



FIBA

We Are Basketball

FIBA Game Stats

LNTF vs USM FP102 2023 FIBA INTERCONTINENTAL CUP

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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 referee performance during a game or competition, some non- tangible variables must be taken into consideration. Data is never an absolute within the context of 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 be 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:

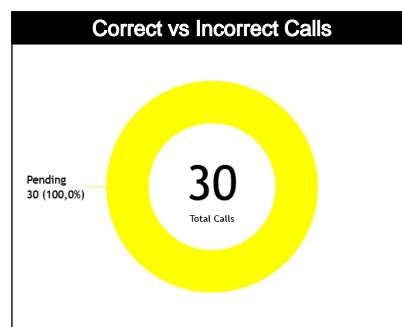
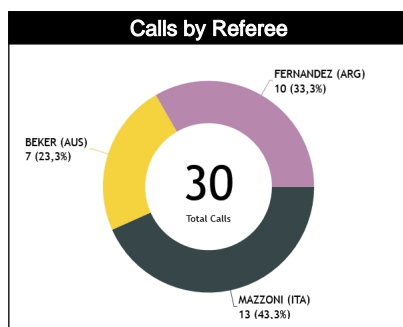
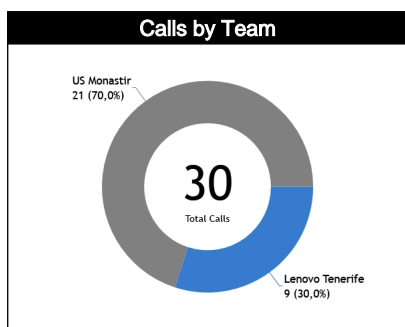


Game – General Information:

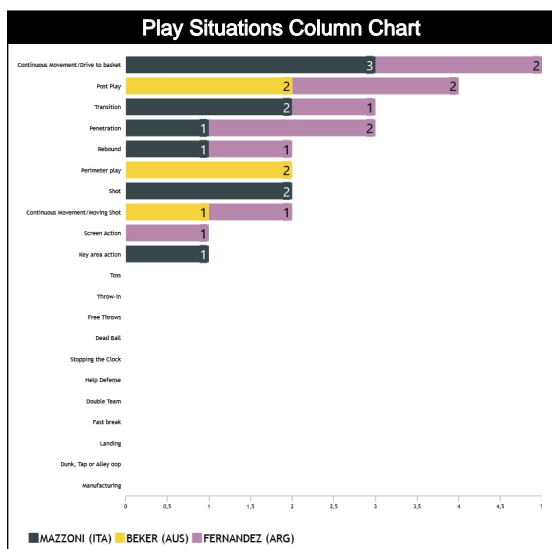
Competition	2023 FIBA INTERCONTINENTAL CUP				
Game	 LNTF				 USM
Score	112	25-06 / 27-10 / 31-11 / 29-15			42
Duration	00:16:31	00:16:11	00:15:39	00:17:50	01:06:11
Fouls (IRS)	9 (0)			17 (0)	
GAME INFORMATION					
Stage/Round	SF			FP102	
Date	2023/02/10 21:00:00.000 +01:00				
Place	ARENA				
REFEREEING STAFF					
MAZZONI, Manuel (ITA)	BEKER, Scott (AUS)	FERNANDEZ, Juan (ARG)			
					
Referee Instructor	Stand-by Referee Instructor		Video Operator		
CHIARI, Roberto (ITA)	N/A		ROGER		

General Calls Evaluation

Refs	Teams	Lenovo Tenerife 112						US Monastir 42						TOTALS					
		Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M ?	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M ?	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M ?
CC	MAZZONI, Manuel (ITA)	0	0	4	0	0	0	0	0	9	0	0	0	0	0	13	0	0	0
U1	BEKER, Scott (AUS)	0	0	2	0	0	0	0	0	5	0	0	0	0	0	7	0	0	0
U2	FERNANDEZ, Juan (ARG)	0	0	3	0	0	0	0	0	7	0	0	1	0	0	10	0	0	1
TOTAL		9 (30%)						21 (70%)						30 (100%)					
CORRECT		0						0						0					
INCORRECT		0						0						0					
INCONCLUSIVE		9 (30%)						21 (70%)						30 (100%)					
L2M C		0						0						0					
L2M I		0						0						0					
L2M ?		0						1 (3,33%)						1 (3,33%)					

