
NBA Stats Tracking

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A package to simplify working with NBA player tracking stats from [NBA Advanced Stats](#).

FEATURES

- Works with both tracking stats and tracking shot stats
- Aggregate stats across multiple seasons
- Aggregate tracking shot stats across multiple filters (ex Wide Open and 18-22 seconds left on the shot clock)
- Generate game logs

QUICKSTART GUIDE

2.1 Installation

```
$ pip install nba_stats_tracking
```

2.2 Code Examples

2.2.1 Aggregating Multiple Tracking Shot Stat Filters and/or Seasons

The following will get aggregate player stats for Catch and Shoot, Open or Wide-Open shots in the Regular Season and Playoffs from 2013-14 to 2019-20:

```
from nba_stats_tracking import tracking_shots
from nba_stats_tracking.models.request import SeasonType
from nba_stats_tracking.models.tracking_shots import CloseDefDist, GeneralRange

seasons = ['2013-14', '2014-15', '2015-16', '2016-17', '2017-18', '2018-19', '2019-20']
season_types = [SeasonType.regular_season, SeasonType.playoffs]
def_distances = [CloseDefDist.range_6_plus_ft, CloseDefDist.range_4_6_ft]
general_ranges = [GeneralRange.catch_and_shoot]

stats, league_totals = tracking_shots.aggregate_full_season_tracking_shot_stats_for_
↳ seasons(
    'player',
    seasons,
    season_types,
    CloseDefDistRange=def_distances,
    GeneralRange=general_ranges
)

for stat in stats:
    print(stat)
print(league_totals)
```

2.2.2 Generating Tracking Shot Game Logs

The following gets player game logs for Open and Wide Open Catch and Shoot shots for games from 02/02/2020 to 02/03/2020:

```
from datetime import date

from nba_stats_tracking import tracking_shots
from nba_stats_tracking.models.tracking_shots import CloseDefDist, GeneralRange

def_distances = [CloseDefDist.range_6_plus_ft, CloseDefDist.range_4_6_ft]
general_ranges = [GeneralRange.catch_and_shoot]
date_from = date(2020, 2, 2)
date_to = date(2020, 2, 3)

game_logs = tracking_shots.generate_tracking_shot_game_logs(
    tracking_shots.EntityType.player,
    date_from,
    date_to,
    CloseDefDistRange=def_distances,
    GeneralRange=general_ranges
)
for game_log in game_logs:
    print(game_log)
```

2.2.3 Aggregating Multiple Tracking Shot Stat Filters and Grouping by Season

The following gets player stats for Catch and Shoot, Open or Wide-Open shots in the Regular Season from 2013-14 to 2019-20 and groups the results by season:

```
from nba_stats_tracking import tracking_shots
from nba_stats_tracking.models.request import SeasonType
from nba_stats_tracking.models.tracking_shots import CloseDefDist, GeneralRange

seasons = ['2013-14', '2014-15', '2015-16', '2016-17', '2017-18', '2018-19', '2019-20']
season_types = [SeasonType.regular_season]
def_distances = [CloseDefDist.range_6_plus_ft, CloseDefDist.range_4_6_ft]
general_ranges = [GeneralRange.catch_and_shoot]

stats = tracking_shots.get_tracking_shot_stats(
    tracking_shots.EntityType.player,
    seasons,
    season_types,
    CloseDefDistRange=def_distances,
    GeneralRange=general_ranges
)

for stat in stats:
    print(stat)
```

2.2.4 Aggregating Multiple Seasons of Tracking Stats

The following gets player speed and distance stats from 2018-19 to 2019-20:

```
from nba_stats_tracking import tracking
from nba_stats_tracking.models.request import SeasonType
from nba_stats_tracking.models.tracking import TrackingMeasureType, PlayerOrTeam

stat_measure = TrackingMeasureType.speed_distance
seasons = ['2018-19', '2019-20']
season_types = [SeasonType.regular_season]
stats, league_totals = tracking.aggregate_full_season_tracking_stats_for_seasons(
    stat_measure,
    seasons,
    season_types,
    PlayerOrTeam.player
)

for stat in stats:
    print(stat)

print('-----')
print(league_totals)
```

