



# FIBA POST GAME REPORT

UNI vs LNTF FP201 2023 BCL F4 EU

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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 publicized. 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 estates

## Global Evaluation

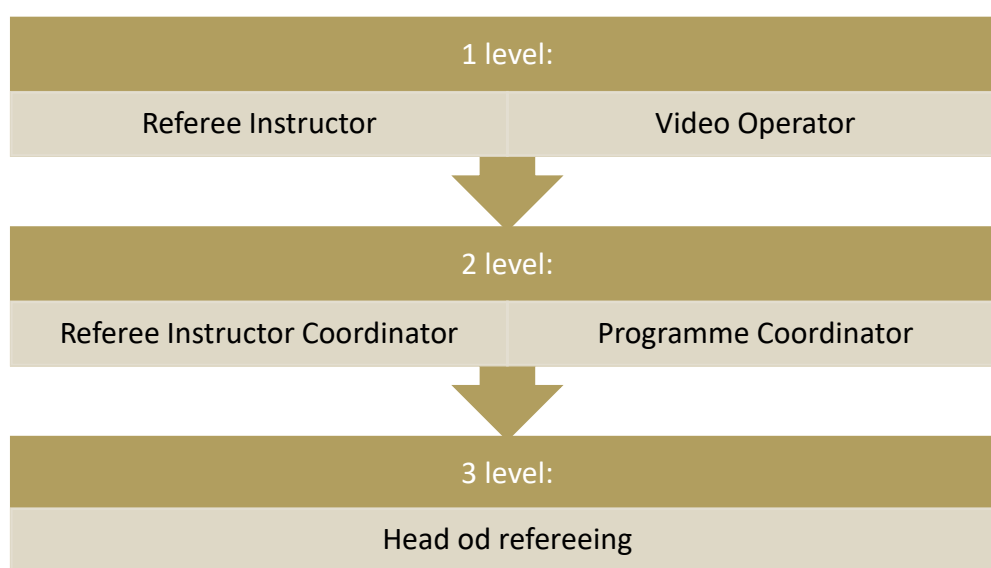
To obtain a final global assessment of referee performance during a game or competition, some non- tangible variables must be taken into consideration. Data is never an absolute within the context of an overall assessment, but it helps. The interpretation of the data is left to the discretion of the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

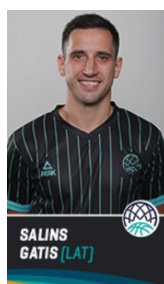
2023 BCL F4 EU				
	3r-4rt · FP201			
	17:00 14/05/2023			MALAGA
	<b>Total</b>	<b>Calls</b>	<b>Total</b>	
Unicaja	0	Fouls	0	Iberostar Tenerife
	0	Violations	0	
UNI	0	OOB	0	LNTF
<b>79</b>	0	Fake	0	<b>84</b>
	0	DOG	0	
	<b>0</b>	<b>Total</b>	<b>0</b>	

## REFEREEING STAFF

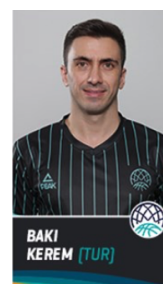
LISZKA, Wojciech  
(POL)



SALINS, Gatis  
(LAT)



BAKI, Kerem  
(TUR)



Referee Instructor

LICINA, Miodrag  
(SRB)

