

FIBA Game Stats

IRI vs CHN GP203 2023 FIBA WCQ W5 ASIA



Contents

Note about the data:	3
Global Evaluation:	3
Quality and Consistency:	4
Game – General Information:	5
General Calls Evaluation	6
Plays Situation Breakdown	6
Regular Call vs. L2M & OT Accuracy	
Accuracy by Quarter	7
Calls Summary	8
Calls by Referee	9
Calls by Zone and Position	10
Call Types by Referee	11



Note about the data:

The purpose of this report is to share OFFICIATING DATA with our referees. The intellectual property contained herein is the sole property of the FIBA Refereeing Department and must not be publicised. It is provided strictly FOR YOUR PERSONAL INFORMATION. Thank you for not sharing this information outside of the referee team.

The data and statistics presented can be modified when reviewed by FIBA Refereeing Department. The latest version of the data will be used as a basis for individual and global assessments during a competition. It will also be used to detect any deviations. The data only pertains to the calls made by the referees, whether they are negative or positive, and doesn't reflect a global assessment. This report is only one part of all the variables used by FIBA Refereeing Department to help the referees to improve and grow.

Data is useful for FIBA Officiating because it provides a means to justify the quality of our calls. Numbers are not subjective. They are unquestionable fact that can be used as compelling arguments against complaints made by:

- Teams, Delegation members, Coaches, Players.
- Media
- Other parties

Global Evaluation:

To obtain a final global assessment of referree performance during a game or competition, some non-tangible variables must be taken into consideration. Data is never an absolute within the contextof an overall assessment, but it helps. The interpretation of the data is left to the discretion of the people responsible for the evaluation.

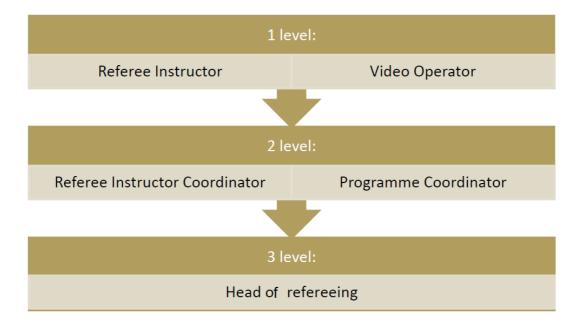
Most importantly, data can is used to:

- Improve referees' personal officiating skills.
- Create/adapt different training methods.
- Secure FIBA standard criteria.
- Know your level compared to FIBA standard



Quality and Consistency:

FIBA's Referee Department is continuously working to improve the coordination, quality, and consistency of our work. In order to attain this goal, the following people are key:





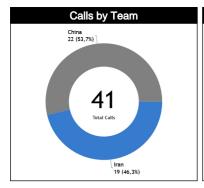
Game – General Information:

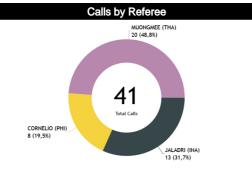
Competition		2023	FIBA WCQ WE	S ASIA	
Game	IRI				*: CHN
Score	71	20-20 / 2	20-20 / 20-20	/ 11-22	82
Duration	00:18:30	00:20:26	00:23:46	00:27:13	3 01:29:55
Fouls (IRS)	17 (1)				21 (0)
	G/	AME INFORM	IATION		
Stage/Round		WINDOW	5		GP203
Date		2022/11/1	11 17:00:00.00	00 +01:00	
Place			ARENA		
	F	REFEREEING	STAFF		
JALADRI, Hai (INA)	rja	CORNELIO, G (PHI)	lenn	MUO	NGMEE, Preeda (THA)
)	\int			
Referee Instru	ctor Sta	nd-by Referee I	nstructor	Vic	deo Operator
CHIARI, Robe (ITA)	rto	N/A			TXUS

