

FIBA POST GAME REPORT

BONN vs JLME FP202 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.

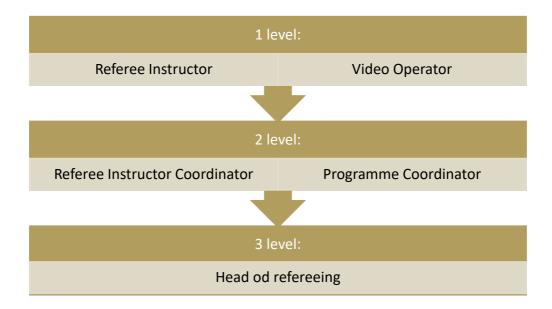
Most importantly, data can be used to:

- 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

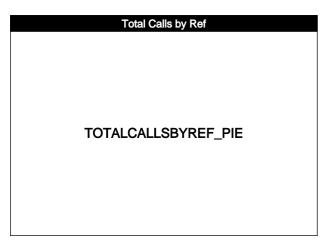
GAME_SUMMARY_2

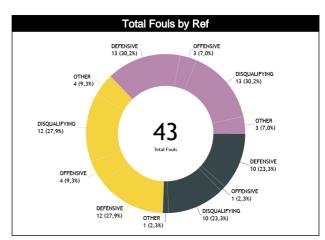
	REFEREEING STAFF	
MAZZONI, Manuel (ITA)	ROSSO, Yohan (FRA)	KREJIC, Boris (SLO)
MAZZONI MANUEL (ITA)	ROSSO YOHAN (FRA)	KREJIC BORIS (SLO)
Referee Instructor	Stand-by Referee Instructor	Video Operator
LICINA,Miodrag (SRB)	N/A	Lopez, Txus (ESP)

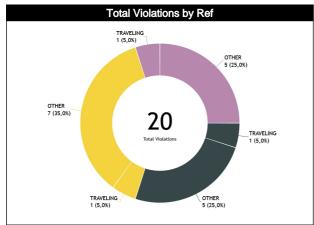


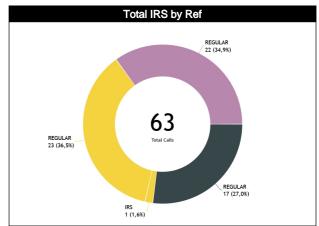
Calls Summary vs Referee

	Types/Referees	MAZZONI M	lanuel (ITA)	ROSSO Yo	han (FRA)	KREJIC BO	oris (SLO)	TOTAL				
CALLS		8 (47%)	8 (47%) 9 (53%)		12 (50%)	11 (50%)	11 (50%) 11 (50%)		32 (51%)			
	CALLS	17 (27%)	24 (3	18%)	22 (3	35%)	63				
	FOULS	6 (55%)	5 (45%)	7 (44%)	9 (56%)	10 (63%)	6 (38%)	23 (53%)	20 (47%)			
	FUULS	11 (2	26%)	16 (3	37%)	16 (3	37%)	4	43			
	DEFENSIVE	5 (50%)	5 (50%)	6 (50%)	6 (50%)	8 (62%)	5 (38%)	19 (54%)	16 (46%)			
	DELENSIAE	10 (2	29%)	12 (3	34%)	13 (3	37%)	;	35			
	OFFENSIVE -	1 (100%)	0	1 (25%)	3 (75%)	2 (67%)	1 (33%)	4 (50%)	4 (50%)			
		1 (1	3%)	4 (5	0%)	3 (3	8%)	8				
	DOUBLE FOUL	0	0	0	0	0	0	0	0			
		(0	()	()		0			
FOULS	UNSPORTSMANLIKE	0	0	0	0	0	0	0	0			
F01	UNSFURISIVIANLIKL	(0	()	()	0				
	TECHNICAL	0	0	0	0	0	0	0	0			
	TEOTIMOAL		0	()	(0			
	DISQUALIFYING	5 (50%)	5 (50%)	6 (50%)	6 (50%)	8 (62%)	5 (38%)	19 (54%)	16 (46%)			
	DISQUALII TING		29%)	12 (3		13 (3		35				
	OTHER	1 (100%)	0	1 (25%)	3 (75%)	2 (67%)	1 (33%)	4 (50%)	4 (50%)			
	OTTLK		3%)	4 (5		3 (3			8			
	VIOLATIONS	2 (33%)	4 (67%)	5 (63%)	3 (38%)	1 (17%)	5 (83%)	8 (40%)	12 (60%)			
	VIOLATIONS		0%)	8 (4	0%)	6 (3	0%)	2	20			
NS	TRAVELING	1 (100%)	0	0	1 (100%)	0	1 (100%)	1 (33%) 2 (67%)				
TI0	TICAVELINO	1 (3	3%)	1 (3	3%)	1 (3	3%)		3			
VIOLATIONS	OTHER	1 (20%)	4 (80%)	5 (71%)	2 (29%)	1 (20%)	4 (80%)	7 (41%)	10 (59%)			
>	OTTLK	5 (2	9%)	7 (4	1%)	5 (2	9%)		17			
	IRS	0	0	0	1 (100%)	0	0	0	1 (100%)			
	111.5	(0	1 (10	0%)] ()		1			