Stand-by Referee Instructor

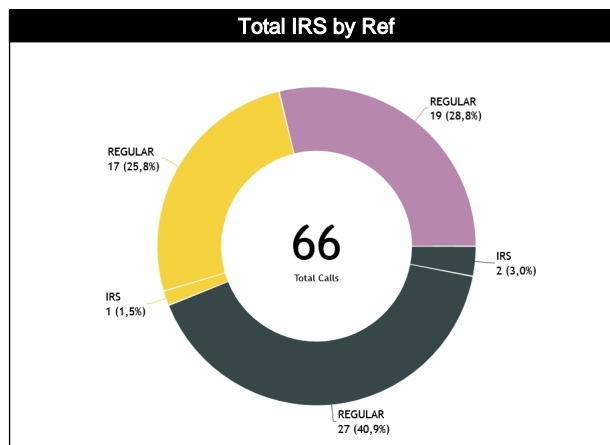
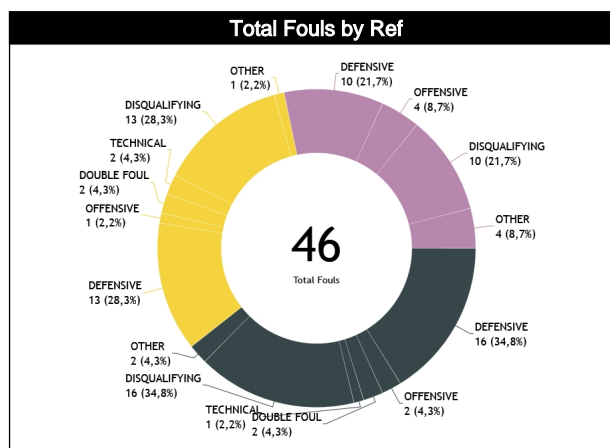
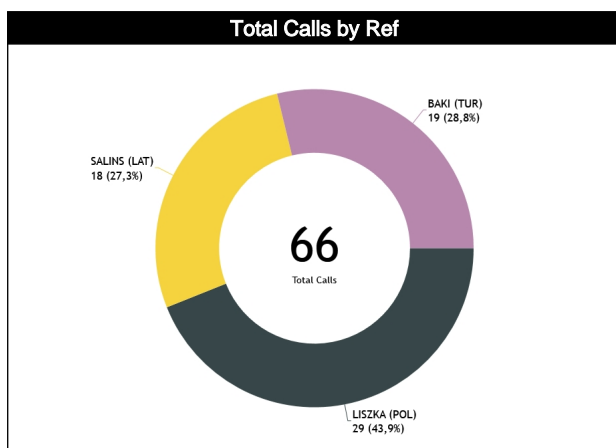
N/A

Video Operator

LOPEZ, Txus  
(ESP)

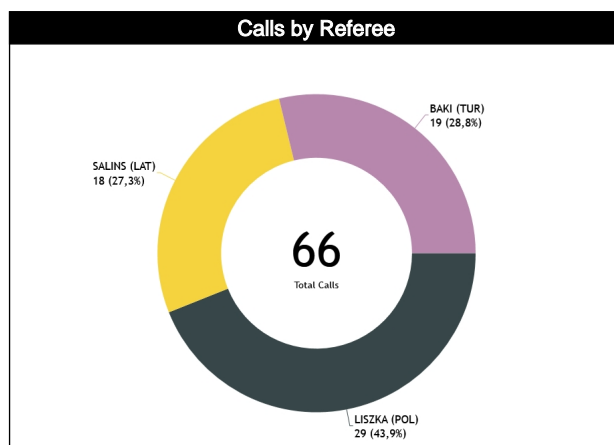
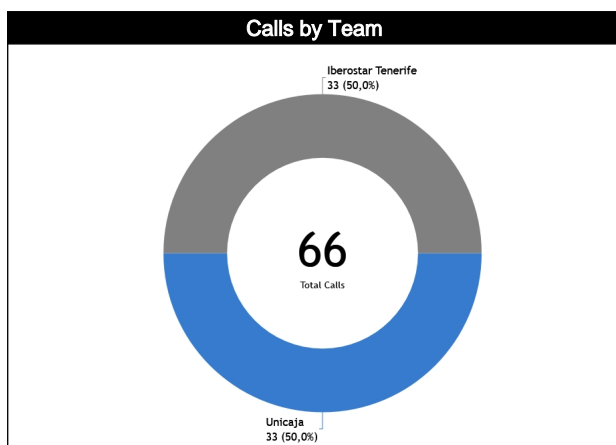
# Calls Summary vs Referee