2.2.5 Generating Tracking Game Logs

The following gets player game logs for all tracking stats for games on 02/02/2020:

```
from datetime import date

from nba_stats_tracking import tracking
from nba_stats_tracking.helpers import get_team_id_maps_for_date, get_player_team_map_
↳ for_date
from nba_stats_tracking.models.tracking import TrackingMeasureType, PlayerOrTeam

game_date = date(2020, 2, 2)

team_id_game_id_map, team_id_opponent_team_id_map = get_team_id_maps_for_date(game_date)
player_id_team_id_map = get_player_team_map_for_date(game_date)

for stat_measure in TrackingMeasureType:
    game_logs = tracking.generate_tracking_game_logs(
        stat_measure,
        PlayerOrTeam.player,
        game_date,
        game_date,
        team_id_game_id_map=team_id_game_id_map,
        team_id_opponent_team_id_map=team_id_opponent_team_id_map,
        player_id_team_id_map=player_id_team_id_map,
    )
    for game_log in game_logs:
        print(game_log)
```

2.2.6 Get Opponent Tracking Stats For An Individual Team

The following gets opponent catch and shoot stats for the Boston Celtics in 2019-20

```
from nba_stats_tracking import tracking
from nba_stats_tracking.models.request import SeasonType
from nba_stats_tracking.models.tracking import TrackingMeasureType, PlayerOrTeam

stat_measure = TrackingMeasureType.catch_and_shoot
seasons = ['2019-20']
season_types = [SeasonType.regular_season]
opponent_team_id = 1610612738

stats, league_totals = tracking.aggregate_full_season_tracking_stats_for_seasons(
    stat_measure,
    seasons,
    season_types,
    PlayerOrTeam.player,
    OpponentTeamID=opponent_team_id
)

for stat in stats:
    print(stat)
print(league_totals)
```

2.2.7 Get Matchup stats for game id

The following gets matchup data for a single game id

```
from nba_stats_tracking import matchups

game_id = "0022100831"
results = matchups.get_matchup_results_for_game_id(game_id)
print(results)
```

DOCUMENTATION

3.1 Modules

3.1.1 matchups

`nba_stats_tracking.matchups.get_matchup_results_for_game_id(game_id)`

Makes API call to [NBA Advanced Stats](#) and returns MatchupResults object

Parameters `game_id` (*str*) – nba.com game id

Returns matchup results

Return type *MatchupResults*

3.1.2 tracking

`nba_stats_tracking.tracking.aggregate_full_season_tracking_stats_for_seasons(measure_type, seasons, season_types, player_or_team, **kwargs)`

Aggregates full season stats for stat measure for desired filters. Returns list of ResultItem for stats for each team/player and ResultItem with league totals.

Parameters

- **measure_type** (*TrackingMeasureType*) – Stat measure type to get stats for
- **seasons** (*List[str]*) – List of seasons. Format YYYY-YY ex 2019-20
- **season_types** (*List[SeasonType]*) – List of season types.
- **player_or_team** (*PlayerOrTeam*) – get stats for player or team
- **OpponentTeamID** (*str*) – (optional) nba.com team id

Return type *Tuple[List[Any], Any]*

`nba_stats_tracking.tracking.generate_tracking_game_logs(measure_type, player_or_team, date_from, date_to, **kwargs)`

Generates game logs for all games between two dates for desired filters Returns list of game log ResultItem

Parameters

- **measure_type** (*TrackingMeasureType*) – Stat measure type to get stats for
- **player_or_team** (*PlayerOrTeam*) – get stats for player or team

