

# **FIBA** Game Stats

FCA vs ASC GP203 2023 FIBA ICC SGP



# Contents

Note about the data:	
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	7
Accuracy by Quarter	7
Calls Summary	
Calls by Referee	
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 continuosuly working to improve the coordination, quality, and consistency of our work. In order to attain this goal, the following people are key:





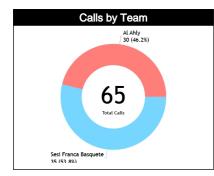
# Game – General Information:

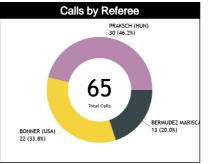
Competition		202	B FIBA ICC SO	)P	
Game	<b>FCA</b>				S ASC
Score	90	26-17 /	16-15 / 26-15 /	21-23	70
Duration	00:17:39	00:23:46	00:20:03	00:25:49	01:27:17
Fouls (IRS)	19 (1)				21 (1)
		GAME INFORM	ATION		
Stage/Round		Group Phase	e GP		GP203
Date		15	:00 22/09/2023	3	
Place		SINGA	PORE SPORTS	S HUB	
		<b>REFEREEING</b> \$	STAFF		
BERMUDEZ MAR (Mex		BONNER, A (USA)	my	PRAI	KSCH, Péter (HUN)
Referee Inst	tructor St	and-by Referee	Instructor	Vide	o Operator
JOSEPH, Albo (AUS)		N/A		SHAFA	GHI, Shahrad (AUS)

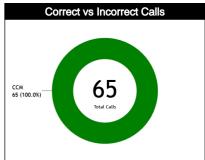


#### **General Calls Evaluation**

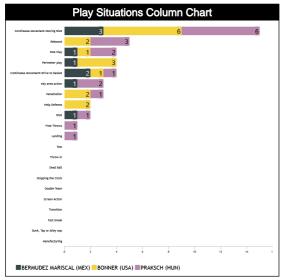
0-6-	Teams		Sesi	Franca B	lasquete	90				Al Ahi	ly 70					TOT	ALS		
Refs	Assessment	Correct	Incorrect	inconci.	L2M C	L2M I	L2M ?	Correct	Incorrect	inconci.	L2M C	L2M I	L2M ?	Correct	Incorrect	inconci.	L2M C	L2M I	L2M ?
CC	BERMUDEZ MARISCAL, Omar (MEX)	6	0	0	1	0	0	7	0	0	0	0	0	13	0	0	1	0	0
U1	BONNER, Amy (USA)	13	0	0	3	0	0	9	0	0	1	0	0	22	0	0	4	0	0
U2	PRAKSCH, Péter (HUN)	16	0	0	2	0	0	14	0	0	0	0	0	30	0	0	2	0	0
	TOTAL			35 (53	.8%)					30 (46	6.2%)					65 (10	1  0    4  0    2  0    5 (100%)		
	CORRECT			35 (53	.8%)		30 (46.2%) 6					65 (10	5 (100%)						
	INCORRECT			0				0						0					
	INCONCLUSIVE			0				0						0					
	L2M C			6 (9.2	2%)					1 (1.	5%)			7 (10.8%)					
	L2M I			0						0	)					0			
	L2M ?			0						0	)					0			





