

FIBA Game Stats

MIN vs QSA FP202 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:





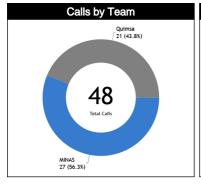
Game – General Information:

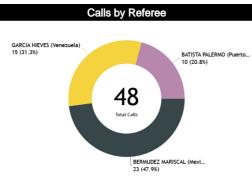
Competition		20	23 BCLA FINA	L 4	
Game	MIN				QSA
Score	94	25-23 /	24-16 / 16-23	/ 29-19	81
Duration	00:19:34	00:20:46	00:24:52	00:19:34	01:24:46
Fouls (IRS)	25 (0)				18 (0)
	(SAME INFOR	MATION		
Stage/Round		FINAL -	4		FP202
Date		17	:00 15/04/20	23	
Place			BCLA		
		REFEREEING	STAFF		
BERMUDEZ MAR (Mexic		RCIA NIEVES, Da (Venezue	aniel Alberto ela)	BATISTA PA (Pud	ALERMO, Johnny erto Rico)
Referee Inst	tructor S	tand-by Referee	Instructor	Video	o Operator
MARANHO, ((Brazil	Cristiano))	N/A		VELASCO	Fabricio (BRA)

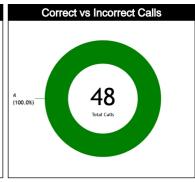


General Calls Evaluation

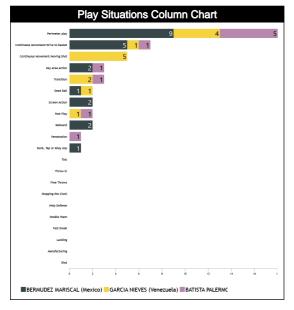
Refs	Teams			MINA	S 94					Quim	sa 81					TOT	ALS		
Reis	Assessment	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M?	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M?	Correct	Incorrect	Inconci.	L2M C	L2M I	L2M?
СС	BERMUDEZ MARISCAL, Omar (Mexico)	14	0	0	0	0	0	10	0	0	0	0	0	23	0	0	0	0	0
U1	GARCIA NIEVES, Daniel Alberto (Venezuela)	7	0	0	0	0	0	8	0	0	0	0	0	15	0	0	0	0	0
U2	BATISTA PALERMO, Johnny (Puerto Rico)	7	0	0	1	0	0	3	0	0	1	0	0	10	0	0	2	0	0
	TOTAL			28 (58	8 (58.33%)				21 (43.75%)						48 (100%)				
	CORRECT		28 (58.33%)				21 (43.75%)					48 (100%)							
	INCORRECT			0				0						0					
	INCONCLUSIVE			0						0	1			0					
	L2M C			1 (2.0	8%)					1 (2.0	18%)			2 (4.17%)					
	L2M I			0				0						0					
	L2M?			0						0						0			







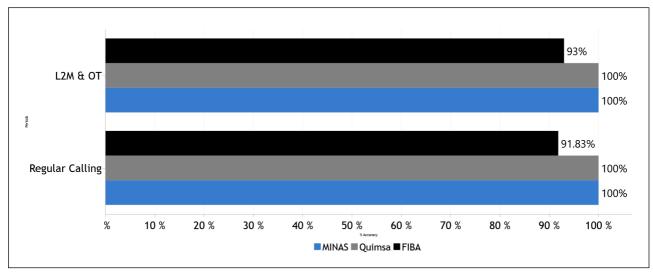
Plays Situation Breakdown

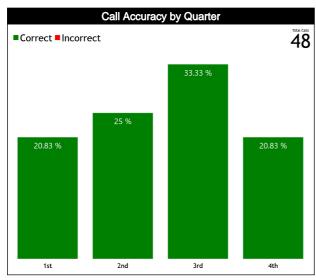


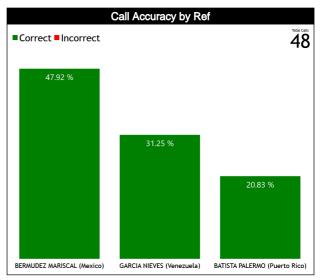
			Ρ	lay	Situ	atic	ns '	Tab	le								
2	Totals				BERMUDEZ MARISCAL, Omar (Mexico)					CIA NIE erto (V		Daniel iela)		BATISTA PALERMO, Johnny (Puerto Rico)			
Concepts	Correct		Incorrect		Correct		Incorrect		Correct		Incorrect		Correct		Incorrect		
	MIN		MIN	QSA	MIN	QSA	MIN	QSA	MIN	QSA		QSA				QSA	
Continuous Movement/Drive	3	4	0	0	2	3	0	0	0	1	0	0	1	0	0	0	
Continuous	2	3	0	0	0	0	0	0	2	3	0	0	0	0	0	0	
Shot	0	0	0	0	0	0	0	0	0	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	1	1	0	0	1	1	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	0	0	0	0	1	0	0	
Perimeter play	10	8	0	0	5	4	0	0	2	2	0	0	3	2	0	0	
Fast break	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Transition	2	1	0	0	0	0	0	0	1	1	0	0	1	0	0	0	
Rebound	1	1	0	0	1	1	0	0	0	0	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	2	1	0	0	1	1	0	0	0	0	0	0	1	0	0	0	
Screen Action	2	0	0	0	2	0	0	0	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	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	2	0	0	0	1	0	0	0	1	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	27	20	0	0	13	10	0	0	7	7	0	0	7	3	0	0	

