FIBA POST GAME REPORT

LNTF vs JLME FP101 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

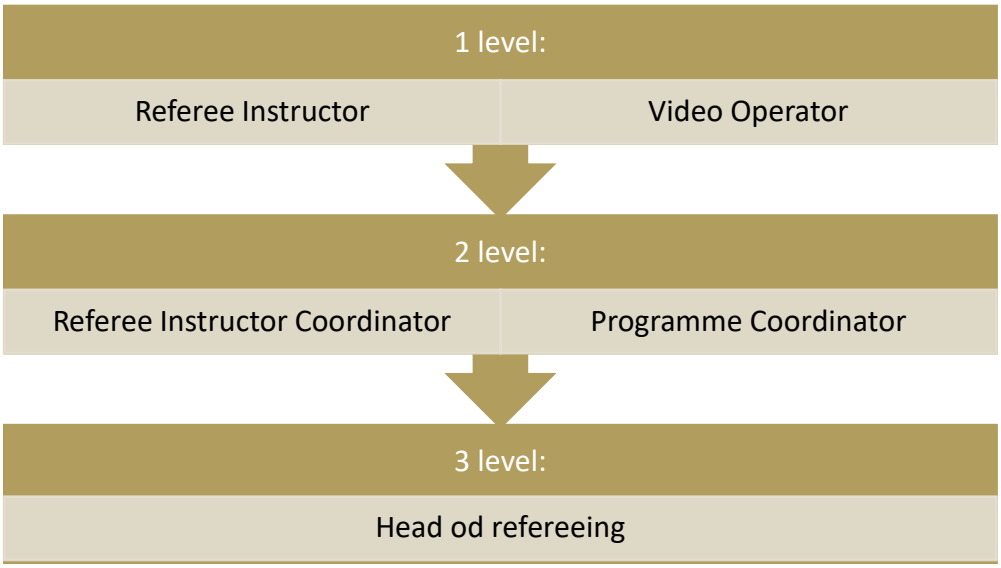
To obtain a final global assessment of referee performance during a game or competition, some non- tangible variables must be taken into consideration. Data is never an absolute within the context of an overall assessment, but it helps. The interpretation of the data is left to the discretion of the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

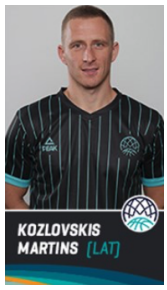
Quality & consistency

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

GAME_SUMMARY_2

REFEREEING STAFF		
MAZZONI, Manuel (ITA)	ZURAPOVIC, Ademir (BIH)	KOZLOVSKIS, Martins (LAT)
		
Referee Instructor	Stand-by Referee Instructor	Video Operator
LICINA,Miodrag (SRB)	N/A	LOPEZ, Txus (ESP)

Calls Summary vs Referee

	Types/Referees	MAZZONI Manuel (ITA)		ZURAPOVIC Ademir (BIH)		KOZLOVSKIS Martins (LAT)		TOTAL	
	CALLS	7 (39%)	11 (61%)	15 (58%)	11 (42%)	11 (58%)	8 (42%)	33 (52%)	30 (48%)
		18 (29%)		26 (41%)		19 (30%)		63	
	FOULS	3 (27%)	8 (73%)	9 (64%)	5 (36%)	8 (53%)	7 (47%)	20 (50%)	20 (50%)
		11 (28%)		14 (35%)		15 (38%)		40	
FOULS	DEFENSIVE	1 (11%)	8 (89%)	7 (64%)	4 (36%)	8 (53%)	7 (47%)	16 (46%)	19 (54%)
		9 (26%)		11 (31%)		15 (43%)		35	
FOULS	OFFENSIVE	2 (100%)	0	2 (67%)	1 (33%)	0	0	4 (80%)	1 (20%)
		2 (40%)		3 (60%)		0		5	
FOULS	DOUBLE FOUL	0	0	0	0	0	0	0	0
		0		0		0		0	
FOULS	UNSPORTSMANLIKE	0	0	0	0	0	0	0	0
		0		0		0		0	
FOULS	TECHNICAL	0	0	0	0	0	0	0	0
		0		0		0		0	
FOULS	DISQUALIFYING	1 (11%)	8 (89%)	7 (64%)	4 (36%)	8 (53%)	7 (47%)	16 (46%)	19 (54%)
		9 (26%)		11 (31%)		15 (43%)		35	
FOULS	OTHER	2 (100%)	0	2 (67%)	1 (33%)	0	0	4 (80%)	1 (20%)
		2 (40%)		3 (60%)		0		5	
	VIOLATIONS	4 (57%)	3 (43%)	5 (50%)	5 (50%)	3 (75%)	1 (25%)	12 (57%)	9 (43%)
		7 (33%)		10 (48%)		4 (19%)		21	
VIOLATIONS	TRAVELING	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	0
		1 (50%)		1 (50%)		0		2	
VIOLATIONS	OTHER	3 (50%)	3 (50%)	4 (44%)	5 (56%)	3 (75%)	1 (25%)	10 (53%)	9 (47%)
		6 (32%)		9 (47%)		4 (21%)		19	
VIOLATIONS	IRS	0	0	0	1 (100%)	1 (50%)	1 (50%)	1 (33%)	2 (67%)
		0		1 (33%)		2 (67%)		3	