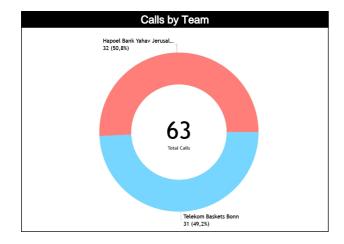


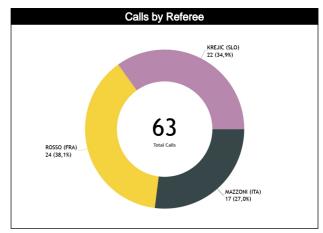




Calls vs Team

	Teams	Telekom Baskets Bonn 77						Hapoel Bank Yahav Jerusalem 70							TOTALS						
Refs	Italiis																				
	Assessment	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M?	Correct	Incorrect	Inconci.	L2M C	L2M1	L2M?	Correct	Incorrect	Inconcl.	L2M C	L2M1	L2M?		
сс	MAZZONI, Manuel (ITA)	0	0	8	0	0	0	0	0	9	0	0	0	0	0	17	0	0	0		
U1	ROSSO, Yohan (FRA)	0	0	12	0	0	1	1	0	11	0	0	0	1	0	23	0	0	1		
U2	KREJIC, Borls (SLO)	0	0	11	0	0	2	0	0	11	0	0	2	0	0	22	0	0	4		
	TOTAL	31 (49,21%)						32 (50,79%)							63 (100%)						
	CORRECT	0								1 (1,5	i9%)		1 (1,59%)								
	INCORRECT	0						0							0						
	INCONCLUSIVE		31 (49,21%)							31 (49	62 (98,41%)										
	L2M C		0						0						0						
	L2M I		0							0)		0								
	L2M?		3 (4,76%)							2 (3,1	5 (7,94%)										