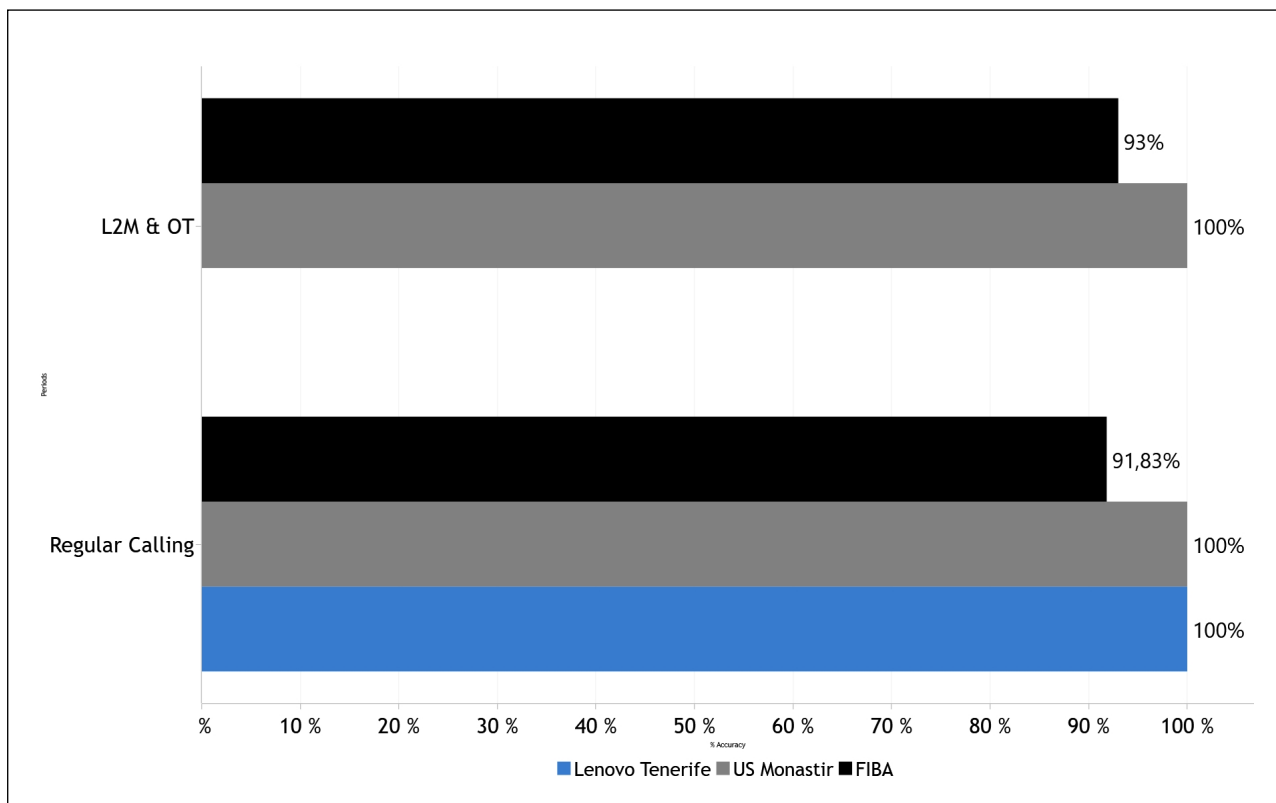


Plays Situation Breakdown

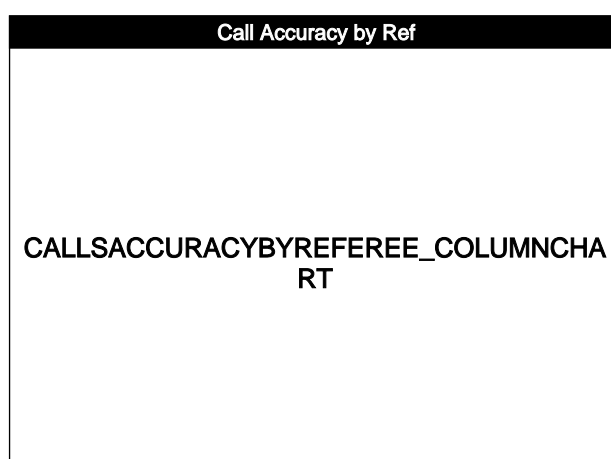
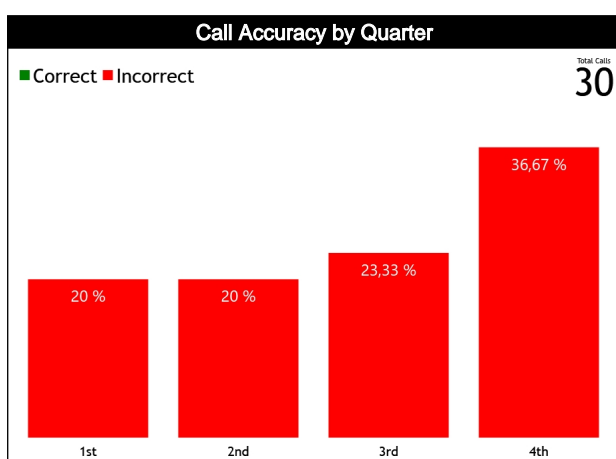


Concepts	Totals		MAZZONI, Manuel (ITA)		BEKER, Scott (AUS)		FERNANDEZ, Juan (ARG)											
	Correct	Incorrect	Correct	Incorrect	Correct	Incorrect	Correct	Incorrect										
	LNTF	USM	LNTF	USM	LNTF	USM	LNTF	USM										
Continuous Movement/Drive	0	0	1	4	0	0	1	2	0	0	0	0	0	0	0	0	0	2
Continuous	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	0	0	1
Shot	0	0	1	1	0	0	1	1	0	0	0	0	0	0	0	0	0	0
Manufacturing	0	0	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	0	0
Landing	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Penetration	0	0	1	2	0	0	0	1	0	0	0	0	0	0	0	0	1	1
Perimeter play	0	0	1	1	0	0	0	0	0	0	1	1	0	0	0	0	0	0
Fast break	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Transition	0	0	3	0	0	0	2	0	0	0	0	0	0	0	0	0	1	0
Rebound	0	0	0	2	0	0	1	0	0	0	0	0	0	0	0	0	0	1
Post Play	0	0	1	3	0	0	0	0	0	0	0	0	0	2	0	0	1	1
Key area action	0	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0
Screen Action	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1
Double Team	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Help Defense	0	0	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	0	0
Dead Ball	0	0	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	0	0
Throw-In	0	0	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	0	0
Totals	0	0	9	16	0	0	4	6	0	0	2	3	0	0	0	3	7	

