

FIBA World Ranking Men, presented by Nike How it works

Games factored in the new FIBA World Ranking Men, presented by Nike

All games played by 164 national teams in top official FIBA competitions and their Qualifiers over an 8- year period.

METHOD

To calculate the FIBA World Ranking Men, presented by Nike, we require two stages:

1. Calculate the rating points (RP) for each game to each team;
2. Calculate the ranking according to the weighted average rating points of each team, over all games in the previous 8-year period.

METHOD Stage 1 - Calculate each team's rating points allocated from each game 1,000 basis points (BP) are awarded in each game according to the following principles:

- Win by a margin of 1-9 points-> receive 650 basis points
- Win by a margin of 10-19 points-> receive 700 basis points
- Win by a margin of 20 or more points-> receive 750 basis points
- Lose by a margin of 1-9 points-> receive 350 basis points
- Lose by a margin of 10-19 points-> receive 300 basis points
- Lose by a margin of 20 or more points-> receive 250 basis points
- In the event of a game being forfeited, the winning team receives 700 points (for a victory by a margin of 20 points) and the losing team gets 0 basis points

Home and away games, neutral games

The concept of home and away games is in place for Qualifiers and top official FIBA competitions. At top official FIBA competitions, home and away games are in effect only for the hosts and their opposing team on the given day. All other games are considered to be played on neutral ground.

For example, at the FIBA Basketball World Cup 2019, hosts China played all of their games as the 'home team' and therefore all of the opponents they faced were the 'away team'. Meanwhile, all non-China games saw teams play on neutral ground.

The home or away points (HAP) are given by:

Situation	HAP
Game at Home	-50
Game at neutral venue	0
Game away (opponents are home)	+50

A win away from home results in a bonus as it is typically harder to win on the road. For more information, see example 3 in these [detailed examples](#).

Strength of opposition factored in

A win by a team against an opponent that is higher in the FIBA World Ranking Men, presented by Nike, means the result will be worth more points for the winners.

The opposition ranking points (ORP) are given by:

$$ORP = 1.5 \times (AVG \text{ ALL-TEAM PRE-GAME RANKING} - OPPONENT \text{ PRE-GAME RANKING})$$

The ranking rewards teams for facing opponents ranked higher than them. The higher the opposition is ranked, the more points the team stands to get. As the best teams are naturally ranked high, playing strong opponents means their ranking will be lower numerically than the average all-team pre-game ranking. Therefore, this contribution will be positive. Conversely, the weaker teams have higher than average rankings so this contribution will be negative. For more information, see these [detailed examples](#).

The final rating points (RP) for the game for a team are given by the following formula:

$$RP = BP + HAP + ORP$$

RP: rating points

BP: basis points

HAP: home or away points

ORP: opposition ranking points

METHOD Stage 2 - Updating the FIBA World Ranking Men, presented by Nike, at any time

To calculate the ranking at any particular time, we have to calculate the ratings for all teams at that time and then rank them.

We calculate the ratings by taking a penalised weighted average of rating points from their previous games. To calculate the weighted average, we need to calculate the weight (**W**) for each game.

The weight is made up of the following factors:

Factor	Description
Time since game	Games are weighted so that more recent ones contribute more to the rating. Games more than 8 years old are not taken into account.
Region of competition teams	Weights are given to the region of the competition to ensure competitive balance.
Stage	Weights are given according to the game being played in Qualifiers or at Top competitions.
Round	Weights are given to the round of the game (for winning team and top competitions only), with games in later rounds more highly weighted.

Time decay (TD)

A time decay factor is implemented to reward teams for most recent performances and in order to prevent all games over the 8-year period from carrying the same weight and receiving the exact same value.

Time of game (TD)	Weight
Y (current year) & Y-1	1
Y-2 & Y-3	0.75
Y-4&Y-5	0.5
Y-6 & Y-7	0.25
Y-8 and before	0 (not taken into consideration)

The reason for this is to add a form factor that rewards teams slightly more for better results in recent history.

Due to COVID-19, several tournaments were delayed. These include the Olympics (qualifying and final tournaments), played in 2021 rather than 2020, and the final tournaments of AmeriCup, Asia Cup, EuroBasket, and EuroBasket Small Countries, all played in 2022 rather than 2021. To ensure that these postponements have no lasting impact on the rankings, the dates of the affected matches are altered to the year that they were originally due to take place, before the time decay factor is computed.

Competition and region weights (C)

Weights are given to different competitions to reflect the prestige of the tournaments and to ensure that ratings are comparable across regions. World Cup Qualifying games are given the weight of the region in which they take place. For Olympic Qualifying games the Competition/Region weight (C) takes a value of 1.

Competition/Region (C)	Weight
FIBA Basketball World Cup	2.5
Olympic Basketball Tournament	2
Africa	0.35
Americas	0.8
Asia	0.45
Europe	1
Oceania	0.7

**Since 2017, Asia and Oceania play as one region but results from 2010-2016 - when the two regions were separated - are factored in until that period is out of the 8-year scope (as of 2025).*

Competition stage weight (S)

The more the game matters, the more highly the game is weighted when the average rating is calculated.

Stage (S)	Weight
Tournament	1
Qualifier	0.5
Pre-Qualifier	0.25
(European) Small Countries	0.15

Round weight (R)

Moving from a competition-based system to a game-based one, the new FIBA World Ranking Women, presented by Nike, introduces a weighting that works on a round basis, with results of the winning team receiving greater weighting the further through a final tournament a team progresses. The weights apply to games in the final tournaments of the FIBA Basketball World Cup, the Olympics and the FIBA Continental Cups. Any qualifying or pre-qualifying games or games in any other tournaments, or results of the losing team have a round weight R=1.

Top competitions*

Round (R)	Weight
1	1
2	2
3	4
4	6
5	6

The final weighting W of a particular game in the penalized weighted average is given by the formula: $W = TD \times C \times S \times R$

W: Final game rating

TD: Time decay

C: Competition and region weight

S: Competition stage weight

R: Round weight

Click [here](#) to view detailed examples of how the FIBA World Ranking Men, presented by Nike, is calculated.

FIBA will continuously evaluate the implementation of the new ranking and may make necessary adjustments.

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