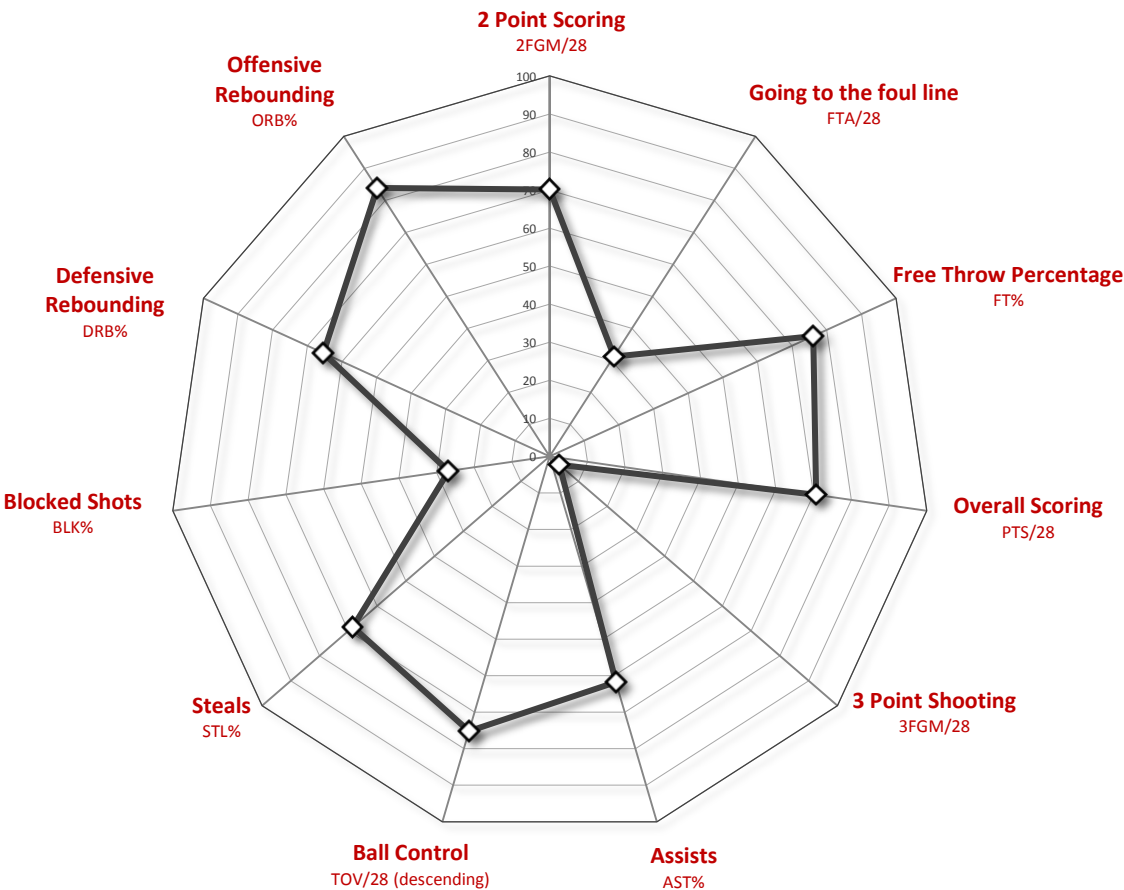
SCORING				AST/TOV			DEFENSE		REBOUNDING	
2P/28	FTA/28	FT%	PTS/28	3P/28	AST%	TOV/28	STL%	BLK%	DRB%	ORB%
5.4	2.7	71.3	12.9	0.0	9.3	1.6	2.3	3.2	23.3	13.8
7	24	13	9	15	9	9	7	21	4	9

Number in grey is league ranking among position rivals
Minute-minimum: 200

(1) ITG Radar

Individual per-minute/advanced stats
Compared to league position rivals

Qualified Players: 37



(2) Miscellaneous

MISCELLANEOUS						
USG/G	PPP	eFG%	3FG%	AST/TO	ARAT	MIN/SPF
11.5	1.093	61.1	50.0	0.8	0.10	62.3
7	4	5	1	4	9	2

Player File (2/2)