- **date_from** (date) – start date
- **date_to** (date) – end date
- **team_id_game_id_map** (dict) – (optional) dict mapping team id to game id. When getting game logs for multiple separate filters for the same date it is recommended that you pass this in to avoid making the same request multiple times
- **team_id_opponent_team_id_map** (dict) – (optional) dict mapping team id to opponent team id. When getting game logs for multiple separate filters for the same date it is recommended that you pass this in to avoid making the same request multiple times
- **player_id_team_id_map** (dict) – (optional) dict mapping player id to team id. When getting game logs for multiple separate filters for the same date it is recommended that you pass this in to avoid making the same request multiple times

Return type List[Any]

`nba_stats_tracking.tracking.get_tracking_results_for_stat_measure(measure_type, season, season_type, player_or_team, **kwargs)`

Makes API call to [NBA Advanced Stats](#) and returns JSON response results

Parameters

- **measure_type** (*TrackingMeasureType*) – Stat measure type to get stats for
- **season** (str) – Format YYYY-YY ex 2019-20
- **season_type** (SeasonType) – Season type to get stats for
- **player_or_team** (*PlayerOrTeam*) – get stats for player or team
- **DateFrom** (str) – (optional) Format - MM/DD/YYYY
- **DateTo** (str) – (optional) Format - MM/DD/YYYY
- **OpponentTeamID** (str) – (optional) nba.com team id
- **PerMode** (*PerMode*) – (optional) Defaults to totals.

Returns response json

Return type dict

`nba_stats_tracking.tracking.get_tracking_stats(measure_type, seasons, season_types, player_or_team, **kwargs)`

Gets stat measure tracking stats for filter Returns list of ResultItem with stats for each player/team

Parameters

- **measure_type** (*TrackingMeasureType*) – Stat measure type to get stats for
- **seasons** (List[str]) – List of seasons. Format YYYY-YY ex 2019-20
- **season_types** (List[SeasonType]) – List of season types.
- **player_or_team** (*PlayerOrTeam*) – get stats for player or team
- **DateFrom** (str) – (optional) Format - MM/DD/YYYY
- **DateTo** (str) – (optional) Format - MM/DD/YYYY
- **OpponentTeamID** (str) – (optional) nba.com team id
- **PerMode** (*PerMode*) – (optional) Defaults to totals.

Return type List[Any]

`nba_stats_tracking.tracking.sum_tracking_totals(entity_type, measure_type, *args)`
 Sums totals for given dicts and grouped by entity type Returns list of ResultItem with totals for each entity or ResultItem if entity type is league

Parameters

- **entity_type** (str) – Options are Player, Team or league
- **measure_type** (*TrackingMeasureType*) – Stat measure type to get stats for
- ***args** – Variable length argument list of ResultItem to be summed up

Return type Union[List[Any], Any]

3.1.3 tracking_shots

3.1.4 helpers

`nba_stats_tracking.helpers.get_boxscore_response_for_game(game_id)`
 Gets response data from boxscore endpoint for nba.com game id

Return type Dict

`nba_stats_tracking.helpers.get_game_ids_for_date(game_date)`
 Gets game ids for all games played on a given date

Return type List[str]

`nba_stats_tracking.helpers.get_json_response(url, params)`
 Helper function to get json response for request

Return type Dict

`nba_stats_tracking.helpers.get_player_team_map_for_date(game_date)`
 Creates a dict mapping player id to team id for all games on a given date

Return type Dict

`nba_stats_tracking.helpers.get_scoreboard_response_json_for_date(game_date)`
 Gets response data for scoreboard endpoint

Return type Dict

`nba_stats_tracking.helpers.get_season_from_game_id(game_id)`
 Gets season from nba.com game id 4th and 5th digits of game id represent year season started ex 0021900001 is for the 2019-20 season

Return type str

`nba_stats_tracking.helpers.get_season_type_from_game_id(game_id)`
 Gets season type from nba.com game id Season type is represented in 3rd digit of game id 2 is Regular Season, 4 is Playoffs

Return type SeasonType

`nba_stats_tracking.helpers.get_team_id_maps_for_date(game_date)`
 Creates dicts mapping team id to game id and team id to opponent team id for games on a given date