Total Calls by Ref

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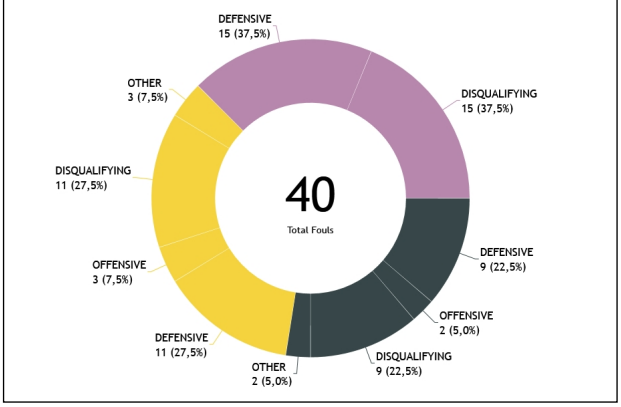
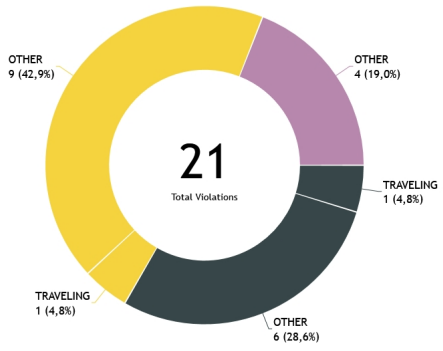
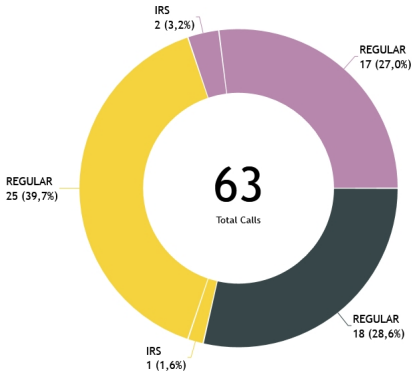
Total Fouls by Ref