Types/Referees		LISZKA Wojciech (POL)		SALINS Gatis (LAT)		BAKI Kerem (TUR)		TOTAL	
FOULS	CALLS	14 (48%)	15 (52%)	12 (67%)	6 (33%)	7 (37%)	12 (63%)	33 (50%)	33 (50%)
		29 (44%)		18 (27%)		19 (29%)		66	
	FOULS	7 (39%)	11 (61%)	9 (64%)	5 (36%)	6 (43%)	8 (57%)	22 (48%)	24 (52%)
		18 (39%)		14 (30%)		14 (30%)		46	
	DEFENSIVE	6 (38%)	10 (63%)	8 (62%)	5 (38%)	5 (50%)	5 (50%)	19 (49%)	20 (51%)
		16 (41%)		13 (33%)		10 (26%)		39	
	OFFENSIVE	1 (50%)	1 (50%)	1 (100%)	0	1 (25%)	3 (75%)	3 (43%)	4 (57%)
		2 (29%)		1 (14%)		4 (57%)		7	
	DOUBLE FOUL	1 (50%)	1 (50%)	2 (100%)	0	0	0	3 (75%)	1 (25%)
		2 (50%)		2 (50%)		0		4	
	UNSPORTSMANLIKE	0	0	0	0	0	0	0	0
		0		0		0		0	
	TECHNICAL	1 (100%)	0	2 (100%)	0	0	0	3 (100%)	0
		1 (33%)		2 (67%)		0		3	
	DISQUALIFYING	6 (38%)	10 (63%)	8 (62%)	5 (38%)	5 (50%)	5 (50%)	19 (49%)	20 (51%)
	16 (41%)		13 (33%)		10 (26%)		39		
OTHER	1 (50%)	1 (50%)	1 (100%)	0	1 (25%)	3 (75%)	3 (43%)	4 (57%)	
	2 (29%)		1 (14%)		4 (57%)		7		
VIOLATIONS	0	0	0	0	0	0	0	0	
	0		0		0		0		
TRAVELING	0	0	0	0	0	0	0	0	
	0		0		0		0		
OTHER	0	0	0	0	0	0	0	0	
	0		0		0		0		
IRS	2 (100%)	0	0	1 (100%)	0	0	2 (67%)	1 (33%)	
	2 (67%)		1 (33%)		0		3		



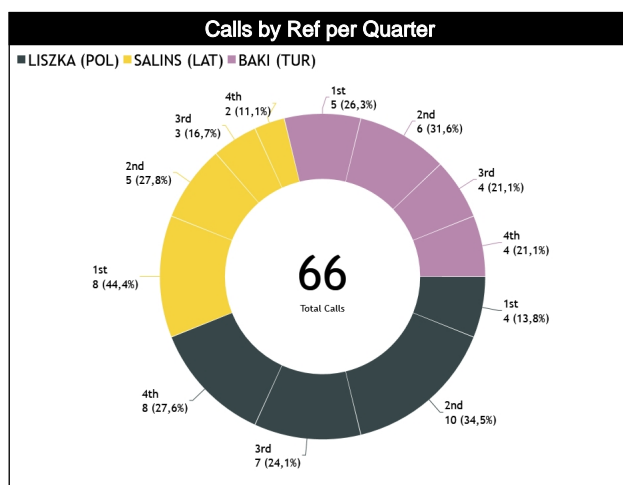
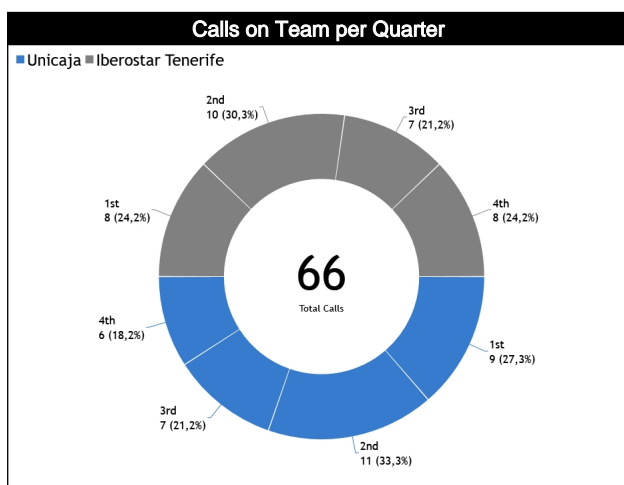
## Calls vs Team

