

FIBA Game Stats

FCA vs QSA FP102 2023 BCLA FINAL 4



Contents

Note about the data:	3
Global Evaluation:	3
Quality and Consistency:	4
Game – General Information:	5
General Calls Evaluation	6
Plays Situation Breakdown	6
Regular Call vs. L2M & OT Accuracy	
Accuracy by Quarter	7
Calls Summary	8
Calls by Referee	9
Calls by Zone and Position	10
Call Types by Referee	11



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

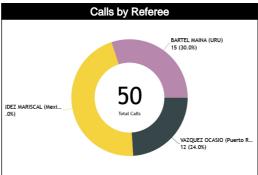
Competition		20	23 BCLA FINA	L 4	
Game	FCA				QSA
Score	91	20-20 /	17-10 / 25-27	/ 29-16	73
Duration	00:18:55	00:28:35	00:21:53	00:25:01	01:34:24
Fouls (IRS)	19 (0)				24 (0)
		GAME INFOR	MATION		
Stage/Round		FINAL	4		FP102
Date		20	:30 14/04/20	23	
Place			BCLA		
		REFEREEING	STAFF		
VAZQUEZ OCA (Puerto F	ASIO, Luis BE Rico)	ERMUDEZ MARI (Mexico	SCAL, Omar o)	BARTEL N	MAINA, Andrés (URU)
	FIRE				THE TREE TO THE TREE TREE TO THE TREE TREE TREE TREE TREE TREE TREE
Referee Ins	tructor S	tand-by Referee	Instructor	Video	o Operator
MARANHO,Cris (BRA		N/A		VELASCO	Fabricio (BRA)

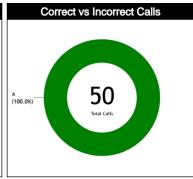


General Calls Evaluation

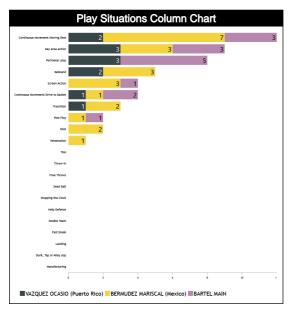
Refs	Teams		:	SESI FRA	NCA 91					Qulm:	sa 73			TOTALS					
Reis	Assessment	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M?	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M?	Correct	Incorrect	Inconci.	L2M C	L2M I	L2M?
СС	C VAZQUEZ OCASIO, Luis (Puerto Rico)		0	0	0	0	0	6	0	0	0	0	0	12	0	0	0	0	0
U1	BERMUDEZ MARISCAL, Omar (Mexico)	9	0	0	0	0	0	15	0	0	0	0	0	23	0	0	0	0	0
U2	BARTEL MAINA, Andrés (URU)	9	0	0	0	0	0	6	0	0	0	0	0	15	0	0	0	0	0
	TOTAL			24 (4	8%)			27 (54%) 50					50 (10	60 (100%)					
	CORRECT		24 (48%)				27 (54%)						50 (100%)						
	INCORRECT			0				0						0					
	INCONCLUSIVE			0						C	1			0					
	L2M C			0						C				0					
	L2M I			0						0				0					
	L2M?			0						C	1					0)		







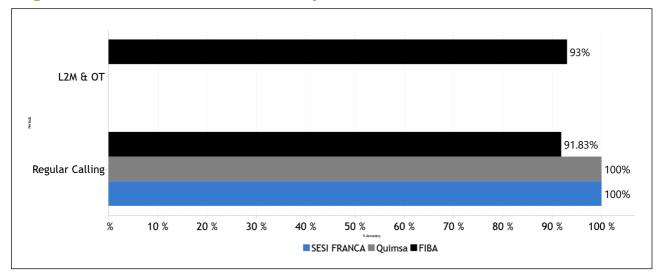
Plays Situation Breakdown

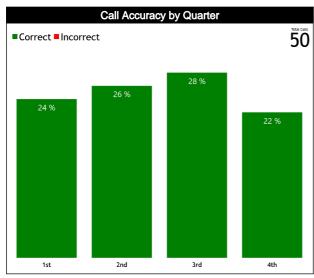


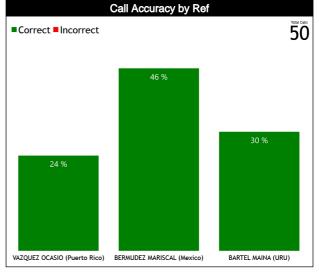
	Play Situations Table															
Consents		Tot	tals			QUEZ C (Puert				/IUDEZ Omar (BARTEL MAINA, Andrés (URU)			
Concepts	Cor	rect	Inco	rrect	Cor	rect	Inco	rrect	Cor	rect	Inco	rrect	Cor	rect	Inco	rrect
	FCA	QSA	FCA	QSA	FCA	QSA	FCA	QSA	FCA	QSA	FCA	QSA	FCA	QSA	FCA	QSA
Continuous Movement/Drive	3	1	0	0	1	0	0	0	1	0	0	0	1	1	0	0
Continuous	5	7	0	0	2	0	0	0	1	6	0	0	2	1	0	0
Shot	2	0	0	0	0	0	0	0	2	0	0	0	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	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0
Perimeter play	3	5	0	0	1	2	0	0	0	0	0	0	2	3	0	0
Fast break	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Transition	1	3	0	0	0	1	0	0	1	2	0	0	0	0	0	0
Rebound	0	5	0	0	0	2	0	0	0	3	0	0	0	0	0	0
Post Play	2	0	0	0	0	0	0	0	1	0	0	0	1	0	0	0
Key area action	6	3	0	0	2	1	0	0	2	1	0	0	2	1	0	0
Screen Action	2	2	0	0	0	0	0	0	1	2	0	0	1	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	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
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	24	27	0	0	6	6	0	0	9	15	0	0	9	6	0	0