Regular Call vs. L2M & OT Accuracy

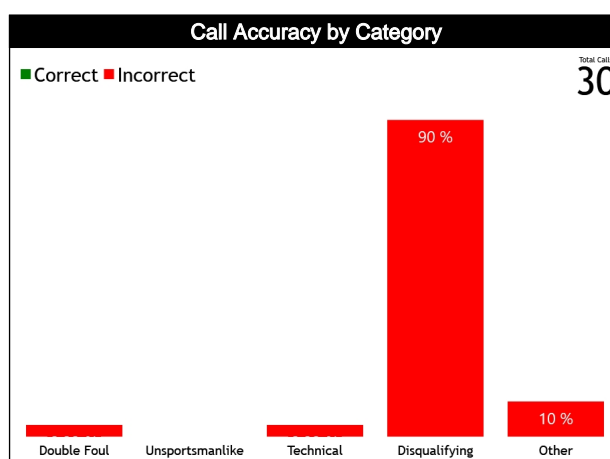
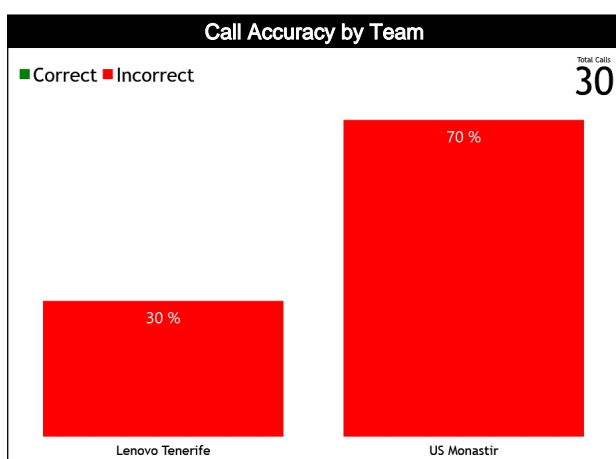
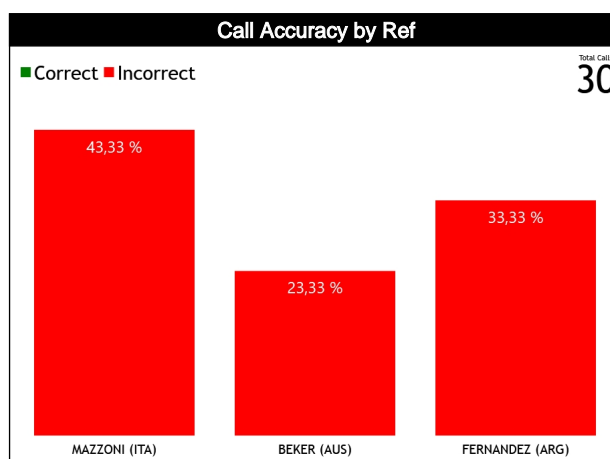
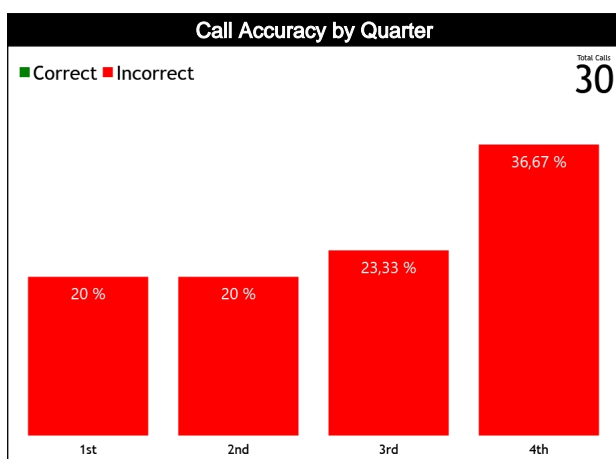


Accuracy by Quarter



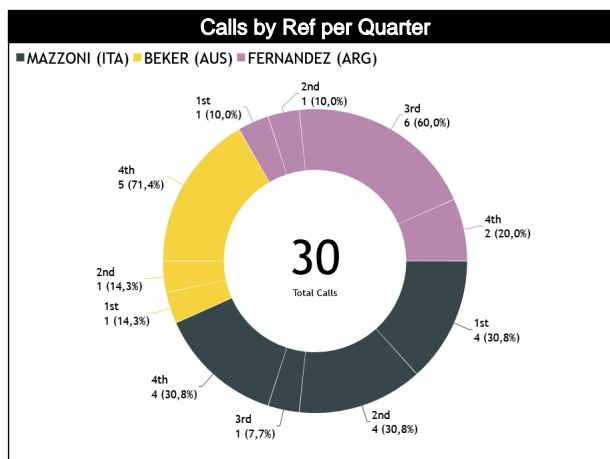
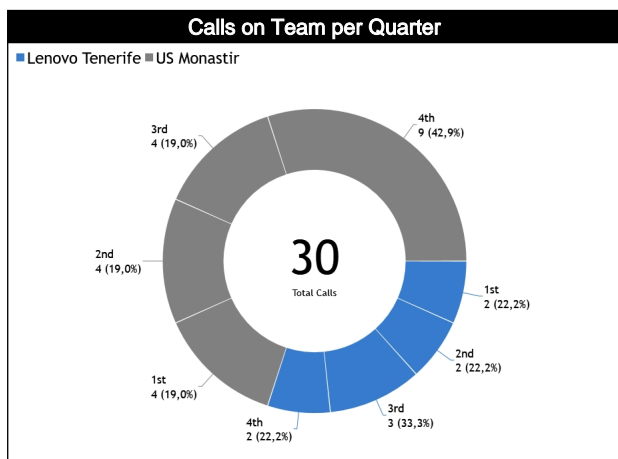
Calls Summary