Refs	Teams	Unicaja 79						Iberostar Tenerife 84						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	LISZKA, Wojciech (POL)	0	0	14	0	0	1	0	0	15	0	0	1	0	0	29	0	0	2
U1	SALINS, Gatis (LAT)	0	0	12	0	0	0	0	0	6	0	0	0	0	0	18	0	0	0
U2	BAKI, Kerem (TUR)	0	0	7	0	0	0	0	0	12	0	0	0	0	0	19	0	0	0
<b>TOTAL</b>		<b>33 (50%)</b>						<b>33 (50%)</b>						<b>66 (100%)</b>					
CORRECT		0						0						0					
INCORRECT		0						0						0					
INCONCLUSIVE		33 (50%)						33 (50%)						66 (100%)					
L2M C		0						0						0					
L2M I		0						0						0					
L2M ?		1 (1,52%)						1 (1,52%)						2 (3,03%)					



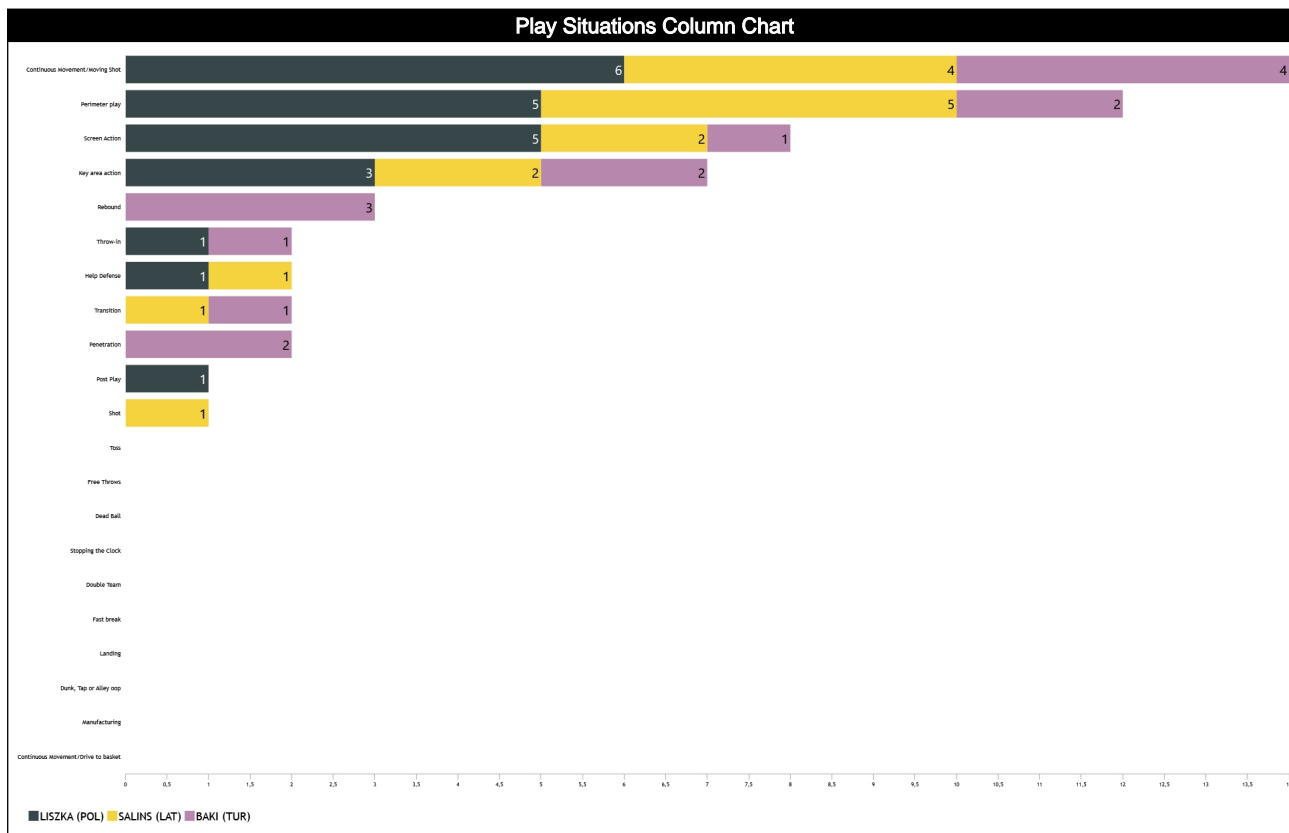
# Calls vs Referee

Quarters	Quarter 1				Quarter 2				Quarter 3				Quarter 4				TOTAL			
	5'		10'		5'		10'		5'		10'		5'		10'				Last 2'	
3 Referees	1	1	0	2	5	1	2	2	1	2	1	3	1	2	3	2	1	1	14	15
LISZKA Wojciech (POL)	50%	50%	0	100%	83%	17%	50%	50%	33%	67%	25%	75%	33%	67%	60%	40%	50%	50%	48%	52%
