

# FIBA POST GAME REPORT

UNI vs LNTF FP201 2023 BCL F4 EU



## **Contents**

Note about the data	
Global Evaluation	3
Quality and Consistency	4
Game Information	
Calls Summary vs Referee	6
Calls vs Teams	
Calls vs Referee	
Play Situations Break-down	ç
Call Average vs Game	
Calls vs Zone and Position	
IRS vs Game	



#### 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.

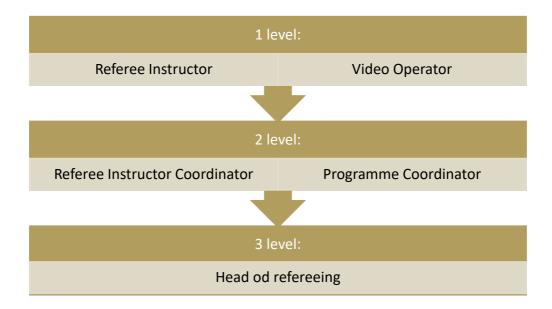
Most importantly, data can be used to:

- 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	
LISZKA, Wojciech (POL)	SALINS, Gatis (LAT)	BAKI, Kerem (TUR)
LISZKA WOJCIECH (POL)	SALINS GATIS (LAT)	BAKI KEREM (TUR)
Referee Instructor	Stand-by Referee Instructor	Video Operator
LICINA,Miodrag (SRB)	N/A	LOPEZ, Txus (ESP)

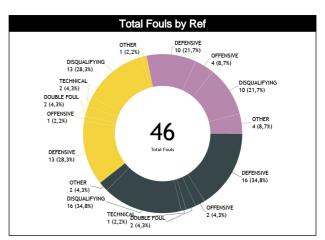


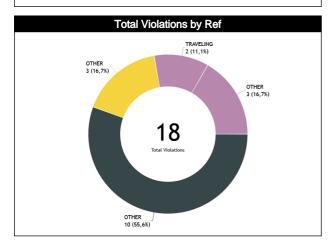
#### Calls Summary vs Referee

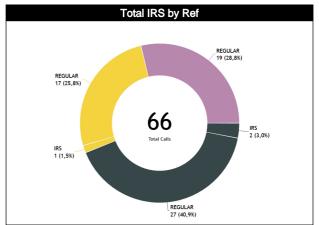
	Types/Referees	LISZKA Woi	ciech (POL)	SALINS G	atis (LAT)	BAKI Kere	em (TUR)	TO	TAL		
	.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,										
	CALLS	14 (48%)	15 (52%)	12 (67%)	6 (33%)	7 (37%)	12 (63%)	33 (50%)	33 (50%)		
			14%)	18 (2		19 (2			56		
	FOULS	7 (39%)	11 (61%)	9 (64%)	5 (36%)	6 (43%)	8 (57%)	22 (48%) 24 (52%)			
			39%)	14 (3		14 (3			16		
	DEFENSIVE	6 (38%)	10 (63%)	8 (62%)	5 (38%)	5 (50%)	5 (50%)	19 (49%)	20 (51%)		
	DELENSIVE	16 (4	41%)	13 (3	33%)	10 (2	6%)	:	39		
	OFFENSIVE	1 (50%)	1 (50%)	1 (100%)	0	1 (25%)	3 (75%)	3 (43%)	4 (57%)		
	OFFEINSIVE	2 (2	9%)	1 (1-	4%)	4 (57	7%)	7			
	DOUBLE FOUR	1 (50%)	1 (50%)	2 (100%)	0	0	0	3 (75%)	1 (25%)		
	DOUBLE FOUL	2 (5	0%)	2 (5	0%)	0	1	4			
ILS	S INTODODES INTO	0	0	0	0	0	0	0	0		
FOULS	UNSPORTSMANLIKE	(	0	(	)	0	1		0		
	TEOLINIOAL	1 (100%)	0	2 (100%)	0	0	0	3 (100%)	0		
	TECHNICAL	1 (33%)		2 (6	7%)	Ö			3		
	DIGGLIAL IDANG	6 (38%)	10 (63%)	8 (62%)	5 (38%)	5 (50%)	5 (50%)	19 (49%)	20 (51%)		
	DISQUALIFYING		41%)	13 (3		10 (2	<del></del>	39			
	ATUEN	1 (50%)	1 (50%)	1 (100%)	0	1 (25%)	3 (75%)	3 (43%)	4 (57%)		
	OTHER		9%)	1 (1	4%)	4 (57	7%)		7		
		6 (60%)	4 (40%)	2 (67%)	1 (33%)	1 (20%)	4 (80%)	9 (50%)	9 (50%)		
	VIOLATIONS	10 (	56%)	3 (1	7%)	5 (28	3%)		18		
S	S	0	0	0	0	0	2 (100%)	0	2 (100%)		
⊴	TRAVELING	-	0	(	)	2 (10		2			
VIOLATIONS		6 (60%)	4 (40%)	2 (67%)	1 (33%)	1 (33%)	2 (67%)	9 (56%)	7 (44%)		
NIO	OTHER		63%)	3 (1		3 (19		16			
		2 (100%)	0	0	1 (100%)	0	0	2 (67%)	1 (33%)		
	IRS		7%)	1 (3		0		3			
		2 (0	1 70)	1 (3	370)						