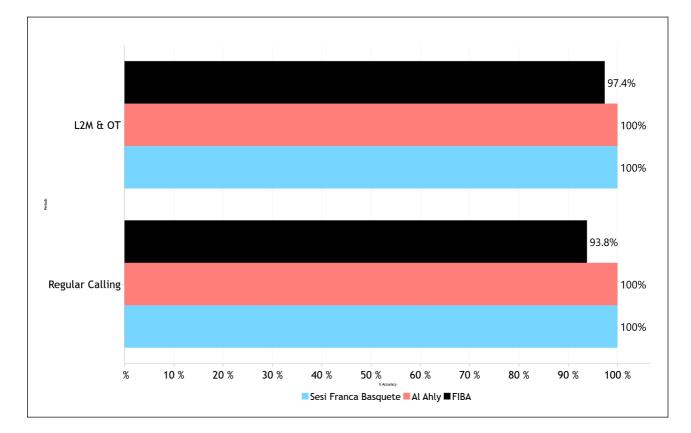


### **Plays Situation Breakdown**



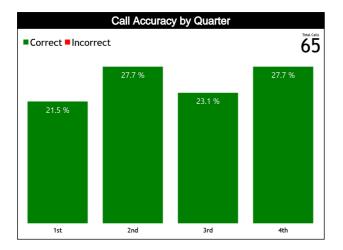
			Ρ	lay	Situ	atic	ons	Tab	е							
		To	tais		BER	MUDEZ Omar	MARIS (MEX)	GAL,	BO	NNER, I	Amy (U	ISA)	PRA	KSCH, I	Péter (	HUN)
Goncepts	Correct		inco	rrect	Cor	Correct		incorrect		Correct		rrect	Correct		Incorrect	
	16	ASC		REC			11	ASC	FUE		FCA	::::E	11	nsc		
Continuous Movement/Drive to	2	2	0	0	0	2	0	0	1	0	0	0	1	0	0	0
Continuous Movement/Moving	8	7	0	0	3	0	0	0	8	3	0	0	2	4	0	0
Shot	0	2	0	0	0	1	0	0	0	0	0	0	0	1	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	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
Penetration	2	1	0	0	0	0	0	0	2	0	0	0	0	1	0	0
Perimeter play	2	2	0	0	1	0	0	0	1	2	0	0	0	0	0	0
Fast break	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Transition	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Rebound	2	3	0	0	0	0	0	0	1	1	0	0	1	2	0	0
Post Play	2	2	0	0	0	1	0	0	1	0	0	0	1	1	0	0
Key area action	1	2	0	0	0	1	0	0	0	0	0	0	1	1	0	0
Screen Action	0	0	0	0	0	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	1	1	0	0	0	0	0	0	1	1	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	1	0	0	0	0	0	0	0	0	0	0	0	1	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
Totais	22	22	0	0	4	5	0	0	10	7	0	0	8	10	0	0