Total Violations by Ref

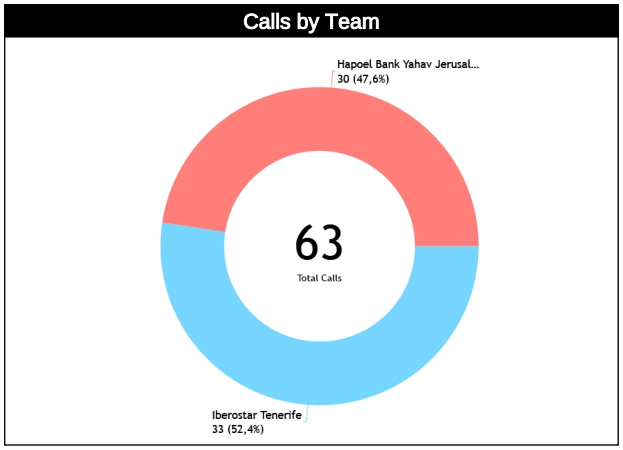


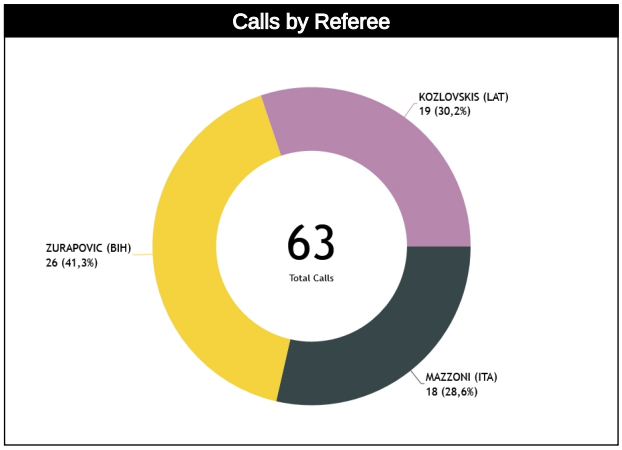
Total IRS by Ref



Calls vs Team

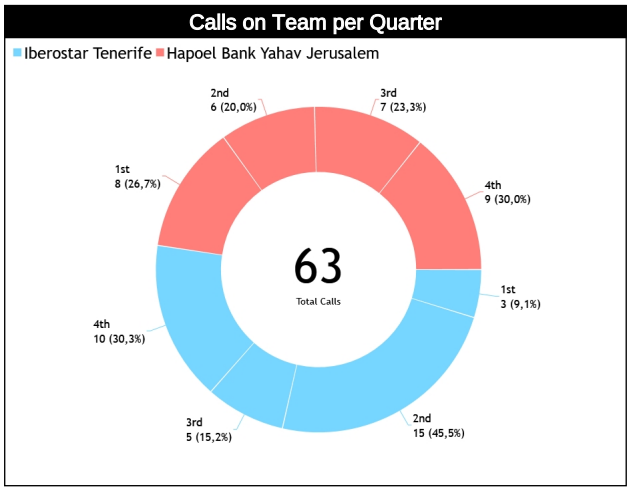
Refs	Teams	Iberostar Tenerife 68						Hapoel Bank Yahav Jerusalem 69						TOTALS					
	Assessment	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M ?	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M ?	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M ?
CC	MAZZONI, Manuel (ITA)	0	0	7	0	0	0	0	0	11	0	0	1	0	0	18	0	0	1
U1	ZURAPOVIC, Ademir (BIH)	0	0	15	0	0	0	0	0	11	0	0	0	0	0	26	0	0	0
U2	KOZLOVSKIS, Martins (LAT)	0	0	11	0	0	2	0	0	8	0	0	0	0	0	19	0	0	2
TOTAL		33 (52,38%)						30 (47,62%)						63 (100%)					
CORRECT		0						0						0					
INCORRECT		0						0						0					
INCONCLUSIVE		33 (52,38%)						30 (47,62%)						63 (100%)					
L2M C		0						0						0					
L2M I		0						0						0					
L2M ?		2 (3,17%)						1 (1,59%)						3 (4,76%)					