Return type Tuple[Dict, Dict]

`nba_stats_tracking.helpers.make_player_team_map_for_game(boxscore_data)`
 Creates a dict mapping player id to team id for a game

Return type Dict

3.2 Data Models

3.2.1 matchups

```
class nba_stats_tracking.models.matchups.MatchupResults(**data)
    Bases: pydantic.main.BaseModel

    away_team: nba_stats_tracking.models.matchups.matchups.MatchupTeam
    away_team_id: int
    game_id: str
    home_team: nba_stats_tracking.models.matchups.matchups.MatchupTeam
    home_team_id: int

class nba_stats_tracking.models.matchups.MatchupsRequestParameters(**data)
    Bases: pydantic.main.BaseModel

    end_period: int
    end_range: int
    game_id: str
    range_type: int
    start_period: int
    start_range: int
```

3.2.2 tracking

```
class nba_stats_tracking.models.tracking.CatchAndShootItem(**data)
    Bases: pydantic.main.BaseModel

    property efg
    fg3a: Optional[float]
    fg3m: Optional[float]
    property fg3pct
    fga: Optional[float]
    fgm: Optional[float]
    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    player_id: Optional[int]
    player_name: Optional[str]
    points: Optional[float]
```

```

    season: Optional[str]
    classmethod set_fg3a(v)
    classmethod set_fg3m(v)
    classmethod set_fga(v)
    classmethod set_fgm(v)
    classmethod set_points(v)
    team_abbreviation: str
    team_id: int
    team_name: Optional[str]
    wins: int

class nba_stats_tracking.models.tracking.CatchAndShootResults(**kwargs)
    Bases: object
    results: List[nba_stats_tracking.models.tracking.catch_and_shoot.CatchAndShootItem]

class nba_stats_tracking.models.tracking.DefenseItem(**data)
    Bases: pydantic.main.BaseModel
    blocks: float
    def_rim_fga: float
    def_rim_fgm: float
    property def_rim_fgpc
    dreb: float
    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    player_id: Optional[int]
    player_name: Optional[str]
    season: Optional[str]
    steals: float
    team_abbreviation: str
    team_id: int
    team_name: Optional[str]
    wins: int

class nba_stats_tracking.models.tracking.DefenseResults(**kwargs)
    Bases: object
    results: List[nba_stats_tracking.models.tracking.defense.DefenseItem]

```

```
class nba_stats_tracking.models.tracking.DrivesItem(**data)
    Bases: pydantic.main.BaseModel

    property assist_pct
    assists: float
    drives: float
    fga: float
    fgm: float
    property foul_pct
    fouls: float
    fta: float
    ftm: float
    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    property pass_pct
    passes: float
    player_id: Optional[int]
    player_name: Optional[str]
    points: float
    property pts_per_drive
    season: Optional[str]
    team_abbreviation: str
    team_id: int
    team_name: Optional[str]
    property turnover_pct
    turnovers: float
    wins: int

class nba_stats_tracking.models.tracking.DrivesResults(**kwargs)
    Bases: object

    results: List[nba_stats_tracking.models.tracking.drives.DrivesItem]

class nba_stats_tracking.models.tracking.EfficiencyItem(**data)
    Bases: pydantic.main.BaseModel

    catch_shoot_pts: float
    drive_pts: float
    elbow_touch_pts: float
```

```

    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    paint_touch_pts: float
    player_id: Optional[int]
    player_name: Optional[str]
    points: float
    post_touch_pts: float
    pull_up_pts: float
    season: Optional[str]
    team_abbreviation: str
    team_id: int
    team_name: Optional[str]
    wins: int

class nba_stats_tracking.models.tracking.EfficiencyResults(**kwargs)
    Bases: object
    results: List[nba_stats_tracking.models.tracking.efficiency.EfficiencyItem]

class nba_stats_tracking.models.tracking.ElbowTouchesItem(**data)
    Bases: pydantic.main.BaseModel
    property assist_pct
    assists: float
    elbow_touches: float
    fga: float
    fgm: float
    property foul_pct
    fouls: float
    fta: float
    ftm: float
    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    property pass_pct
    passes: float