	2	2	2	2	6	4	3	4	3	4	3	5	3	5	2	2	2	2	29	29
	7%	7%	7%	7%	21%	14%	10%	14%	10%	14%	10%	17%	10%	17%	7%	7%	7%	7%	44%	44%
SALINS Gatis (LAT)	2	2	3	1	1	2	1	1	3	0	0	0	2	0	0	0	0	0	12	6
	50%	50%	75%	25%	33%	67%	50%	50%	100%	0	0	0	100%	0	0	0	0	0	67%	33%
	4	4	4	3	2	2	3	0	2	0	2	0	2	0	0	0	0	0	18	18
	22%	22%	22%	17%	11%	11%	17%	0	11%	0	11%	0	11%	0	0	0	0	0	27%	27%
BAKI Kerem (TUR)	2	1	1	1	2	2	0	2	0	1	2	1	0	4	0	0	0	0	7	12
	67%	33%	50%	50%	50%	50%	0	100%	0	100%	67%	33%	0	100%	0	0	0	0	37%	63%
	3	2	2	4	2	2	1	3	4	3	4	0	4	0	0	0	0	0	19	19
	16%	11%	11%	21%	11%	11%	5%	16%	21%	16%	16%	0	21%	0	0	0	0	0	29%	29%
TOTAL	5	4	4	4	8	5	3	5	4	3	3	4	3	6	3	2	1	1	33	33
	56%	44%	50%	50%	62%	38%	38%	63%	57%	43%	43%	57%	33%	67%	60%	40%	50%	50%	50%	50%
	9	8	13	8	8	7	7	7	9	5	2	2	2	5	2	2	2	2	66	66
	14%	12%	20%	12%	12%	11%	11%	11%	14%	8%	3%	3%	8%	8%	3%	3%	3%	3%		





# Play Situations Break-down



Legend: LISZKA (POL) SALINS (LAT) BAKI (TUR)