Quarters	1st Quarter		2nd Quarter		3rd Quarter		4th Quarter		Total	
Duration	00:16:31		00:16:11		00:15:39		00:17:50		01:06:11	
Calls	2 (33%)	4 (67%)	2 (33%)	4 (67%)	3 (43%)	4 (57%)	2 (18%)	9 (82%)	9 (30%)	21 (70%)
	6 (20%)		6 (20%)		7 (23%)		11 (37%)		30 (100%)	
Fouls	2 (40%)	3 (60%)	2 (33%)	4 (67%)	3 (43%)	4 (57%)	2 (25%)	6 (75%)	9 (35%)	17 (65%)
	5 (19%)		6 (23%)		7 (27%)		8 (31%)		26 (87%)	
Travelling	0	1 (100%)	0	0	0	0	0	1 (100%)	0	2 (100%)
	1 (50%)		0		0		1 (50%)		2 (7%)	
Other Violations	0	0	0	0	0	0	0	2 (100%)	0	2 (100%)
	0		0		0		2 (100%)		2 (7%)	
IRS	0	0	0	0	0	0	0	0	0	0
	0		0		0		0		0	
No Call CNC/ICNC	0	0	0	0	0	0	0	0	0	0
	0		0		0		0		0	



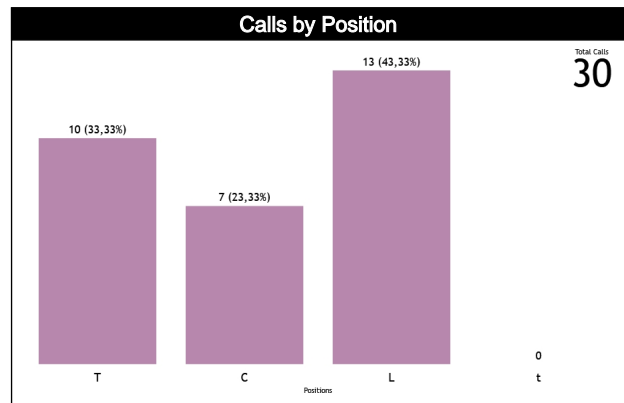
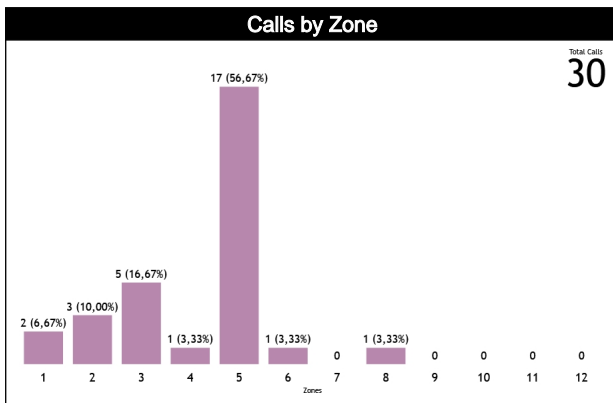
Calls by Referee