```

```
    player_id: Optional[int]
    player_name: Optional[str]
    points: float
    property pts_per_elbow_touch
    season: Optional[str]
    team_abbreviation: str
    team_id: int
    team_name: Optional[str]
    touches: float
    property turnover_pct
    turnovers: float
    wins: int

class nba_stats_tracking.models.tracking.ElbowTouchesResults(**kwargs)
    Bases: object

    results: List[nba_stats_tracking.models.tracking.elbow_touches.ElbowTouchesItem]

class nba_stats_tracking.models.tracking.PaintTouchesItem(**data)
    Bases: pydantic.main.BaseModel

    property assist_pct
    assists: float
    fga: float
    fgm: float
    property foul_pct
    fouls: float
    fta: float
    ftm: float
    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    paint_touches: float
    property pass_pct
    passes: float
    player_id: Optional[int]
    player_name: Optional[str]
    points: float
    property pts_per_paint_touch
```

```

    season: Optional[str]
    team_abbreviation: str
    team_id: int
    team_name: Optional[str]
    touches: float
    property turnover_pct
    turnovers: float
    wins: int

class nba_stats_tracking.models.tracking.PaintTouchesResults(**kwargs)
    Bases: object

    results: List[nba_stats_tracking.models.tracking.paint_touches.PaintTouchesItem]

class nba_stats_tracking.models.tracking.PassingItem(**data)
    Bases: pydantic.main.BaseModel

    adj_assists: Optional[float]
    assist_pts: Optional[float]
    assists: Optional[float]
    property assists_per_pass
    ft_assists: Optional[float]
    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    passes_made: Optional[float]
    passes_received: Optional[float]
    player_id: Optional[int]
    player_name: Optional[str]
    potential_assists: Optional[float]
    property potential_assists_per_pass
    property pts_per_assist
    season: Optional[str]
    secondary_assists: Optional[float]
    team_abbreviation: str
    team_id: int
    team_name: Optional[str]
    wins: int

```

```
class nba_stats_tracking.models.tracking.PassingResults(**kwargs)
    Bases: object

    results: List[nba_stats_tracking.models.tracking.passing.PassingItem]

class nba_stats_tracking.models.tracking.PlayerOrTeam(value)
    Bases: str, enum.Enum

    An enumeration.

    player = 'Player'
    team = 'Team'

class nba_stats_tracking.models.tracking.PossessionsItem(**data)
    Bases: pydantic.main.BaseModel

    dribbles_per_touch: float
    elbow_touches: float
    front_court_touches: float
    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    paint_touches: float
    player_id: Optional[int]
    player_name: Optional[str]
    points: float
    post_touches: float
    property pts_per_touch
    season: Optional[str]
    seconds_per_touch: float
    team_abbreviation: str
    team_id: int
    team_name: Optional[str]
    time_of_poss: float
    touches: float
    wins: int

class nba_stats_tracking.models.tracking.PossessionsResults(**kwargs)
    Bases: object

    results: List[nba_stats_tracking.models.tracking.possessions.PossessionsItem]

class nba_stats_tracking.models.tracking.PostTouchesItem(**data)
    Bases: pydantic.main.BaseModel

    property assist_pct
```

```

    assists: float
    fga: float
    fgm: float
    property foul_pct
    fouls: float
    fta: float
    ftm: float
    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    property pass_pct
    passes: float
    player_id: Optional[int]
    player_name: Optional[str]
    points: float
    post_touches: float
    property pts_per_post_touch
    season: Optional[str]
    team_abbreviation: str
    team_id: int
    team_name: Optional[str]
    touches: float
    property turnover_pct
    turnovers: float
    wins: int

class nba_stats_tracking.models.tracking.PostTouchesResults(**kwargs)
    Bases: object
    results: List[nba_stats_tracking.models.tracking.post_touches.PostTouchesItem]

class nba_stats_tracking.models.tracking.PullUpItem(**data)
    Bases: pydantic.main.BaseModel
    property efg
    fg3a: Optional[float]
    fg3m: Optional[float]
    property fg3pct
    fga: Optional[float]

