FIBA World Ranking Men, presented by Nike
Detailed Examples

(Version – November 2025)

Examples of accumulating Game Rating Points

The following examples use results from past games to illustrate the different calculations within the FIBA World Ranking Men system. These computations are illustrative only, because the new FIBA World Ranking Men system only applies to games played on or after September 15, 2025. Additionally, to illustrate our examples, we adopt hypothetical pre-Game Total Rating Points for both teams in each case.

Example 1: Germany vs Finland – Semi-Final EuroBasket 2025, Riga (LAT)

Suppose that before this Game, Germany had a Total Rating Points of 700 and Finland had a Total Rating Points of 350.

Germany won the game 98-86.

The Game Rating Points, G, for Finland, the losing team, would have been computed as the product of a Base Factor, $B = 10$, a Region Factor, $R = 1$, (because EuroBasket is played in the European Region) and a Competition Stage Factor, S. For this game, S takes the value of 3.5, because it is the Semi-Final of a Continental Cup. This gives:

$$G = 10 \times 1 \times 3.5 = 35$$

The Total Rating Points for Finland after this game would have been 350 + 35 = 385.

The Game Rating Points for Germany, the winning team, G_W, would have been computed as the product of G (detailed above), the Winning Factor, $W = 1.25$, an Away Factor, $A = 1$ (because the game was played at a neutral venue), a Margin of Victory Factor, $M = 1$ (because the margin was by fewer than 15 points), and an Opposition Factor O. With Finland's pre-Game rating points of 350, the value of O would be $O = 1 + 0.0001 \times 350 = 1.035$. This gives:

$$G_W = 35 \times 1.25 \times 1 \times 1 \times 1.035 = 45.3$$

The Total Rating Points for Germany after this game would have been 745.3.

Example 2: Philippines vs Jordan – World Cup Asian Qualifiers, February 2023, Manila (PHI)

Suppose that before this Game, Philippines had a Total Rating Points of 270 and Jordan had a Total Rating Points of 350.

Jordan won the game 91-90.

The Game Rating Points, G, for Philippines, the losing team, would have been computed as the product of a Base Factor, B = 10, a Region Factor, R = 0.68, (because World Cup Asian Qualifiers is Regional, and this game took place in Asia) and a Competition Stage Factor, S. For this game, S, takes the value 1.2, because it is during each team's Second Round of the World Cup Qualifiers. This gives:

$$G = 10 \times 0.68 \times 1.2 = 8.2$$

The Total Rating Points for Philippines after this game would have been 270 + 8.2 = 278.2

The Game Rating Points for Jordan, the winning team, G_W, would have been computed as the product of G (detailed above), the Winning Factor, W = 1.25, an Away Factor, A = 1.1 (because the game was played in the losing team's home country), a Margin of Victory Factor, M = 1 (because the margin was less than 15 points), and an Opposition Factor O. With Philippines' (hypothetical) pre-Game rating points of 270, the value of O would be O = 1 + 0.0001 x 270 = 1.027. This gives:

$$G_W = 8.2 \times 1.25 \times 1.1 \times 1 \times 1.027 = 11.5$$

The Total Rating Points for Jordan after this game would have been 361.5

Example of recalibrating every team's Total Rating Points before every major event, by discounting their Total Rating Points

As an example, suppose the top ranked team had 1000 Total Rating Points and the second team had 900 Total Rating Points on the defined Discount Date before a major tournament.

To recalibrate the Total Rating Points, the top team would have their Total Rating Points discounted to 1000 x 0.66 = 660 and the second team would have their Total Rating Points discounted to 900 x 0.66 = 594. **The Ranking (order) of the teams does not change.**