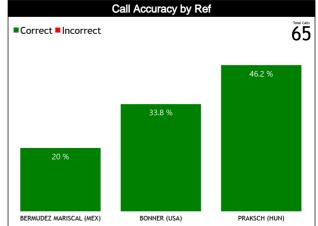




#### Regular Call vs. L2M & OT Accuracy

#### **Accuracy by Quarter**

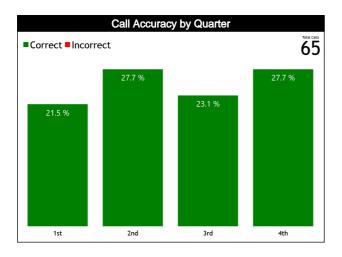


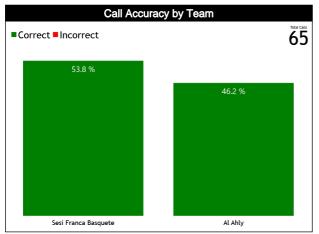


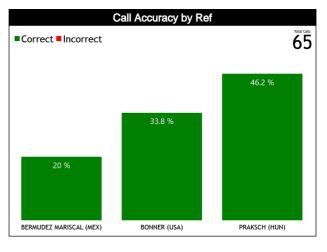


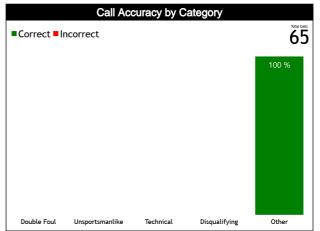
#### **Calls Summary**

Quarters	1st Qu	varter	2nd Q	varter	3rd Q	varter	<b>4th Q</b>	varter	To	tal	
Duration	00:1	7:39	00:2	3:46	00:2	0:03	00:2	5:49	01:27:17		
Calls	7 (50%)	7 (50%)	11 (61%)	7 (39%)	6 (40%)	9 (60%)	11 (61%)	7 (39%)	35 (54%)	30 (46%)	
Cails	14 (2	22%)	18 (28%)		15 (2	23%)	18 (2	28%)	65 (100%)		
Fouda	4 (57%)	3 (43%)	5 (45%)	6 (55%)	5 (42%) 7 (58%)		5 (50%)	5 (50%)	19 (48%)	21 (53%)	
Fouls	7 (1	8%)	11 (2	28%)	12 (:	30%)	10 (2	25%)	40 (62%)		
	0	0	0	0	0	0	1 (100%)	0	1 (100%)	0	
Travelling		)	(	0		0	1 (10	)0%)	1 (2%)		
Old as Malakias a	3 (43%)	4 (57%)	6 (86%)	1 (14%)	1 (33%)	2 (67%)	5 (71%)	2 (29%)	15 (63%)	9 (38%)	
Other Violations	7 (2	9%)	7 (2	9%)	3 (1	3%)	7 (2	9%)	24 (37%)		
100	0	0	0	0	0	0	1 (50%)	1 (50%)	1 (50%)	1 (50%)	
IRS		)	(	0		0	2 (10	)0%)	2 (3%)		
	0	0	0	0	0	0	0	0	0	0	
No Call CNC/ICNC		)		0		0		)	0		





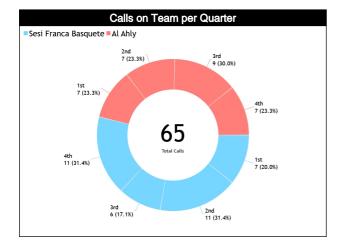


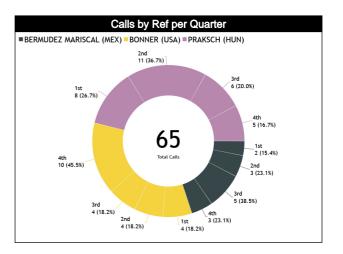




### **Calls by Referee**

Quarters	Quarter 1					Quar	<b>ter 2</b>			Qua	<b>ter</b> 3				Qua	rter 4			TO	701
3 Referees		<del>,</del>	1	0"		5'	1	ľ		5"	1	0"		5	1	0'	La	0 0	TO	
BERMUDEZ MARISCAL,	0	0	0	2 100%	1 100%	0	1 50%	1 50%	2 40%	3 60%	1 50%	1 50%	1 100%	0	1 100%	0	0	0	7 50%	7 50%
Omar (MEX)	0 2 14%		-	7'	1 2 7% 14%		5 36%		2 14%		1 7%		1 7%			0	14 19%			
BONNER, Amy (USA)	1 100%	0	1 33%	2 67%	1 100%	0	2 67%	1 33%	2 50%	2 50%	1 25%	3 75%	5 83%	1 17%	3 75%	1 25%	0	0	16 62%	10 38%
(USA)	1 3 4% 12%		-	1 3 4% 12%		4 4 15% 15%		6 23%		4 15%		0		26 36%						
PRAKSCH, Péter (HUN)	1 25%	3 75%	4 100%	0	4 67%	2 33%	2 40%	3 60%	2 33%	4 67%	1 50%	1 50%	2 67%	1 33%	2 100%	0	0	0	18 56%	14 44%
(HUN)	/ 13	1  %		4 3%		6 1%		5 6%		6 1%	6	2 %	9'	-		2 %		0	-	2 !%
TOTAL	2 40%	3 60%	5 56%	4 44%	6 75%	2 25%	5 50%	5 50%	6 40%	9 60%	3 38%	5 63%	8 80%	2 20%	6 86%	1 14%	0	0	41 57%	31 43%
TOTAL	ן 7'			9 3%		B ∣%	-	0  %		5 %		B ∣%	1 14	0 .%		7 )%		0	7	2