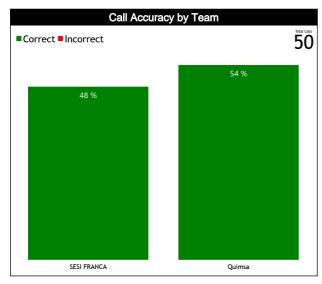


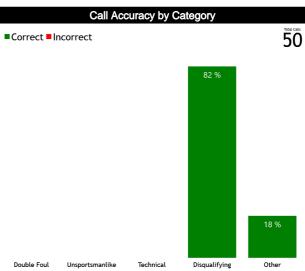
Regular Call vs. L2M & OT Accuracy







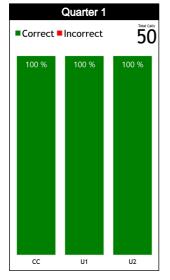


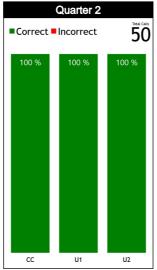


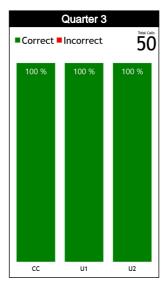


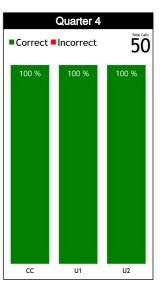
Calls Summary

Quarters	1st Qu	uarter	2nd Q	uarter	3rd Q	uarter	4th Q	uarter	To	tal
Duration	00:1	8:55	00:2	8:35	00:2	1:53	00:2	5:01	01:3	4:24
Calls	6 (50%)	6 (50%)	6 (46%) 7 (54%)		6 (43%)	8 (57%)	5 (45%)	6 (55%)	23 (46%)	27 (54%)
Calls	12 (2	24%)	13 (26%)		14 (28%)	11 (2	22%)	50 (100%)	
Fouls	5 (56%)	4 (44%)	4 (36%)	7 (64%)	5 (42%)	7 (58%)	5 (45%)	6 (55%)	19 (44%)	24 (56%)
rouis	9 (21%)		11 (2	26%)	12 (28%)		11 (26%)		43 (86%)	
Travelling	0	0	0	0	0	1 (100%)	0	0	0	1 (100%)
Traveiling	()	()	1 (10	00%)	()	1 (2	2%)
Other Violations	1 (33%)	2 (67%)	2 (100%)	0	1 (100%)	0	0	0	4 (67%)	2 (33%)
Other violations	3 (5	0%)	2 (3	3%)	1 (1	7%)	()	6 (12%)	
Inc	0	0	0	0	0	0	0	0	0	0
IRS No Call CNC/ICNC	()	()		0	0		()
	0	0	0	0	0	0	0	0	0	0
	()	()	(0	()	0	