Total Calls by Ref

TOTALCALLSBYREF\_PIE



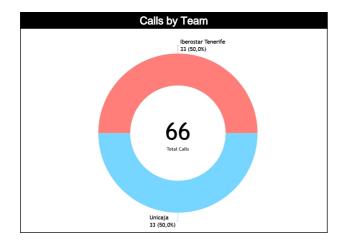


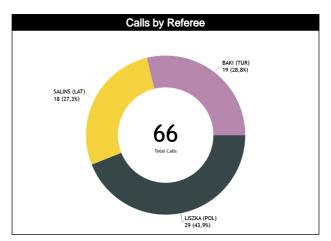




#### Calls vs Team

	_									erostar T			TOTALC							
Refs	Teams		Unicaja 79						lb	TOTALS										
Keis	Assessment	Correct	Incorrect	Inconcl.	L2M C	L2M1	L2M?	Correct	Incorrect	Inconcl.	L2M C	L2M1	L2M?	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M?	
сс	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	
	TOTAL	33 (50%)						33 (50%)						66 (100%)						
	CORRECT			0						0	)	0								
	INCORRECT			0						0	0									
	INCONCLUSIVE			33 (5	0%)					33 (5	0%)	66 (100%)								
	L2M C		0						0						0					
	L2M I	0							0						0					
	L2M?			1 (1,5	2%)					1 (1,5	2%)			2 (3,03%)						

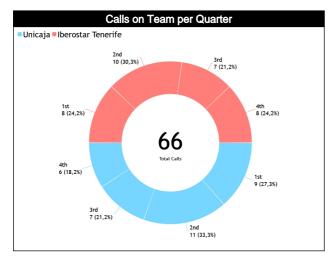


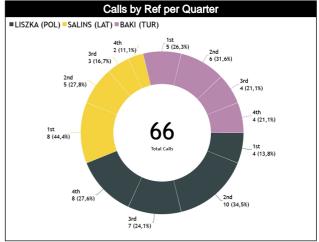




#### Calls vs Referee

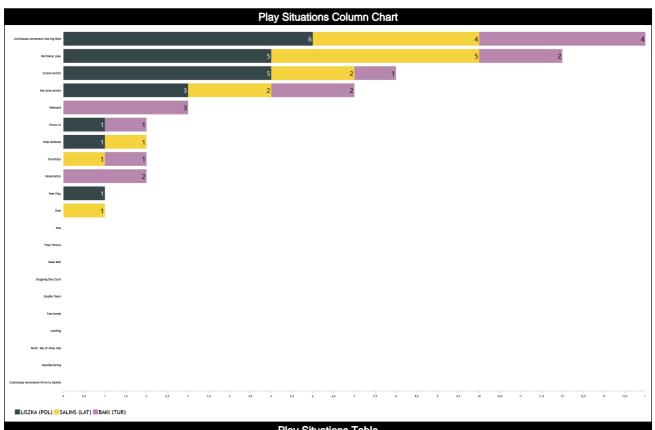
Quarters		Quar	ter 1		Quarter 2					Quar	ter 3				Quar	ter 4			TOTAL	
3 Referees	Į	5'	1	D'	5'		10'			5'	10'		5'		1	0"	Las	st 2'	10	AL
LISZKA Wojciech (POL)	1 50%	1 50%	0	2 100%	5 83%	1 17%	2 50%	2 50%	1 33%	2 67%	1 25%	3 75%	1 33%	2 67%	3 60%	2 40%	1 50%	1 50%	14 48%	15 52%
	2 7%		2 7%		6 21%		4 14%		3 10%		4 14%		3 10%		5 17%		2 7%		2 44	9 .%
SALINS Gatis	2 50%	2 50%	3 75%	1 25%	1 33%	2 67%	1 50%	1 50%	3 100%	0	0	0	2 100%	0	0	0	0	0	12 67%	6 33%
(LAT)	4 22%			4 3 22% 17%			2 11%		3 17%		0		2 11%		0		0		18 27%	
BAKI Kerem	2 67%	1 33%	1 50%	1 50%	2 50%	2 50%	0	2 100%	0	1 100%	2 67%	1 33%	0	4 100%	0	0	0	0	7 37%	12 63%
(TUR)		3 2 16% 11%		4 2 21% 11%		_	1 5%		3 16%		4 21%		0		0			9 %		
TOTAL	5 56%	4 44%	4 50%	4 50%	8 62%	5 38%	3 38%	5 63%	4 57%	3 43%	3 43%	4 57%	3 33%	6 67%	3 60%	2 40%	1 50%	1 50%	33 50%	33 50%
TOTAL	9 8 14% 12%		1 20			B !%	11	7 11%		7 11%		9 14%		5 8%		2 3%		66		







#### **Play Situations Break-down**



Play Situations Table																
		То	tals			LISZKA, Wo	jclech (POL)			SALINS, G	atis (LAT)			BAKI, Ke	rem (TUR)	
Concepts	Col	rect				rect		Incorrect		rect	Incorrect		Cor			rrect
Continuous Movement/Drive to basket		LNTF	UNI	LNTF	UNI	LNTF	UNI	LNTF	UNI	LNTF	UNI	LNTF	UNI	LNTF	UNI	LNTF
	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
Totala	^	^	27	27	^	^	10	10	^	Λ	11	_		^		10



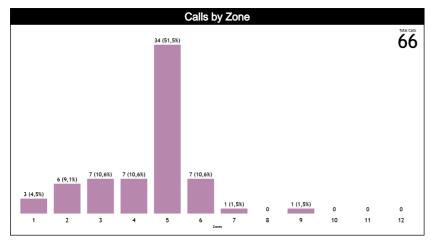
### **Call Average vs Game**

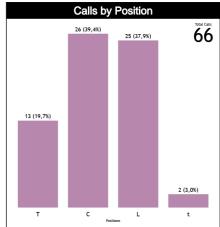
Call Average vs Game
Work in progress
Work in progress



#### **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
С3	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
т	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
Т3	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
TOTAL	3	6	7	7	34	7	1	0	1	0	0	0	66







#### **IRS vs Game**

IRS vs GAMES	
Work in progress	
Work in progress	
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