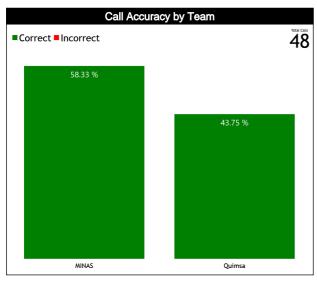


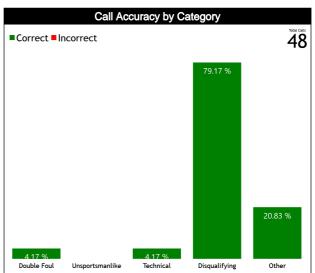
Regular Call vs. L2M & OT Accuracy







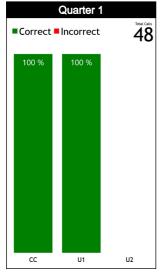


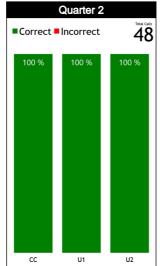


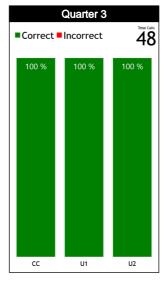


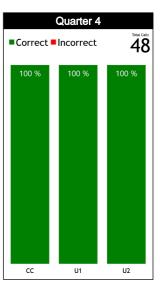
Calls Summary

Quarters	1st Q	uarter	2nd Q	uarter	3rd Q	uarter	4th Q	uarter	To	tal	
Duration	00:1	9:34	00:2	0:46	00:2	4:52	00:1	9:34	01:2	4:46	
Calls	5 (50%)	5 (50%)	6 (50%) 6 (50%)		11 (69%)	5 (31%)	5 (50%)	5 (50%)	27 (56%)	21 (44%)	
Calls	10 (2	21%)	12 (25%)		16 (33%)	10 (2	21%)	48 (100%)		
Fouls	5 (56%)	4 (44%)	5 (56%)	4 (44%)	10 (67%)	5 (33%)	5 (50%)	5 (50%)	25 (58%)	18 (42%)	
rouis	9 (21%)		9 (2	1%)	15 (3	35%)	10 (2	23%)	43 (90%)		
Trovolling	0	0	0	1 (100%)	0	0	0	0	0	1 (100%)	
Travelling	(0	1 (10	00%)	()	()	1 (2%)		
Other Violations	0	1 (100%)	1 (50%)	1 (50%)	1 (100%)	0	0	0	2 (50%)	2 (50%)	
Other violations	1 (2	!5%)	2 (50%)		1 (2	5%)	0		4 (3%)	
Inc	0	0	0	0	0	0	0	0	0	0	
IRS	(0	()	()	()	()	
No Call CNC/ICNC	0	0	0	0	0	0	0	0	0	0	
NO CAIL CINC/ ICINC		0	()	()	()	0		





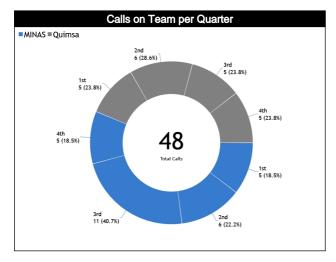


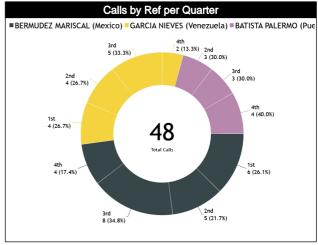




Calls by Referee

Quarters	Quarter 1					Quar	ter 2			Quai	rter 3				Quar	ter 4			TO	TAI
3 Referees	5	3"	10	D"	5	j'	10	0'	5		1	0'	Ę	5'	10'		Las	t 2'	10	IAL
BERMUDEZ MARISCAL	0	0	3 50%	3 50%	1 33%	2 67%	1 50%	1 50%	2 40%	3 60%	3 100%	0	2 67%	1 33%	1 100%	0	0	0	13 57%	10 43%
Omar (Mexico)	()		5 5%		3 3%	9	2 %	22	5 !%		3 3%	1 '	3 3%	4'	1 %	()	2 48	3 3%
GARCIA NIEVES Daniel	1 50%	1 50%	1 50%	1 50%	0	2 100%	1 50%	1 50%	1 50%	1 50%	2 67%	1 33%	0	1 100%	1 100%	0	0	0	7 47%	8 53%
Alberto (Venezuela)	13	<u>2</u> 3%	13	2 3%	13		13	2 3%	13	-		3)%	7'	1 %	7'	l %	()		5 %
BATISTA PALERMO	0	0	0	0	1 100%	0	2 100%	0	1 100%	0	2 100%	0	0	1 100%	1 33%	2 67%	1 50%	1 50%	7 70%	3 30%
Johnny (Puerto Rico)	Û)	()	10	l)%	20	2)%	10	l)%	_	2)%	10	1)%	1	3)%		2)%		0 %
TOTAL	1 50%	1 50%	4 50%	4 50%	2 33%	4 67%	4 67%	2 33%	4 50%	4 50%	7 88%	1 13%	2 40%	3 60%	3 60%	2 40%	1 50%	1 50%	27 56%	21 44%
TOTAL	4		17	3	13	5	13	5 3%	17		17	3 7%		5)%)%	_	2 %	4	8