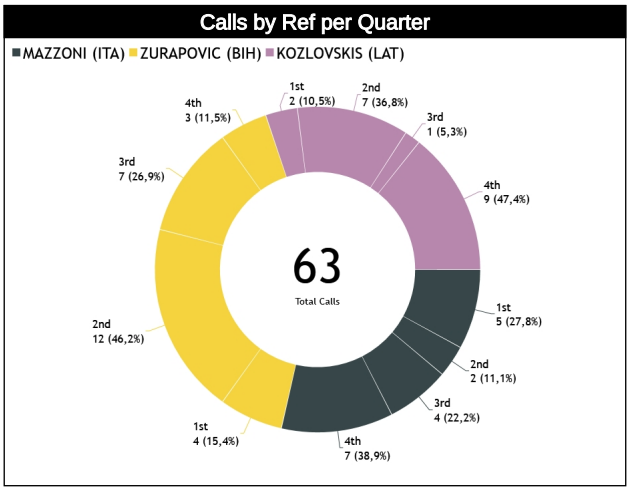




Calls vs Referee

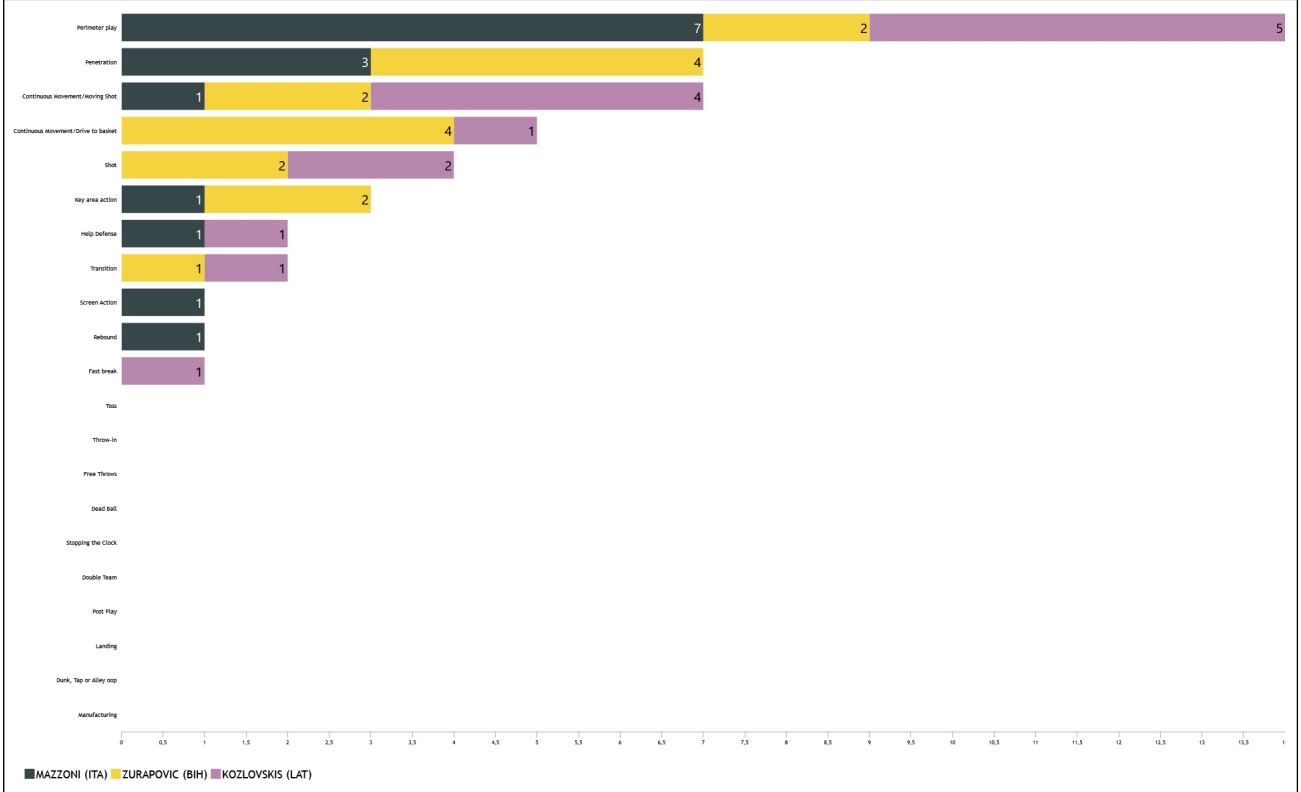
Quarters	Quarter 1				Quarter 2				Quarter 3				Quarter 4						TOTAL	
3 Referees	5'		10'		5'		10'		5'		10'		5'		10'		Last 2'			
MAZZONI Manuel (ITA)	0	0	1 20%	4 80%	0	0	1 50%	1 50%	0	2 100%	1 50%	1 50%	2 100%	0	2 40%	3 60%	0	1 100%	7 39%	11 61%
	0		5 28%		0		2 11%		2 11%		2 11%		2 11%		5 28%		1 6%		18 29%	
ZURAPOVIC Ademir (BIH)	0	2 100%	1 50%	1 50%	6 75%	2 25%	3 75%	1 25%	2 67%	1 33%	2 50%	2 50%	1 33%	2 67%	0	0	0	0	15 58%	11 42%
	2 8%		2 8%		8 31%		4 15%		3 12%		4 15%		3 12%		0		0		26 41%	
KOZLOVSKIS Martins (LAT)	0	0	1 50%	1 50%	1 33%	2 67%	4 100%	0	0	0	0	1 100%	2 50%	2 50%	3 60%	2 40%	2 100%	0	11 58%	8 42%
	0		2 11%		3 16%		4 21%		0		1 5%		4 21%		5 26%		2 11%		19 30%	
TOTAL	0	2 100%	3 33%	6 67%	7 64%	4 36%	8 80%	2 20%	2 40%	3 60%	3 43%	4 57%	5 56%	4 44%	5 50%	5 50%	2 67%	1 33%	33 52%	30 48%
	2 3%		9 14%		11 17%		10 16%		5 8%		7 11%		9 14%		10 16%		3 5%		63	





