

Smith (#4)

"The Bears"

Weekly Games Report: Week of November 03, 2025

Team Overview

Record	NPI	Efficiency	Tempo	Height	Rotation Size	Returning	Experience	New Pts/30
0-0	N/A	27.6	71.6	68.1" (#192)	8	42.4% (#349)	3.0 (#168)	14.8 (#254)

Note: Demographic data (Height, Rotation Size, Returning, Experience, New Pts/30) is currently for last season only.

Record: Current year Win-Loss record vs. D3 opponents.

NPI: NCAA Power Index (NPI) value.

Efficiency: Per possession measure of a team's points

scored and points allowed.

Tempo: Possessions per 40 minutes.

Height: Minutes weighted height in inches.

Rotation Size: Number of players who have played 6% of the team's minutes.

Returning: Percent of prior year scoring that returns to the roster.

Experience: Minutes played weighted class year of the team.

New Player Pts/30: The total Points/30min among players who are (a) new to the roster, (b) playing at least 6% of the team's minutes.

Games: 11/03 - 11/09/2025

Date	Opponent	Opp Rank	Win Prob	Exp. Upside	Exp. Downside	Leverage
2025-11- 08	Albertus Magnus	#N/A	95.8%	-0.0%	0.0%	-3.1%

Opp Rank: NPI Rank of opponent.

Win Prob: Your team's win probability based solely off current efficiency scores and home court advantage.

Exp. Upside: A combination of how much your NCAA Tournament odds change if you win and how likely you are to win.

Exp. Downside: A combination of how much your NCAA Tournament odds change if you lose and how likely you are to

lose.

Leverage: The difference in NCAA Tournament odds between a win and a loss.

Opponent Key Players: Albertus Magnus (11/08/2025)



Player	Yr	Ht	Pts/30	Reb/30	Ast/30	Impact	Min%
Ava Johnson	S0	5'9	6.4	6.0	1.1	13.4	77.1%
Isabella Fiorillo	S0	5'4	7.8	3.4	1.7	12.8	12.1%
Ava Murphy	S0	5'5	0.0	5.6	0.0	5.6	6.5%

Impact: The sum of Pts/30Min, Reb/30Min, Ast/30Min. Players sorted by Impact score with 6%+ minutes threshold players listed first.

Smith Roster

Player	Yr	Ht	Pts/30	Reb/30	Ast/30	Impact	Min%
Virginia Johnson	JR	5'10	11.7	9.5	1.2	22.5	11.9%

Player	Yr	Ht	Pts/30	Reb/30	Ast/30	Impact	Min%			
Hannah Martin	JR	5'7	13.8	3.9	3.1	20.9	22.6%			
D3Hoops.com All-Amer	D3Hoops.com All-American 3rd Team									
Maggie Fleming	JR	5'10	11.7	5.4	2.0	19.1	11.0%			
Ella Sylvester	SR	6'0	11.2	5.9	0.7	17.8	21.4%			
Uta Nakamura	JR	5'7	8.8	4.2	3.1	16.1	15.4%			
Mya Williams	S0	6'0	14.5	11.8	1.6	27.9	1.7%			
Lena Lipani	S0	5'11	18.5	5.7	0.0	24.3	1.4%			
Kate Hackney	S0	5'10	9.9	12.5	1.1	23.4	4.1%			
Samara Ashooh	S0	6'1	13.8	3.9	0.7	18.4	2.5%			
Jillian Nowicki	S0	5'8	12.0	3.3	2.1	17.5	3.8%			
Shea Montague	S0	6'0	8.7	2.5	0.7	11.9	2.5%			
Alina Abdulina	JR	5'11	2.3	5.7	1.1	9.1	1.6%			
Ella Andrews	FR	5'10	0.0	0.0	0.0	0.0	0.0%			
Felicia Fongemie	JR	5'5	0.0	0.0	0.0	0.0	0.0%			
TRANSFER from Wesleya	an (CT)									
Bre'Aria Cannon	S0	6'0	0.0	0.0	0.0	0.0	0.0%			
TRANSFER from Eastern Kentucky (D1)										
Selam Maher	SR	5'7	0.0	0.0	0.0	0.0	0.0%			

Note: For players whose year and/or height are not specified on the team's website, we use the placeholder values of FR and 5'7".

Impact: The sum of Pts/30Min, Reb/30Min, Ast/30Min. A quick way to sort the top contributors.

Players are sorted by Impact score. Those meeting the 6% minimum minutes threshold are listed first, followed by others.

Efficiency Metrics: Week Over Week Change

Metric	Current	Previous	Change (Δ)
Efficiency Margin	N/A	N/A	

Efficiency (Margin) is "the number of points (per 100 possessions) by which the team in question would be expected to beat an average team."

Explanation and data pulled from the wonderful <u>D3Datacast</u>

NPI Minimum Wins Threshold Impact Tracker

The NPI formula wants to allow teams to not count a win if it hurts your NPI (a win over a weak team might get you a fairly low single game NPI score). However, a team has to have 15 wins (errr, 16!) before they are eligible to potentially drop a low-counting win.