### Play Situations Table

Concepts	Totals				LISZKA, Wojciech (POL)				SALINS, Gatis (LAT)				BAKI, Kerem (TUR)			
	Correct		Incorrect		Correct		Incorrect		Correct		Incorrect		Correct		Incorrect	
	UNI	LNTF	UNI	LNTF	UNI	LNTF	UNI	LNTF	UNI	LNTF	UNI	LNTF	UNI	LNTF	UNI	LNTF
Continuous Movement/Drive to basket	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Continuous Movement/Moving Shot	0	0	5	9	0	0	2	4	0	0	1	3	0	0	2	2
Shot	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0
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	1	1	0	0	0	0	0	0	0	0	0	0	1	1
Perimeter play	0	0	8	4	0	0	2	3	0	0	5	0	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	1	1	0	0	0	0	0	0	1	0	0	0	0	1
Rebound	0	0	1	2	0	0	0	0	0	0	0	0	0	0	1	2
Post Play	0	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0
Key area action	0	0	2	5	0	0	1	2	0	0	1	1	0	0	0	2
Screen Action	0	0	6	2	0	0	4	1	0	0	2	0	0	0	0	1
Double Team	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Help Defense	0	0	2	0	0	0	1	0	0	0	1	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	1	1	0	0	0	1	0	0	0	0	0	0	1	0
Toss	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Totals	0	0	27	27	0	0	10	12	0	0	11	6	0	0	6	10

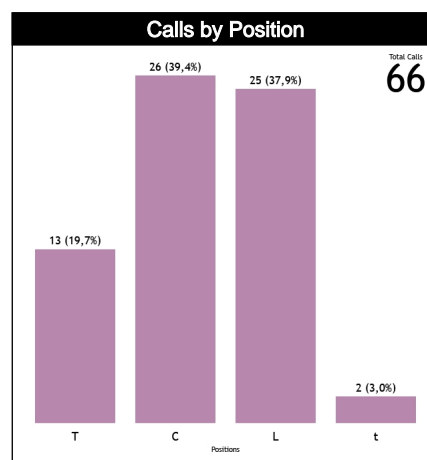
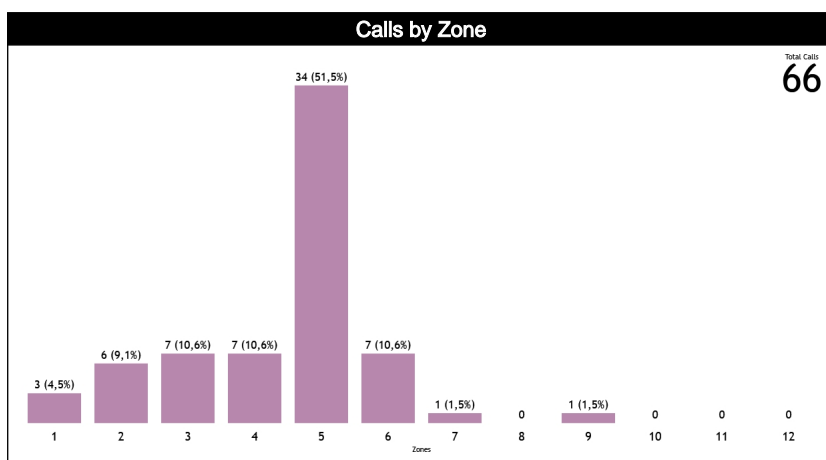
## Call Average vs Game

Call Average vs Game

**Work in progress**

## Calls vs 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	2 (14%)	1 (7%)	0 (0%)	0 (0%)	8 (57%)	3 (21%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	14
C3	0 (0%)	0 (0%)	6 (50%)	3 (25%)	2 (17%)	1 (8%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	12
T1	1 (20%)	2 (40%)	0 (0%)	0 (0%)	2 (40%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5
T3	0 (0%)	3 (38%)	1 (13%)	2 (25%)	2 (25%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8
L4	0 (0%)	0 (0%)	0 (0%)	1 (11%)	7 (78%)	1 (11%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9
L5	0	0	0	0	0	0	0	0	0	0	0	0	0
L6	0 (0%)	0 (0%)	0 (0%)	1 (6%)	13 (81%)	2 (13%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	16
Ct	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	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%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	1
Lt	0	0	0	0	0	0	0	0	0	0	0	0	0
<b>TOTAL</b>	<b>3</b>	<b>6</b>	<b>7</b>	<b>7</b>	<b>34</b>	<b>7</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>66</b>



## IRS vs Game

IRS vs GAMES

**Work in progress**