Play Situations Break-down

Play Situations Column Chart



Play Situations Table

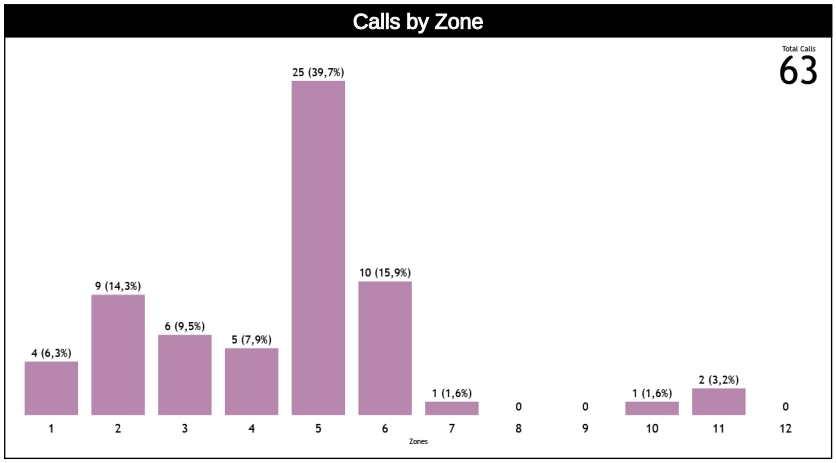
Concepts	Totals				MAZZONI, Manuel (ITA)				ZURAPOVIC, Ademir (BIH)				KOZLOVSKIS, Martins (LAT)			
	Correct		Incorrect		Correct		Incorrect		Correct		Incorrect		Correct		Incorrect	
	LNTF	JLME	LNTF	JLME	LNTF	JLME	LNTF	JLME	LNTF	JLME	LNTF	JLME	LNTF	JLME	LNTF	JLME
Continuous Movement/Drive to basket	0	0	2	3	0	0	0	0	0	0	1	3	0	0	1	0
Continuous Movement/Moving Shot	0	0	3	4	0	0	0	1	0	0	2	0	0	0	1	3
Shot	0	0	3	1	0	0	0	0	0	0	1	1	0	0	2	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	6	1	0	0	2	1	0	0	4	0	0	0	0	0
Perimeter play	0	0	6	8	0	0	3	4	0	0	1	1	0	0	2	3
Fast break	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0
Transition	0	0	0	2	0	0	0	0	0	0	0	1	0	0	0	1
Rebound	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0
Post Play	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Key area action	0	0	2	1	0	0	0	1	0	0	2	0	0	0	0	0
Screen Action	0	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0
Double Team	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Help Defense	0	0	1	1	0	0	0	1	0	0	0	0	0	0	1	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	25	22	0	0	6	9	0	0	11	6	0	0	8	7

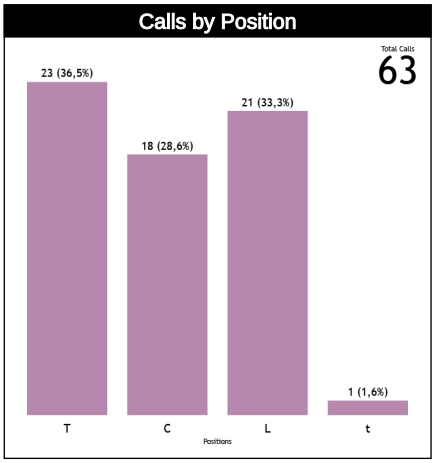
Call Average vs Game

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	1 (11%)	0 (0%)	0 (0%)	0 (0%)	5 (56%)	3 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9
C3	0 (0%)	1 (11%)	4 (44%)	1 (11%)	3 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9
T1	3 (21%)	4 (29%)	0 (0%)	0 (0%)	3 (21%)	4 (29%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	14
T3	0 (0%)	4 (44%)	2 (22%)	3 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9
L4	0 (0%)	0 (0%)	0 (0%)	1 (10%)	5 (50%)	2 (20%)	0 (0%)	0 (0%)	0 (0%)	1 (10%)	1 (10%)	0 (0%)	10
L5	0	0	0	0	0	0	0	0	0	0	0	0	0
L6	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9 (82%)	1 (9%)	1 (9%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11
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 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	1
Lt	0	0	0	0	0	0	0	0	0	0	0	0	0
TOTAL	4	9	6	5	25	10	1	0	0	1	2	0	63





IRS vs Game

IRS vs GAMES
Work in progress