

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 149 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 600 basis points
- Win by a margin of 10-19 points -> receive 700 basis points
- Win by a margin of 20 or more points -> receive 800 basis points
- Lose by a margin of 1-9 points -> receive 400 basis points
- Lose by a margin of 10-19 points -> receive 300 basis points
- Lose by a margin of 20 or more points -> receive 200 basis points
- In the event of a game being forfeited, the winning team receives all 1,000 basis 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 will play all of their games as the 'home team' and therefore all of the opponents they will face will be the 'away team'. Meanwhile, all non-China games will see teams play on neutral ground.

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

Situation	HAP
Game at home	-70
Game at neutral venue	0
Game away (opponents are home)	+70

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:

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

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:

$$\text{RP} = \text{BP} + \text{HAP} + \text{ORP}$$

RP: rating points

BP: basis points

HAP: home or away points

ORP: opposition ranking points

Updating the FIBA World Ranking Men, presented by Nike, at any time

METHOD Stage 2

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 (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.

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.

Competition/Region (C)	Weight
FIBA Basketball World Cup	2.5
Olympic Basketball Tournament	2
Africa	0.3
Americas	0.8
Asia/Oceania (& Asia historical)*	0.4
Europe	1
Oceania historical*	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
Pre-Qualifier	0.25
Qualifier	0.5
Top competition	1

Round weight (R)

Moving from a competition-based system to a game-based one, the new FIBA World Ranking Men, presented by Nike, introduces a weighting that works on a round basis, with results receiving greater or lesser weighting depending on the round in which the game is played (for Top competitions only).

Top competitions*

Round (R)	Weight
Group Phase	1
Round of 16	1.25
Quarter-Finals	1.5
Semi-Finals	1.75
Final	2

**Includes FIBA Basketball World Cup, FIBA Continental Cups and FIBA Olympic Qualifying Tournaments.*

**For tournaments that do not follow the exact competition format outlined above (for example, if there is no Round of 16 and/or Quarter-Finals), the weights are scaled accordingly based on the number of rounds in the tournament to reward teams based on how much they have progressed.*

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.