Quarters	Quarter 1				Quarter 2				Quarter 3				Quarter 4				TOTAL			
	5'		10'		5'		10'		5'		10'		5'		10'				Last 2'	
MAZZONI Manuel (ITA)	1	1	0	2	1	2	1	0	0	0	0	1	1	0	0	3	0	0	4	9
	50%	50%		100%	33%	67%	100%					100%	100%			100%			31%	69%
BEKER Scott (AUS)	2	0	0	0	0	0	0	1	0	0	0	0	1	2	0	2	0	0	2	5
	15%							100%					33%	67%		100%			29%	71%
FERNANDEZ Juan (ARG)	1	0	0	0	0	0	0	1	2	2	1	1	0	1	0	1	0	1	3	7
	100%							100%	50%	50%	50%	50%		100%		100%		100%	30%	70%
TOTAL	2	2	0	2	1	2	1	2	2	2	1	2	2	3	0	6	0	1	9	21
	50%	50%		100%	33%	67%	33%	67%	50%	50%	33%	67%	40%	60%		100%		100%	30%	70%
	4	2	3	3	4	3	5	6	1	6	1	6	1	6	1	6	0	1	30	
	13%	7%	10%	10%	13%	10%	17%	20%	3%	20%	3%	20%	3%	20%	3%	20%				



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%)	2 (67%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	3
C3	0 (0%)	1 (25%)	2 (50%)	0 (0%)	1 (25%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	4
T1	1 (25%)	0 (0%)	0 (0%)	0 (0%)	3 (75%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	4
T3	0 (0%)	2 (33%)	3 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6
L4	0 (0%)	0 (0%)	0 (0%)	1 (14%)	6 (86%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7
L5	0	0	0	0	0	0	0	0	0	0	0	0	0
L6	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5 (83%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6
Ct	0	0	0	0	0	0	0	0	0	0	0	0	0
Tt	0	0	0	0	0	0	0	0	0	0	0	0	0
Lt	0	0	0	0	0	0	0	0	0	0	0	0	0
TOTAL	2	3	5	1	17	1	0	1	0	0	0	0	30



Call Types by Referee

Types/Referees		MAZZONI Manuel (ITA)		BEKER Scott (AUS)		FERNANDEZ Juan (ARG)		TOTAL	
FOULS	CALLS	4 (31%)	9 (69%)	2 (29%)	5 (71%)	3 (30%)	7 (70%)	9 (30%)	21 (70%)
		13 (43%)		7 (23%)		10 (33%)		30	
	FOULS	4 (40%)	6 (60%)	2 (33%)	4 (67%)	3 (30%)	7 (70%)	9 (35%)	17 (65%)
		10 (38%)		6 (23%)		10 (38%)		26	
	DEFENSIVE	4 (40%)	6 (60%)	2 (33%)	4 (67%)	3 (33%)	6 (67%)	9 (36%)	16 (64%)
		10 (40%)		6 (24%)		9 (36%)		25	
	OFFENSIVE	0	0	0	0	0	1 (100%)	0	1 (100%)
		0		0		1 (100%)		1	
	DOUBLE FOUL	0	0	0	1 (100%)	0	0	0	1 (100%)
		0		1 (100%)		0		1	
VIOLATIONS	UNSPORTSMANLIKE	0	0	0	0	0	0	0	0
		0		0		0		0	
	TECHNICAL	0	0	0	1 (100%)	0	0	0	1 (100%)
		0		1 (100%)		0		1	
	DISQUALIFYING	4 (40%)	6 (60%)	2 (33%)	4 (67%)	3 (33%)	6 (67%)	9 (36%)	16 (64%)
		10 (40%)		6 (24%)		9 (36%)		25	
	OTHER	0	0	0	0	0	1 (100%)	0	1 (100%)
		0		0		1 (100%)		1	
	VIOLATIONS	0	3 (100%)	0	1 (100%)	0	0	0	4 (100%)
		3 (75%)		1 (25%)		0		4	
TRAVELING	0	2 (100%)	0	0	0	0	0	2 (100%)	
	2 (100%)		0		0		2		
OTHER	0	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	
	1 (50%)		1 (50%)		0		2		
IRS	0	0	0	0	0	0	0	0	
	0		0		0		0		