```

```
    fgm: Optional[float]
    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    player_id: Optional[int]
    player_name: Optional[str]
    points: Optional[float]
    season: Optional[str]
    classmethod set_fg3a(v)
    classmethod set_fg3m(v)
    classmethod set_fga(v)
    classmethod set_fgm(v)
    classmethod set_points(v)
    team_abbreviation: str
    team_id: int
    team_name: Optional[str]
    wins: int

class nba_stats_tracking.models.tracking.PullUpResults(**kwargs)
    Bases: object
    results: List[nba_stats_tracking.models.tracking.pull_up.PullUpItem]

class nba_stats_tracking.models.tracking.ReboundingItem(**data)
    Bases: pydantic.main.BaseModel
    property contested_dreb_pct
    property contested_oreb_pct
    dreb: float
    dreb_chance_defer: float
    dreb_chances: float
    dreb_contest: float
    dreb_uncontest: float
    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    oreb: float
```

```

    oreb_chance_defer: float
    oreb_chances: float
    oreb_contest: float
    oreb_uncontest: float
    player_id: Optional[int]
    player_name: Optional[str]
    season: Optional[str]
    team_abbreviation: str
    team_id: int
    team_name: Optional[str]
    wins: int

class nba_stats_tracking.models.tracking.ReboundingResults(**kwargs)
    Bases: object
    results: List[nba_stats_tracking.models.tracking.rebounding.ReboundingItem]

class nba_stats_tracking.models.tracking.SpeedDistanceItem(**data)
    Bases: pydantic.main.BaseModel
    avg_speed: Optional[float]
    avg_speed_def: Optional[float]
    avg_speed_off: Optional[float]
    dist_feet: Optional[float]
    dist_miles: Optional[float]
    dist_miles_def: Optional[float]
    dist_miles_off: Optional[float]
    game_id: Optional[str]
    games_played: int
    losses: int
    minutes: float
    opponent_team_id: Optional[int]
    player_id: Optional[int]
    player_name: Optional[str]
    season: Optional[str]
    classmethod set_dist_feet(v)
    classmethod set_dist_miles(v)
    classmethod set_dist_miles_def(v)
    classmethod set_dist_miles_off(v)
    team_abbreviation: str
    team_id: int

```

```
    team_name: Optional[str]
    wins: int
class nba_stats_tracking.models.tracking.SpeedDistanceResults(**kwargs)
    Bases: object
    results: List[nba_stats_tracking.models.tracking.speed_distance.SpeedDistanceItem]
class nba_stats_tracking.models.tracking.TrackingMeasureType(value)
    Bases: str, enum.Enum
    An enumeration.
    catch_and_shoot = 'CatchShoot'
    defense = 'Defense'
    drives = 'Drives'
    elbow_touches = 'ElbowTouch'
    paint_touches = 'PaintTouch'
    passing = 'Passing'
    possessions = 'Possessions'
    post_touches = 'PostTouch'
    pull_up = 'PullUpShot'
    rebounding = 'Rebounding'
    shooting = 'Efficiency'
    speed_distance = 'SpeedDistance'
class nba_stats_tracking.models.tracking.TrackingRequestParameters(**data)
    Bases: pydantic.main.BaseModel
    college: Optional[str]
    conference: Optional[str]
    country: Optional[str]
    date_from: Optional[str]
    date_to: Optional[str]
    division: Optional[str]
    draft_pick: Optional[str]
    draft_year: Optional[str]
    game_scope: Optional[str]
    height: Optional[str]
    last_n_games: Optional[int]
    league_id: str
    location: Optional[str]
    measure_type: nba_stats_tracking.models.tracking.request.TrackingMeasureType
    month: Optional[int]
```

```

opponent_team_id: Optional[int]
outcome: Optional[str]
per_mode: nba_stats_tracking.models.request.PerMode
player_experience: Optional[str]
player_or_team: nba_stats_tracking.models.tracking.request.PlayerOrTeam
player_position: Optional[str]
playoff_round: Optional[str]
season: str
season_segment: Optional[str]
season_type: nba_stats_tracking.models.request.SeasonType
starter_bench: Optional[str]
team_id: Optional[str]
vs_conference: Optional[str]
vs_division: Optional[str]
weight: Optional[str]