This Minimum Wins Threshold is named fairly poorly. It is NOT the minimum number of wins to be postseason eligible.

Current Wins: 0 / 15

Progress: 0.0%

Remaining Schedule:

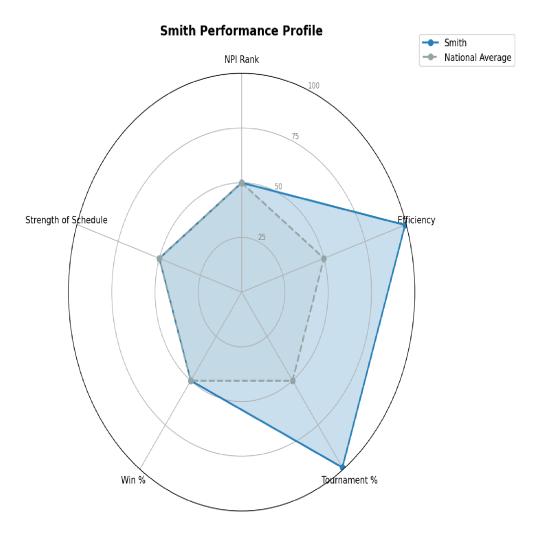
- 24 games remaining
- 3 vs Top-50 teams
- 7 vs Top-100 teams
- 14 vs Other teams

Based on simulations:

- Median finish: **24 wins** (well above threshold)
- 95% chance to reach 15 wins

Team Performance Radar

Multi-dimensional view of team performance across key metrics, normalized to 0-100 scale and compared to national average.



Strengths: Efficiency, Tournament % **Areas for Improvement:** None identified

Raw Values: NPI Rank #N/A, Efficiency 27.6, Tournament 96.5%, Win% 0.0%, SOS 50.0

Season Simulations

Tournament Sta	ts	Season Outlook				
Metric	Value	Season Outlook				
Tournament %	96.5%	Madria	Value			
Auto Bid %	69.4%	Metric	Value			
At Large %	27.1%	Median Wins-Losses	24-3			
ALWYNI	88.6%	Median Wins-Losses	24-3			
QF %	91.7%	Median NPI Value	61.400			
Semifinal %	85.6%	median NFI value	61.400			
Final %	89.8%	Min NPI Value	F2 000			
Top 4 %	29.2%	HIH NET VALUE	53.800			
Top 8 % 49.2%		Max NPI Value	68.200			
Top 16 %	72.8%	Hay MIT Value	00.200			

Tournament %: Percentage of 1000 simulations where the team makes the NCAA Tournament.

Auto Bid %: Percentage of sims where the team wins their conference tournament.

At-Large %: Percent of sims where the team gets an atlarge (Pool C) bid.

ALWYNI: At Large when you need it, % of sims where the team doesn't win their conference tournament and gets an at-large bid. This is more useful than At Large %, since we really only care about the number of times you got an at-large when you were ELIGIBLE for one. If you won your conference tournament then the sims never even check if you would've gotten an at-large bid.

QF %: Percent of sims where you lose in your conference tournament's quarterfinals and get an at-large bid.

Top 4 %: Percent of sims where the team ends in the top 4 of NPI.

Top 8 %: Same as above, but for top 8.

Top 16 %: Same as above, but for top 16.

Median Wins-Losses: The median number of wins and losses across sims.

Median NPI Value: The median NPI value across all sims.

 Δ (Delta): Week-over-week changes from snapshot.

Semifinal %: Same as above, but for when you lose in the semis.

Final %: Same as above, but for when you lose in the finals.

Simulations are NOT predictions. These simulations help provide an idea of the median of the range of outcomes for your team, based on (a) their current Efficiency Margin, (b) the rest of their schedule (and THOSE team's current Efficiency Margin).

The displayed data from these Simulations often reflects the median of a range of outcomes. In reality, once a team plays a game that wide range of potential outcomes over 1,000 simulations becomes set in stone as a Win or a Loss.

Simulations are no replacement for playing the games. They are merely a way to illustrate the possible range of outcomes for a team, using all currently known data.

Conference Standings

Team	Overall	Non-Conf	Conf
Babson	0-0	0-0	0-0
Clark	0-0	0-0	0-0
Coast Guard	0-0	0-0	0-0
Emerson	0-0	0-0	0-0
MIT	0-0	0-0	0-0
Mt. Holyoke	0-0	0-0	0-0
Salve Regina	0-0	0-0	0-0
Smith (#4)	0-0	0-0	0-0
Springfield	0-0	0-0	0-0
Wellesley	0-0	0-0	0-0
Wheaton (MA)	0-0	0-0	0-0
WPI	0-0	0-0	0-0

A team's rank in the D3Hoops.com weekly poll appears as (#1, #10, etc)

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