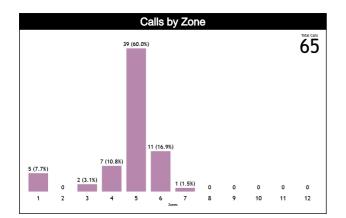


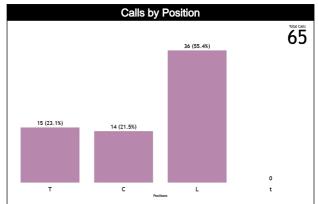




Pos/Zones	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10	Zone 11	Zone 12	TOTAL
ମ	2 (20%)	0 (0%)	0 (0%)	0 (0%)	6 (60%)	2 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10
C3	0 (0%)	0 (0%)	1 (25%)	1 (25%)	2 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	4
Π	3 (30%)	0 (0%)	0 (0%)	0 (0%)	4 (40%)	3 (30%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10
Т3	0 (0%)	0 (0%)	1 (20%)	2 (40%)	1 (20%)	0 (0%)	1 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5
L4	0 (0%)	0 (0%)	0 (0%)	2 (10%)	16 (80%)	2 (10%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	20
L5	0	0	0	0	0	0	0	0	0	0	0	0	0
L6	0 (0%)	0 (0%)	0 (0%)	2 (13%)	10 (63%)	4 (25%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	16
Gt	0	0	0	0	0	0	0	0	0	0	0	0	0
R	0	0	0	0	0	0	0	0	0	0	0	0	0
u	0	0	0	0	0	0	0	0	0	0	0	0	0
TOTAL	5	0	2	7	39	11	1	0	0	0	0	0	65

### Calls by Zone and Position







### **Call Types by Referee**

	Types/Referees	BERMUDEZ MARIS	iCAL, Omar (MEX)	BONNER, A	my (USA)	PRAKSCH, I	Péter (HUN)	TO	ral.	
	CALLS	6 (46%)	7 (54%)	13 (59%)	9 (41%)	16 (53%)	14 (47%)	35 (54%)	30 (46%)	
	UALLO		20%)	22 (3	4%)	30 (4		6	-	
	FOULS	4 (44%)	5 (56%)	8 (53%)	7 (47%)	7 (44%)	9 (56%)	19 (48%)	21 (53%)	
	10025		3%)	15 (3		16 (4		4	0	
	DEFENSIVE	4 (57%)	3 (43%)	8 (53%)	7 (47%)	5 (45%)	6 (55%)	17 (52%)	16 (48%)	
	DELENGIVE	7 (2		15 (4	5%)	11 (3		3	3	
	OFFENSIVE	0	2 (100%)	0	0	2 (40%)	3 (60%)	2 (29%)	5 (71%)	
	OTENSIVE	2 (2	9%)	0		5 (7	1%)		1	
	DOUBLE FOUL	0	0	0	0	0	0	0	0	
	DOOBLETOOL		)	0	1	(	)		) (	
FOULS	UNSPORTSMANLIKE	0	0	0	0	0	0	0	0	
FOI	UNSF UNT SMANLIKE		)	0	1	(	)		)	
	TECHNICAL	0	0	0	0	0	0	0	0	
	TECHNICAL		)	C	1	(	)		)	
	DISQUALIFYING	0	0	0	0	0	0	0	0	
	DISCOALIFTING		)	0	l i i i i i i i i i i i i i i i i i i i	(	)	0		
	OTHER	4 (44%)	5 (56%)	8 (53%)	7 (47%)	7 (44%)	9 (56%)	19 (48%)	21 (53%)	
	UTHEN	9 (2	3%)	15 (3	8%)	16 (4	Ю%)	4	0	
	VIOLATIONS	2 (50%)	2 (50%)	5 (71%)	2 (29%)	9 (64%)	5 (36%)	16 (64%)	9 (36%)	
	VIOLATIONS	4 (1	6%)	7 (20	3%)	14 (5	i6%)	2	5	
NS	TRAVELING	0	0	1 (100%)	0	0	0	1 (100%)	0	
TIO	INAVELING		)	1 (10	0%)		)			
VIOLATIONS	OTHER	OTHER 2 (50%) 2 (50%)		4 (67%)	2 (33%)	9 (64%)	5 (36%)	15 (63%) 9 (38%)		
١N	UTHER	4 (1	7%)	6 (2	5%)	14 (5	i8%)	24		
	IRS	0	1 (100%)	0	0	1 (100%)	0	1 (50%)	1 (50%)	
	mo	1 (5	0%)	C		1 (5	0%)	2		