```

3.2.3 tracking_shots

```

class nba_stats_tracking.models.tracking_shots.CloseDefDist(value)
    Bases: str, enum.Enum

    An enumeration.

    all = ''

    range_0_2_ft = '0-2 Feet - Very Tight'
    range_2_4_ft = '2-4 Feet - Tight'
    range_4_6_ft = '4-6 Feet - Open'
    range_6_plus_ft = '6+ Feet - Wide Open'

class nba_stats_tracking.models.tracking_shots.Dribbles(value)
    Bases: str, enum.Enum

    An enumeration.

    all = ''

    one = '1 Dribble'
    seven_plus = '7+ Dribbles'
    three_to_six = '3-6 Dribbles'
    two = '2 Dribbles'
    zero = '0 Dribbles'

class nba_stats_tracking.models.tracking_shots.GeneralRange(value)
    Bases: str, enum.Enum

    An enumeration.

```

```
catch_and_shoot = 'Catch and Shoot'
overall = 'Overall'
pullups = 'Pullups'
under_10_ft = 'Less Than 10 ft'

class nba_stats_tracking.models.tracking_shots.Location(value)
    Bases: str, enum.Enum

    An enumeration.

    any = ''
    home = 'Home'
    road = 'Road'

class nba_stats_tracking.models.tracking_shots.ShotClock(value)
    Bases: str, enum.Enum

    An enumeration.

    all = ''
    off = 'ShotClock Off'
    range_17_7 = '15-7 Average'
    range_18_15 = '18-15 Early'
    range_22_18 = '22-18 Very Early'
    range_24_22 = '24-22'
    range_4_0 = '4-0 Very Late'
    range_7_4 = '7-4 Late'

class nba_stats_tracking.models.tracking_shots.ShotDist(value)
    Bases: str, enum.Enum

    An enumeration.

    all = ''
    ten_or_more_ft = '>=10.0'

class nba_stats_tracking.models.tracking_shots.TouchTime(value)
    Bases: str, enum.Enum

    An enumeration.

    all = ''
    six_plus_seconds = 'Touch 6+ Seconds'
    two_to_six_seconds = 'Touch 2-6 Seconds'
    under_2_seconds = 'Touch < 2 Seconds'

class nba_stats_tracking.models.tracking_shots.TrackingRequestParameters(**data)
    Bases: pydantic.main.BaseModel

    close_def_dist: nba\_stats\_tracking.models.tracking\_shots.request.CloseDefDist
    date_from: Optional[str]
    date_to: Optional[str]
```

```

dribble_range: nba_stats_tracking.models.tracking_shots.request.Dribbles
general_range: nba_stats_tracking.models.tracking_shots.request.GeneralRange
league_id: nba_stats_tracking.models.request.LeagueID
location: Optional[nba_stats_tracking.models.tracking_shots.request.Location]
per_mode: nba_stats_tracking.models.request.PerMode
period: Optional[str]
season: str
season_type: nba_stats_tracking.models.request.SeasonType
shot_clock: nba_stats_tracking.models.tracking_shots.request.ShotClock
shot_dist: nba_stats_tracking.models.tracking_shots.request.ShotDist
touch_time: nba_stats_tracking.models.tracking_shots.request.TouchTime
class nba_stats_tracking.models.tracking_shots.TrackingShotItem(**data)
    Bases: pydantic.main.BaseModel
    age: Optional[int]
    property efg
    fg2a: Optional[int]
    property fg2a_frequency
    fg2m: Optional[int]
    property fg2pct
    fg3a: Optional[int]
    property fg3a_frequency
    fg3m: Optional[int]
    property fg3pct
    fga: Optional[int]
    property fga_frequency
    fgm: Optional[int]
    property frequency_of_fg2a
    property frequency_of_fg3a
    game_id: Optional[str]
    games_played: Optional[int]
    opponent_team_id: Optional[int]
    overall_fg2a: Optional[int]
    overall_fg3a: Optional[int]
    overall_fga: Optional[int]
    player_id: Optional[int]
    player_last_team_abbreviation: Optional[str]

