Paul Davis

BC Sevilla
31 Games   ACB

in-the-game.org

MPG	
22.0	**C**
12	

	SCORING				AST/TOV		DEFENSE		REBOUNDING	
						POSS. CHANGE				
2P/28	FTA/28	FT%	PTS/28	3P/28	AST%	TOV/28	STL%	BLK%	DRB%	ORB%
6.9	5.4	74.8	17.9	0.0	14.4	3.0	2.8	2.0	29.9	14.4
1	1	9	1	17	2	36	4	31	1	7

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
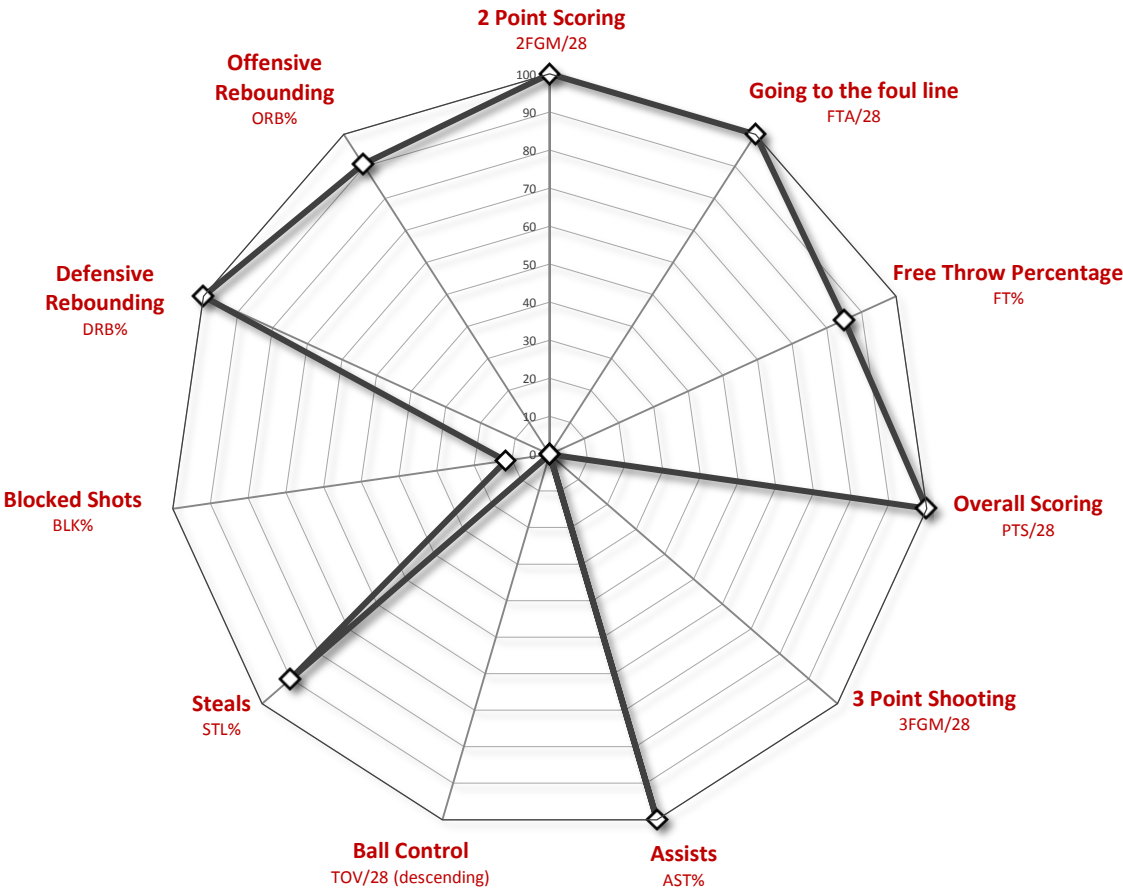
(2) Miscellaneous

			MISCELLANEOUS			
USG/G	PPP	eFG%	3FG%	AST/TO	ARAT	MIN/5PF
14.5	0.972	53.7	0.0	0.6	0.09	30.4
1	15	20	17	10	13	32

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(3) Scoring: Volume & Efficiency

