

**Individual Efficiency Values are NOT adjusted for
Schedule Strength or Venue Weighting**
Individual Efficiency Values are based on the following Criteria:

- 1) Offensive Efficiency is an Individual Effort Value, that should be modified to reflect offensive contributions that benefit the team such as turnovers, assists, and offensive rebounds.
 - a) The raw offensive efficiency is the number of points scored divided by the number of possessions consumed (Shots Taken + Possessions Ending in Free Throws)
 - i) The offensive efficiency adjustment for turnovers adds one possession used for each turnover attributed to the player
 - ii) The offensive efficiency adjustment for offensive rebounds subtracts one possession used for each offensive rebound
 - iii) The offensive efficiency adjustment for assists is 1 point per assist added to the points scored, and the addition of points is offset by deducting 1 point for each assist from the basket scorer, distributed in proportion to the baskets made.
 - (1) A player scoring often with few assists will lose points for the assist adjustment,
 - (2) A player scoring average and giving assists at an average pace will have little to no point adjustment, and
 - (3) A player scoring less but giving many assists gains points.
 - b) The Modified Offensive Efficiency is the ratio of Modified Points Scored and Modified Possessions Used, in Points Per Possession.
- 2) Defensive Efficiency is a Team Effort Value, that should be modified for individual contributions by steals and blocks.
 - a) The opponents' raw average defensive efficiency is assigned to each UK player on the basis that defense is a team activity
 - i) The number of opponent possessions per game assigned to each player as a starting point is based on the percentage of minutes per game played by the player applied to opponents' average pace.

- ii) The number of opponent points per game attributed to each player as a starting point is based on the percentage of minutes per game played by the player applied to one fifth of the opponents' average scoring
 - b) The defensive efficiency adjustment for steals affects the number of opponent possession assigned to the player, distributed in proportion to the total steals as a percentage of possessions played.
 - i) A player getting steals at an above average rate will gain possessions by opponents,
 - ii) A player getting steals at an average pace will have little to no defensive possession adjustment, and
 - iii) A player getting steals at a below average rate loses defensive possessions by opponents.
 - c) The defensive efficiency adjustment for blocked shots reduces the points scored by opponents, distributed in proportion to the total blocks as a percentage of possessions played..
 - i) A player blocking shots at an above average rate will lose points scored by opponents,
 - ii) A player blocking shots at an average pace will have little to no point adjustment, and
 - iii) A player blocking shots at a below average rate gains points scored by opponents
 - d) The Modified Defensive Efficiency is the ratio of the Modified Opponent Scoring and the Modified Defensive Possessions expressed as Points per Possession
- 3) Modified Net Game Efficiency is the Algebraic Difference of the Modified Offensive Efficiency and Modified Defensive Efficiency.
- 4) A Player has "Significant Playing Time" when he has appeared in more than 1/2 of all games played AND has averaged more than 4 minutes per game in which he appeared.