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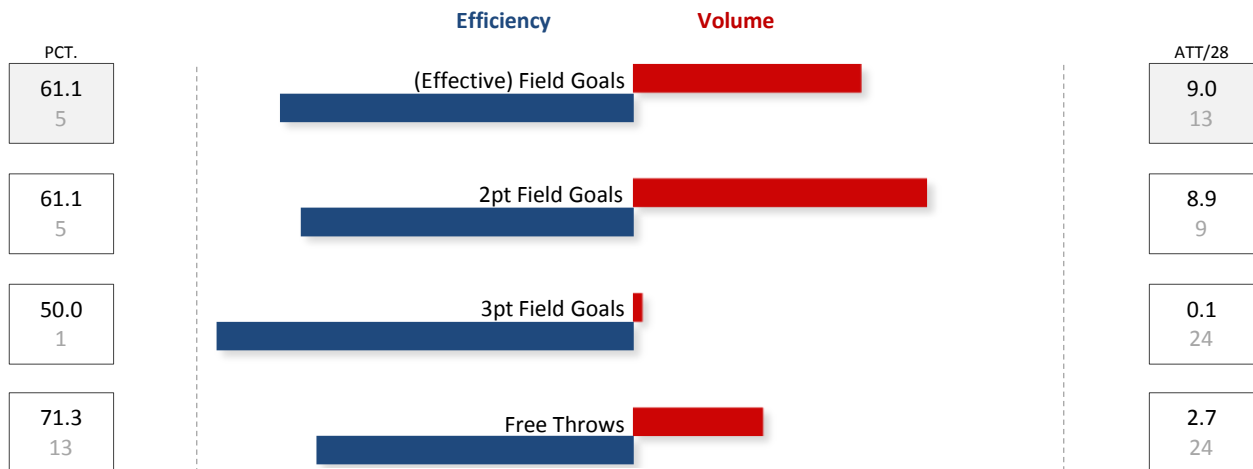
(3) Scoring: Volume & Efficiency

3FGA/FGA

0.7
25

FTA/FGA

30.3
30



QF: 37

(4) Similarity Scores

(4) Similarity Scores

		SCORING					AST/TOV		DEFENSE			REBOUNDS	
Name	SIM	2FGM	FTA	FT%	PTS	3FGM	AST%	TOV	STL%	BLK%	DRB%	ORB%	
James Augustine		5.4	2.7	71.3	12.9	0.0	9.3	1.6	2.3	3.2	23.3	13.8	
Boniface Ndong	90.2	5.5	2.9	66.2	13.0	0.0	4.7	1.1	2.3	4.7	23.1	13.9	
Henk Norel	84.5	5.0	2.5	75.0	11.8	0.0	5.8	1.4	1.2	2.3	20.3	14.8	
A.J. Ogilvy	81.3	5.3	2.8	70.4	12.5	0.0	7.8	2.7	1.6	3.9	17.8	10.1	
Nedžad Sinanovic	81.2	4.7	2.8	68.2	11.2	0.0	7.5	2.1	1.5	4.2	27.7	11.0	
Gustavo Ayon	80.1	6.7	2.5	80.8	15.4	0.0	12.3	2.1	3.1	2.2	20.5	14.5	

Legend:

/28 = per 28 minutes played

2P or 2FGM = two point field goals made;

FTA = free throw attempts;

FT% = free throw percentage;

PTS = points;

3P or 3FGM = three point field goals made;

AST% = Assist Percentage; formula is $100 * \text{AST} / (((\text{MP} / (\text{Tm MP} / 5)) * \text{Tm FG}) - \text{FG})$. Assist percentage is an estimate of the percentage of teammate field goals a player assisted while he was on the floor;

TOV = turnovers;

STL% = Steal Percentage; formula is $100 * (\text{STL} * (\text{Tm MP} / 5)) / (\text{MP} * \text{Opp Poss})$. Steal Percentage is an estimate of the percentage of opponent possessions that end with a steal by the player while he was on the floor;

BLK% = Block Percentage; formula is $100 * (\text{BLK} * (\text{Tm MP} / 5)) / (\text{MP} * (\text{Opp FGA} - \text{Opp 3PA}))$. Block percentage is an estimate of the percentage of opponent two-point field goal attempts blocked by the player while he was on the floor;

DRB% = Defensive Rebound Percentage; formula is $100 * (\text{DRB} * (\text{Tm MP} / 5)) / (\text{MP} * (\text{Tm DRB} + \text{Opp ORB}))$. Defensive rebound percentage is an estimate of the percentage of available defensive rebounds a player grabbed while he was on the floor;

ORB% = Offensive Rebound Percentage; formula is $100 * (\text{ORB} * (\text{Tm MP} / 5)) / (\text{MP} * (\text{Tm ORB} + \text{Opp DRB}))$. Offensive rebound percentage is an estimate of the percentage of available offensive rebounds a player grabbed while he was on the floor;

USG% = Usage per game; formula is $(\text{FGA} + 0.47 * \text{FTA} + \text{TOV}) / \text{G}$; Usage is an estimate of the number of team plays used by a player;

PPP = points per play; formula is $\text{PTS} / (\text{FGA} + 0.47 * \text{FTA} + \text{TOV})$;

eFG% = effective field goal percentage; formula is $(\text{FGM} + 0.5 * 3\text{FGM}) / \text{FGA} * 100$; effective field goal percentage adjusts for the fact that a three point shot counts more than a two point shot;

3FG% = three point field goal percentage;

AST/TOV = assist-to-turnover-ratio; ARAT = assists rate; formula is $\text{AST} / (\text{FGA} + 0.47 * \text{FTA} + \text{TOV})$;

ARAT = assist rate; formula is $\text{AST} / (\text{FGA} + 0.47 * \text{FTA} + \text{TOV})$

MIN/SPF = minutes per 5 personal fouls