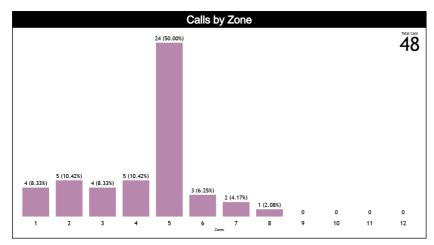


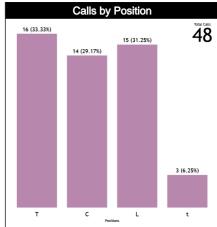




Calls by Zone and Position

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	1 (17%)	1 (17%)	0 (0%)	0 (0%)	3 (50%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6
C3	0 (0%)	0 (0%)	1 (13%)	3 (38%)	4 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8
T1	2 (20%)	2 (20%)	0 (0%)	1 (10%)	3 (30%)	2 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10
Т3	0 (0%)	1 (17%)	2 (33%)	1 (17%)	1 (17%)	0 (0%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6
L4	0 (0%)	0 (0%)	1 (20%)	0 (0%)	4 (80%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5
L5	0	0	0	0	0	0	0	0	0	0	0	0	0
L6	1 (10%)	0 (0%)	0 (0%)	0 (0%)	9 (90%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10
Ct	0 (0%)	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (50%)	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%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1
Lt	0	0	0	0	0	0	0	0	0	0	0	0	0
TOTAL	4	5	4	5	24	3	2	1	0	0	0	0	48







Call Types by Referee

	Types/Referees	BERMUDEZ M (Me	ARISCAL Omar xico)		S Daniel Alberto ezuela)		ERMO Johnny o Rico)	TO	ΓAL		
	CALLS	13 (57%)	10 (43%)	7 (47%)	8 (53%)	7 (70%)	3 (30%)	27 (56%)	21 (44%)		
	CALLS	23 (48%)	15 (31%)	10 (21%)	4	8		
	FOULS	12 (60%)	8 (40%)	7 (50%)	7 (50%)	6 (67%)	3 (33%)	25 (58%)	18 (42%)		
	10023		47%)		33%)	9 (21%)		4			
	DEFENSIVE	9 (53%)	8 (47%)	6 (46%)	7 (54%)	5 (71%)	2 (29%)	20 (54%)	17 (46%)		
	DEI ENSIVE	17 (46%)		13 (35%)	7 (1	9%)	3	7		
	OFFENSIVE	3 (100%)	0	1 (100%)	0	1 (50%)	1 (50%)	5 (83%)	1 (17%)		
	OFFENSIVE	3 (5	0%)	1 (1	17%)	2 (3	3%)	(5		
	DOUBLE FOUL	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	0		
	DOOBLETOOL	1 (5	0%)	1 (5	50%)	(0	2	2		
FOULS	UNSPORTSMANLIKE	0	0	0	0	0	0	0	0		
Ю	O1451 OKTSIVIAI4LIKE	0			0		0	()		
	TECHNICAL	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	0		
	TECHNICAL	1 (5	0%)	1 (5	50%)	0		2	2		
	DISQUALIFYING	9 (53%)	8 (47%)	7 (50%)	7 (50%)	5 (71%)	2 (29%)	21 (55%)	17 (45%)		
	DISQUALII IIING	17 (45%)	14 (37%)	7 (1	8%)	3	8		
	OTHER	3 (100%)	0	0	0	1 (50%)	1 (50%)	4 (80%)	1 (20%)		
	OTTER	3 (6	0%)	(0	2 (4	0%)		5		
	VIOLATIONS	1 (33%)	2 (67%)	0	1 (100%)	1 (100%)	0	2 (40%)	3 (60%)		
	VIOLATIONS	3 (6	0%)	1 (2	20%)	1 (2	.0%)		5		
NS	TRAVELING	0	1 (100%)	0	0	0	0	0	1 (100%)		
TIO	TIVAVELING	1 (1	00%)	(0		0	1			
VIOLATIONS	OTHER	1 (50%)	1 (50%)	0	1 (100%)	1 (100%)	0	2 (50%)	2 (50%)		
>	OTTLIN	2 (5	0%)	1 (2	25%)	1 (2	25%)	4			
	IRS	0	0	0	0	0	0	0	0		
	- 1165)		0	(0	Ö			