3FGA/FGA	FTA/FGA
0.6	41.6
26	14

Efficiency   **Volume**

PCT.		ATT/28
53.7 / 20	(Effective) Field Goals	12.9 / 1
54.0 / 21	2pt Field Goals	12.9 / 1
0.0 / 17	3pt Field Goals	0.1 / 23
74.8 / 9	Free Throws	5.4 / 1
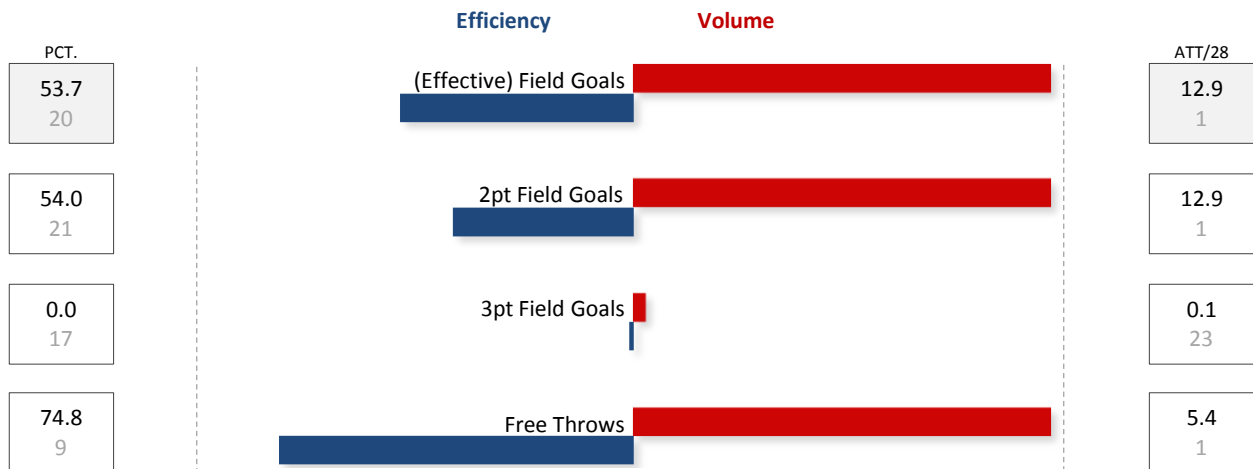
QF: 37

(4) Similarity Scores

Name	SIM	2FGM	FTA	FT%	PTS	3FGM	AST%	TOV	STL%	BLK%	DRB%	ORB%
				SCORING			AST/TOV		DEFENSE		REBOUNDS	
Paul Davis		**6.9**	**5.4**	**74.8**	**17.9**	**0.0**	**14.4**	**3.0**	**2.8**	**2.0**	**29.9**	**14.4**
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
Sergei Lishouk	71.3	5.3	4.7	64.5	13.8	0.1	5.3	2.5	2.5	3.0	11.6	13.2
James Augustine	69.8	5.4	2.7	71.3	12.9	0.0	9.3	1.6	2.3	3.2	23.3	13.8
Curtis Borchardt	67.2	4.2	3.3	55.4	10.2	0.0	9.9	2.4	1.6	3.5	28.1	13.8
Ante Tomic	66.4	5.1	4.1	63.4	12.8	0.0	9.4	2.2	1.2	2.2	21.7	9.4

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 * AST / (((MP / (Tm MP / 5)) * Tm FG) – 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 * (STL * (Tm MP / 5)) / (MP * 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 * (BLK * (Tm MP / 5)) / (MP * (Opp FGA – 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 * (DRB * (Tm MP / 5)) / (MP * (Tm DRB + 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 * (ORB * (Tm MP / 5)) / (MP * (Tm ORB + 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 (FGA + 0.47 * FTA + TOV) / G; Usage is an estimate of the number of team plays used by a player;

PPP = points per play; formula is PTS / (FGA + 0.47 * FTA + TOV);

eFG% = effective field goal percentage; formula is (FGM + 0.5 * 3FGM) / 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 AST / (FGA + 0.47 * FTA + TOV);

ARAT = assist rate; formula is AST / (FGA + 0,47 * FTA + TOV)

MIN/5PF = minutes per 5 personal fouls