```

```
player_last_team_id: Optional[int]
player_name: Optional[str]
season: Optional[str]
classmethod set_fg2a(v)
classmethod set_fg2m(v)
classmethod set_fg3a(v)
classmethod set_fg3m(v)
classmethod set_fga(v)
classmethod set_fgm(v)
classmethod set_games_played(v)
team_abbreviation: Optional[str]
team_id: Optional[int]
team_name: Optional[str]
class nba_stats_tracking.models.tracking_shots.TrackingShotResults(**kwargs)
    Bases: object
    results:
    List[nba_stats_tracking.models.tracking_shots.tracking_shots.TrackingShotItem]
```

3.2.4 boxscore

```
class nba_stats_tracking.models.boxscore.BoxscoreItem(**data)
    Bases: pydantic.main.BaseModel
    blk: Optional[int]
    comment: str
    dreb: Optional[int]
    fg3_pct: Optional[int]
    fg3a: Optional[int]
    fg3m: Optional[int]
    fg_pct: Optional[float]
    fga: Optional[int]
    fgm: Optional[int]
    fouls: Optional[int]
    ft_pct: Optional[float]
    fta: Optional[int]
    ftm: Optional[int]
    game_id: str
    minutes: Optional[str]
    oreb: Optional[int]
```

```

    player_id: int
    player_name: str
    plus_minutes: Optional[float]
    points: Optional[int]
    reb: Optional[int]
    start_position: str
    stl: Optional[int]
    team_abbreviation: str
    team_city: str
    team_id: int
    turnovers: Optional[int]
class nba_stats_tracking.models.boxscore.BoxscoreRequestParameters(**data)
    Bases: pydantic.main.BaseModel
    end_period: int
    end_range: int
    game_id: str
    range_type: int
    start_period: int
    start_range: int
class nba_stats_tracking.models.boxscore.BoxscoreResults(**kwargs)
    Bases: object
    results: List[nba_stats_tracking.models.boxscore.boxscore.BoxscoreItem]

```

3.2.5 scoreboard

```

class nba_stats_tracking.models.scoreboard.GameItem(**data)
    Bases: pydantic.main.BaseModel
    arena_name: str
    away_tv_broadcaster: Optional[str]
    game_code: str
    game_date_est: datetime.datetime
    game_id: str
    game_sequence: int
    game_stats_id: int
    game_stats_text: str
    home_team_id: int
    home_tv_broadcaster: Optional[str]
    live_pc_time: str

```

```
live_period: int
live_period_time_bcast: str
natl_tv_broadcaster: Optional[str]
season: str
visitor_team_id: int
wh_status: int

class nba_stats_tracking.models.scoreboard.ScoreboardRequestParameters(**data)
    Bases: pydantic.main.BaseModel
    day_offset: str
    game_date: datetime.date
    league_id: nba_stats_tracking.models.request.LeagueID

class nba_stats_tracking.models.scoreboard.ScoreboardResults(**kwargs)
    Bases: object
    results: List[nba_stats_tracking.models.scoreboard.scoreboard.GameItem]
```

CHAPTER
FOUR

NOTES

It looks like prior to 2018-19 blocked shots aren't included in the FGA tracking shot totals

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