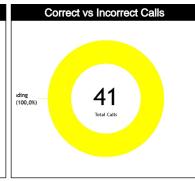


General Calls Evaluation

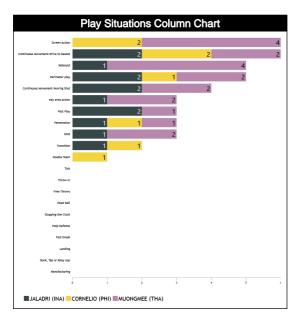
	Teams			Iran	71					Chin	2 02					TOT	214		
Refs											_								
	Assessment	Correct	Incorrect	Inconci.	L2M C	L2M I	L2M?	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M?	Correct	Incorrect	Inconci.	L2M C	L2M I	L2M?
СС	JALADRI, Harja (INA)	0	0	7	0	0	2	0	0	6	0	0	0	0	0	13	0	0	2
U1	CORNELIO, Glenn (PHI)	0	0	3	0	0	1	0	0	5	0	0	0	0	0	8	0	0	1
U2	MUONGMEE, Preeda (THA)	0	0	9	0	0	0	0	0	11	0	0	1	0	0	20	0	0	1
	TOTAL			19 (46	34%)			22 (53,66%)						41 (100%)					
	CORRECT			0				0						0					
	INCORRECT			0				0						0					
	INCONCLUSIVE			19 (46	,34%)			22 (53,66%)						41 (100%)					
	L2M C			0						C)			0					
	L2M I			0				0						0					
	L2M?			3 (7,3	2%)					1 (2,4	14%)			4 (9,76%)					







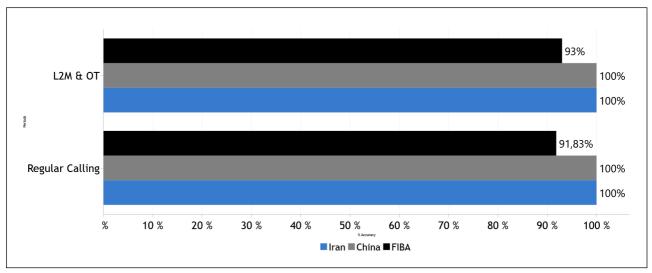
Plays Situation Breakdown

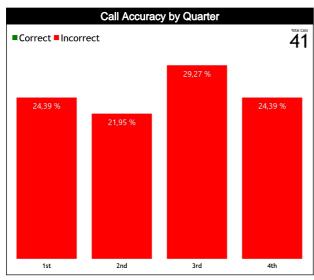


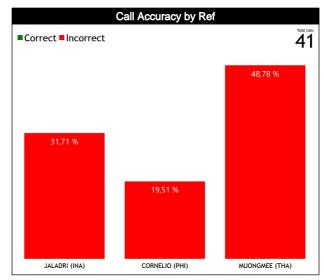
			Р	lay	Situ	ıatio	ns	Tab	le							
0	Totals				JAL	adri, F	larja (INA)	CORI	NELIO,	Glenn	(PHI)	MUONGMEE, Preeda (THA)			
Concepts	Cor	Tect	Inco	rrect	Coi	тест	Inco	rrect	Cor	rect	Inco	rrect	Cor	Tect	Inco	rrect
	IRI	CHN	IRI	CHN	IRI	CHN	IRI	CHN	IRI	CHN	IRI	CHN	IRI	CHN	IRI	CHN
Continuous Movement/Drive	0	0	2	4	0	0	0	2	0	0	1	1	0	0	1	1
Continuous	0	0	2	2	0	0	1	1	0	0	0	0	0	0	1	1
Shot	0	0	1	2	0	0	0	1	0	0	0	0	0	0	1	1
Manufacturing	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dunk, Tap or Alley oop	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Landing	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Penetration	0	0	3	0	0	0	1	0	0	0	1	0	0	0	1	0
Perimeter play	0	0	3	2	0	0	2	0	0	0	0	1	0	0	1	1
Fast break	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Transition	0	0	2	0	0	0	1	0	0	0	1	0	0	0	0	0
Rebound	0	0	2	3	0	0	1	0	0	0	0	0	0	0	1	3
Post Play	0	0	2	1	0	0	1	1	0	0	0	0	0	0	1	0
Key area action	0	0	1	2	0	0	0	1	0	0	0	0	0	0	1	1
Screen Action	0	0	1	5	0	0	0	0	0	0	0	2	0	0	1	3
Double Team	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0
Help Defense	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Stopping the Clock	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dead Ball	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Free Throws	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Throw-in	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Toss	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Totals	0	0	19	22	0	0	7	6	0	0	3	5	0	0	9	11