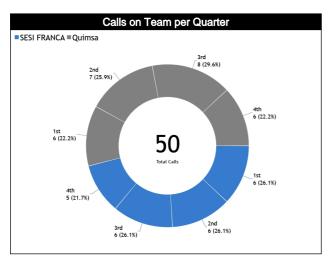


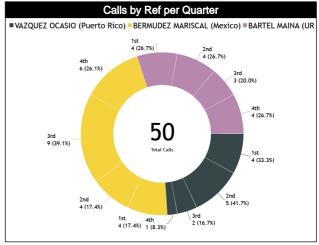




Calls by Referee

Quarters		Quar	ter 1			Quar	ter 2			Quai	rter 3				Qua	rter 4			TO [*]	TAL
3 Referees	I.o	5"	10	D'	I.o	-	1	0'		,	1	0'	Ę	5'	1	10'	Las	t 2'	2	IAL
VAZQUEZ OCASIO Luis	1 100%	0	1 33%	2 67%	0	1 100%	2 50%	2 50%	1 100%	0	1 100%	0	0	0	0	1 100%	0	0	6 50%	6 50%
(Puerto Rico)	8	1 %	25 25	3 5%	8 ¹	l %		4 3%	8	l %	8	1 %	(0	8	1 3%	Û)		2 %
BERMUDEZ MARISCAL	0	1 100%	2 67%	1 33%	1 33%	2 67%	0	1 100%	3 33%	6 67%	2 40%	3 60%	0	1 100%	0	0	0	0	8 35%	15 65%
Omar (Mexico)	4	1 %	-	3 3%	13		4	1 %	39			5 2%	4	1 %		0	()	2 46	3 5%
BARTEL MAINA Andrés	1 33%	2 67%	1 100%	0	2 100%	0	1 50%	1 50%	2 67%	1 33%	2 100%	0	0	2 100%	0	0	0	0	9 60%	6 40%
(URU)		3)%	7'	I %	13	- 1	_	2 3%	20		_	2 3%		2 3%		0	()		5)%
TOTAL	2 40%	3 60%	4 57%	3 43%	3 50%	3 50%	3 43%	4 57%	6 46%	7 54%	5 63%	3 38%	0	3 100%	0	1 100%	0	0	23 46%	27 54%
IOIAL		5)%	14	7 1%	12			7 !%	1 26			B 5%		3 %	2	12%	()	5	0

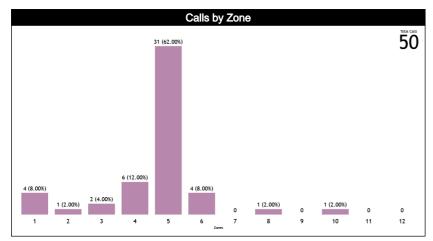


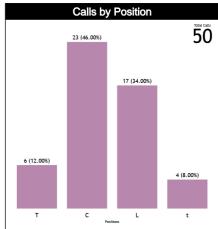




Calls by Zone and Position

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	3 (38%)	0 (0%)	0 (0%)	0 (0%)	5 (63%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8
C3	0 (0%)	0 (0%)	1 (7%)	3 (20%)	11 (73%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	15
T1	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1
Т3	0 (0%)	0 (0%)	1 (20%)	2 (40%)	1 (20%)	0 (0%)	0 (0%)	1 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5
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%)	0 (0%)	5 (63%)	3 (38%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8
Ct	1 (50%)	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2
Tt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	1
Lt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1
TOTAL	4	1	2	6	31	4	0	1	0	1	0	0	50







Call Types by Referee

	Types/Referees	VAZQUEZ OCAS	SIO Luis (Puerto co)	BERMUDEZ M (Me	ARISCAL Omar xico)	BARTEL MAIN	A Andrés (URU)	TOTAL		
	CALLS	6 (50%)	6 (50%)	8 (35%)	15 (65%)	9 (60%)	6 (40%)	23 (46%)	27 (54%)	
	CALLS	12 (2	24%)	23 (46%)	15 (30%)	5	0	
	FOULS	4 (40%)	6 (60%)	7 (33%)	14 (67%)	8 (67%)	4 (33%)	19 (44%)	24 (56%)	
	1 00L3	10 (2	23%)	21 (49%)	12 (28%)	4	3	
	DEFENSIVE	4 (44%)	5 (56%)	5 (28%)	13 (72%)	7 (78%)	2 (22%)	16 (44%)	20 (56%)	
	DLI LIVOIVL	9 (2	5%)	18 (50%)	9 (2	25%)	3	6	
	OFFENSIVE	0	1 (100%)	2 (67%)	1 (33%)	1 (33%)	2 (67%)	3 (43%)	4 (57%)	
	OTTENSIVE	1 (1	4%)	3 (4	3%)	3 (4	13%)	-	7	
	DOUBLE FOUL	0	0	0	0	0	0	0	0	
	DOOBLETOOL	()	()	(0	()	
FOULS	UNSPORTSMANLIKE	0 0		0	0	0	0	0	0	
EQ.	UNSFURTSWANLIKE	0		()	(0	()	
	TECHNICAL	0	0	0	0	0	0	0	0	
	TECHNICAL	Ö		()	(0	()	
	DISQUALIFYING	4 (44%)	5 (56%)	5 (26%)	14 (74%)	7 (78%)	2 (22%)	16 (43%)	21 (57%)	
	DISQUALII TING	9 (2	4%)	19 (51%)	9 (2	24%)	37		
	OTHER	0	1 (100%)	2 (100%)	0	1 (33%)	2 (67%)	3 (50%)	3 (50%)	
	OTTLK	1 (1	7%)	2 (3	3%)	3 (5	0%)	(5	
	VIOLATIONS	2 (100%)	0	1 (50%)	1 (50%)	1 (33%)	2 (67%)	4 (57%)	3 (43%)	
	VIOLATIONS	2 (2	9%)	2 (2	9%)	3 (4	13%)		7	
NS	TRAVELING	0	0	0	1 (100%)	0	0	0	1 (100%)	
110	TIONVELING	()	1 (1	00%)	(0	•	1	
VIOLATIONS	OTHER	2 (100%)	0	1 (100%)	0	1 (33%)	2 (67%)	4 (67%)	2 (33%)	
N	OTTLK	2 (3	3%)	1 (1	7%)	3 (5	50%)	6		
	IRS	0	0	0	0	0	0	0	0	
	INS		כ)		0	Ö		