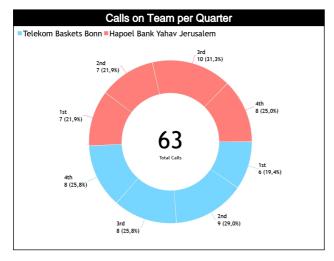


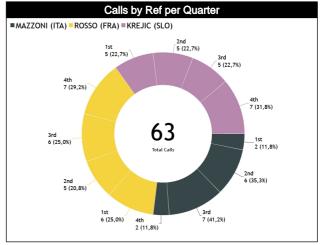




Calls vs Referee

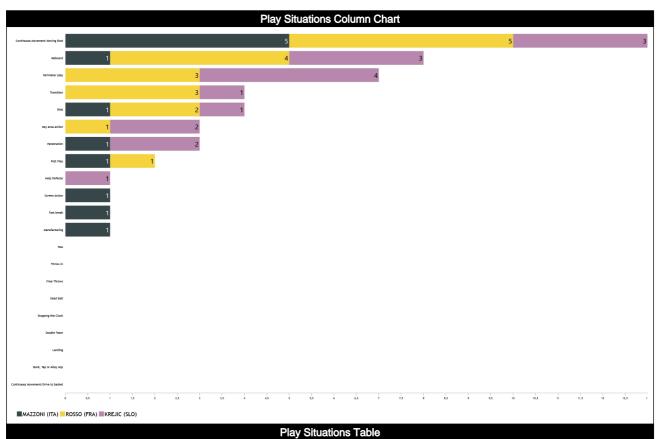
Quarters		Quar	ter 1			Quar	ter 2			Quar	ter 3			TOTAL						
3 Referees	Į	5'	1	D'	Ę	5'		10'		5'	10'		5'		10'		Last 2'		TOTAL	
MAZZONI Manuel (ITA)	1 50%	1 50%	0	0	1 50%	1 50%	2 50%	2 50%	2 50%	2 50%	0	3 100%	0	0	2 100%	0	0	0	8 47%	9 53%
	2 12%		2 12%		0		2 !%	4 24%		4 24%		3 18%		0		2 12%		0		17 27%
ROSSO Yohan	2 50%	2 50%	1 50%	1 50%	2 67%	1 33%	1 50%	1 50%	2 40%	3 60%	1 100%	0	2 67%	1 33%	1 25%	3 75%	1 100%	0	12 50%	12 50%
(FRA)	17	4 2 17% 8%		_	3 13%		2 8%		5 21%		1 4%		3 13%		4 17%		1 4%		24 38%	
KREJIC Boris	0	1 100%	2 50%	2 50%	2 50%	2 50%	1 100%	0	2 67%	1 33%	1 50%	1 50%	1 50%	1 50%	2 40%	3 60%	2 50%	2 50%	11 50%	11 50%
(SL0)	1 4 5% 18%		4 18%		1 5%		3 14%		2 9%		- -		5 23%		4 18%		22 35%			
TOTAL	3 43%	4 57%	3 50%	3 50%	5 56%	4 44%	4 57%	3 43%	6 50%	6 50%	2 33%	4 67%	3 60%	2 40%	5 45%	6 55%	3 60%	2 40%	31 49%	32 51%
TOTAL	7 11% 1			5)%		9 %	11	7 11%		2 %	6 10%		5 8%		11 17%		5 8%		63	







Play Situations Break-down



JLME BONN JLME Continuous Movement/Drive to basket Continuous Movement/Moving Shot Shot Manufacturing Dunk, Tap or Alley oop Penetration Perimeter play Fast break Transition Post Play Double Team Help Defense Stopping the Clock Dead Ball Free Throws Throw-In



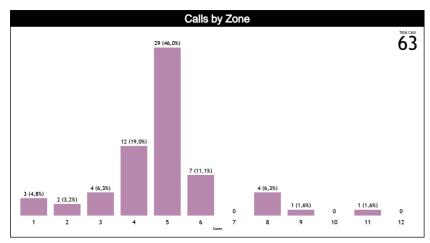
Call Average vs Game

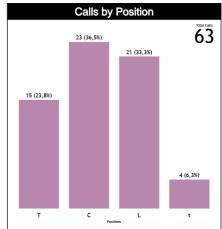
Call Average vs Game
Work in progress
Work in progress



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	3 (27%)	0 (0%)	0 (0%)	0 (0%)	8 (73%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11
C3	0 (0%)	0 (0%)	2 (17%)	6 (50%)	3 (25%)	0 (0%)	0 (0%)	0 (0%)	1 (8%)	0 (0%)	0 (0%)	0 (0%)	12
T1	0 (0%)	2 (29%)	0 (0%)	1 (14%)	3 (43%)	1 (14%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7
Т3	0 (0%)	0 (0%)	2 (25%)	3 (38%)	2 (25%)	0 (0%)	0 (0%)	1 (13%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8
L4	0 (0%)	0 (0%)	0 (0%)	1 (10%)	9 (90%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10
L5	0	0	0	0	0	0	0	0	0	0	0	0	0
L6	0 (0%)	0 (0%)	0 (0%)	1 (9%)	4 (36%)	6 (55%)	0 (0%)	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 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1
Tt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2 (67%)	0 (0%)	0 (0%)	1 (33%)	0 (0%)	3
Lt	0	0	0	0	0	0	0	0	0	0	0	0	0
TOTAL	3	2	4	12	29	7	0	4	1	0	1	0	63







IRS vs Game

IRS vs GAMES	
Work in progress	
Work in progress	
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