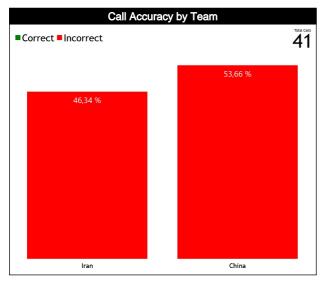


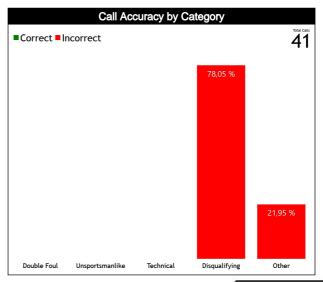
Regular Call vs. L2M & OT Accuracy







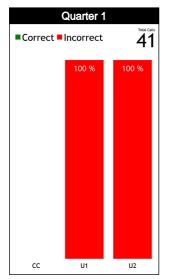


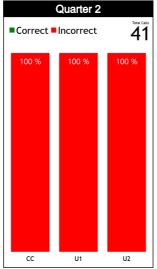


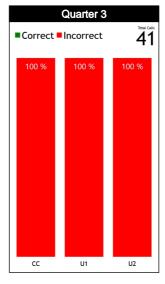


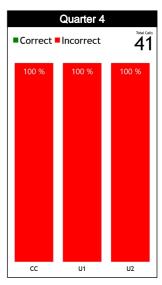
Calls Summary

Quarters	1st Q	uarter	2nd Q	uarter	3rd Q	uarter	4th Q	uarter	То	tal	
Duration	00:1	8:30	00:2	0:26	00:2	3:46	00:2	7:13	01:29:55		
Calls	4 (40%)	6 (60%)	3 (33%)	6 (67%)	8 (67%)	4 (33%)	4 (40%)	6 (60%)	19 (46%)	22 (54%)	
Calls	10 (2	24%)	9 (22%)		12 (2	29%)	10 (2	24%)	41 (100%)		
Fouls	4 (40%)	6 (60%)	2 (29%)	5 (71%)	7 (64%)	4 (36%)	4 (40%)	6 (60%)	17 (45%)	21 (55%)	
rouis	10 (26%)		7 (18%)		11 (29%)		10 (2	26%)	38 (93%)		
Travelling	0	0	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	0	
Traveiling	(0	1 (5	0%)	1 (5	0%)	()	2 (!	5%)	
Other Violations	0	0	0	1 (100%)	0	0	0	0	0	1 (100%)	
Other violations	(Ö	1 (10	00%)	(5	()	1 (2%)		
IRS	0	0	0	0	1 (100%)	0	0	0	1 (100%)	0	
IKS	(0	()	1 (10	00%)	0		1 (2	2%)	
No Coll CNC /ICNC	0	0	0	0	0	0	0	0	0	0	
No Call CNC/ICNC	(0	0		(Ó	()	0		





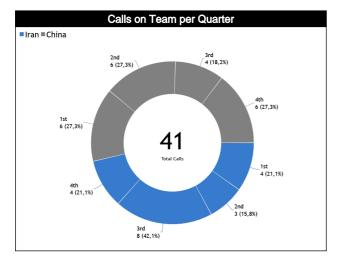


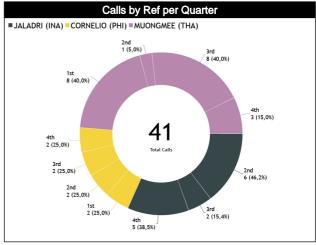




Calls by Referee

Quarters		Quar	ter 1			Quar	ter 2			Quar	rter 3				Qua	rter 4			TO	TAL
3 Referees	Ę	5'	10	D'	5	5'	1	0'	5		10	0'	Ę	5'	1	0'	Las	t 2'	10	IAL
JALADRI Harja	0	0	0	0	2 40%	3 60%	0	1 100%	2 100%	0	0	0	1 33%	2 67%	2 100%	0	2 100%	0	7 54%	6 46%
(INA)	0 0)	5 1 38% 8%		2 15%		(0		3 23%		2 15%		2 15%		3 2%			
CORNELIO	0	2 100%	0	0	1 50%	1 50%	0	0	0	1 100%	1 100%	0	0	1 100%	1 100%	0	1 100%	0	3 38%	5 63%
Glenn (PHI)	2 25% 0)	2 25% 0		13	l 3%	13	l 3%	13	18%	13	1 3%	1 13%		8 20%				
MUONGMEE	2 50%	2 50%	2 50%	2 50%	0	1 100%	0	0	2 50%	2 50%	3 75%	1 25%	0	1 100%	0	2 100%	0	1 100%	9 45%	11 55%
Preeda (THA)	_	4)%	20	‡)%	5°	1 %		0	20	1)%	20	ļ)%	5	1 %		2)%	5	1 %		0 9%
TOTAL	2 33%	4 67%	2 50%	2 50%	3 38%	5 63%	0	1 100%	4 57%	3 43%	4 80%	1 20%	1 20%	4 80%	3 60%	2 40%	3 75%	1 25%	19 46%	22 54%
TOTAL	15	5%	10	1)%	20	3	2	1:%	17	7	12			5 2%		5 2%		4 0%	4	1

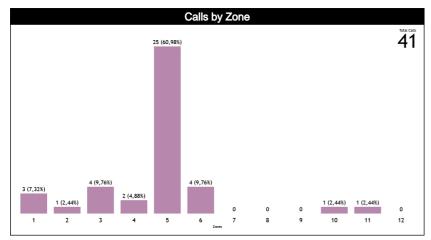


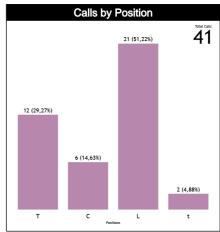




Calls by Zone and Position

Pos/Zones	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10	Zone 11	Zone 12	TOTAL
C1	1 (33%)	0 (0%)	0 (0%)	0 (0%)	1 (33%)	1 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	3
C3	0 (0%)	0 (0%)	1 (33%)	1 (33%)	1 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	3
T1	2 (40%)	1 (20%)	0 (0%)	0 (0%)	1 (20%)	1 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5
Т3	0 (0%)	0 (0%)	3 (43%)	1 (14%)	3 (43%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7
L4	0 (0%)	0 (0%)	0 (0%)	0 (0%)	12 (92%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (8%)	0 (0%)	13
L5	0	0	0	0	0	0	0	0	0	0	0	0	0
L6	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6 (75%)	2 (25%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8
Ct	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1
Tt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	1
Lt	0	0	0	0	0	0	0	0	0	0	0	0	0
TOTAL	3	1	4	2	25	4	0	0	0	1	1	0	41







Call Types by Referee

	Types/Referees	JALADRI H	larja (INA)	CORNELIO	Glenn (PHI)	MUONGMEE	Preeda (THA)	TO	ΓAL	
	CALLS	7 (54%)	6 (46%)	3 (38%)	5 (63%)	9 (45%)	11 (55%)	19 (46%)	22 (54%)	
	CALLS	13 (32%)	8 (2	0%)	20 (49%)	4	1	
	FOULS	6 (55%)	5 (45%)	2 (29%)	5 (71%)	9 (45%)	11 (55%)	17 (45%)	21 (55%)	
	10013	11 (29%)	7 (1	8%)	20 (53%)	3	8	
	DEFENSIVE	6 (60%)	4 (40%)	2 (33%)	4 (67%)	6 (38%)	10 (63%)	14 (44%)	18 (56%)	
	DLI LIVOIVL	10 (31%)	6 (1	9%)	,	50%)	3	2	
	OFFENSIVE	0	1 (100%)	0	1 (100%)	3 (75%)	1 (25%)	3 (50%)	3 (50%)	
	OFFENSIVE	1 (1	7%)	1 (1	7%)	4 (6	7%)	(5	
	DOUBLE FOUL	0	0	0	0	0	0	0	0	
	DOOBLETOOL	()	(<u>) </u>	(<u> </u>	()	
FOULS	UNSPORTSMANLIKE	0	0	0	0	0	0	0	0	
Ю	O1451 OKTSIVIAI4LIKE	()	(<u>, </u>	(<u>, </u>	()	
	TECHNICAL	0	0	0	0	0	0	0	0	
	TECHNICAL)		<u> </u>		<u> </u>	()	
	DISQUALIFYING	6 (60%)	4 (40%)	2 (33%)	4 (67%)	6 (38%)	10 (63%)	14 (44%)	18 (56%)	
	DISQUALII TING	10 (3	31%)	6 (1	9%)	16 (50%)	3	2	
	OTHER	0	1 (100%)	0	1 (100%)	3 (75%)	1 (25%)	3 (50%)	3 (50%)	
	OTHER		7%)	- ,	7%)		7%)	(
	VIOLATIONS	1 (50%)	1 (50%)	1 (100%)	0	0	0	2 (67%)	1 (33%)	
	VIODATIONS	2 (6			3%))		3	
NS	TRAVELING	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	0	
OII)	TIOTVEEING		0%)		0%))	2		
VIOLATIONS	OTHER	0	1 (100%)	0	0	0	0	0	1 (100%)	
>	OTTLEK	- , , -	00%)))	1		
	IRS	0	0	0	0	1 (100%)	0	1 (100%)	0	
	- 1165	()	()	1 (10	00%)	1		

