

FIBA Game Stats

IGNI vs ASC GP102 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:





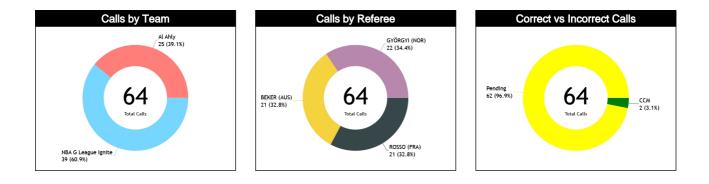
Game – General Information:

Competition		202	3 FIBA ICC SO	iP	
Game	IGNI				S ASC
Score	76	21-20/	17-20	82	
Duration	00:17:49	00:23:52	00:23:24	00:23:48	01:28:53
Fouls (IRS)	21 (2)				16 (1)
		GAME INFORM	ATION		
Stage/Round		Group Phas	e GP		GP102
Date		20	:46 21/09/2023	3	
Place		SINGA	PORE SPORTS	S HUB	
		REFEREEING	STAFF		
ROSSO, Yo (FRA)		BEKER, Sc (AUS)	ott	GYÖRG	(I, Gizella Viola (NOR)
Referee Inst	tructor St	and-by Referee	Instructor	Vide	o Operator
JOSEPH, Albe (AUS)		N/A			GHI, Shahrad (AUS)

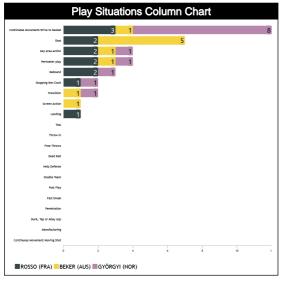


General Calls Evaluation

Defe	Teams		NBI	A & Loagu	e Ignite 7	76				Al Ah	iy 82			TOTALS					
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	ROSSO, Yohan (FRA)	1	0	11	1	0	2	0	0	9	0	0	1	1	0	20	1	0	3
U1	U1 BEKER, Scott (AUS)		0	12	0	0	2	1	0	8	0	0	0	1	0	20	0	0	2
U2	U2 GYÖRGYI, Gizella Viola (NOR)		0	15	0	0	2	0	0	7	0	0	1	0	0	22	0	0	3
	TOTAL			39 (60	.9%)					25 (39	.1%)					64 (10	0%)		
	CORRECT			1 (1.0	3%)	1 (1.6%) 2					2 (3.	(3.1%)							
	INCORRECT			0						0)					0			
	INCONCLUSIVE			38 (59	.4%)					24 (37	.5%)			62 (96.9%)					
	L2M C			1 (1.0	3%)					0	1			1 (1.6%)					
	L2M I			0						0)					0			
	L2M ?			6 (9.4	1%)					2 (3.	1%)					8 (12.	.5%)		

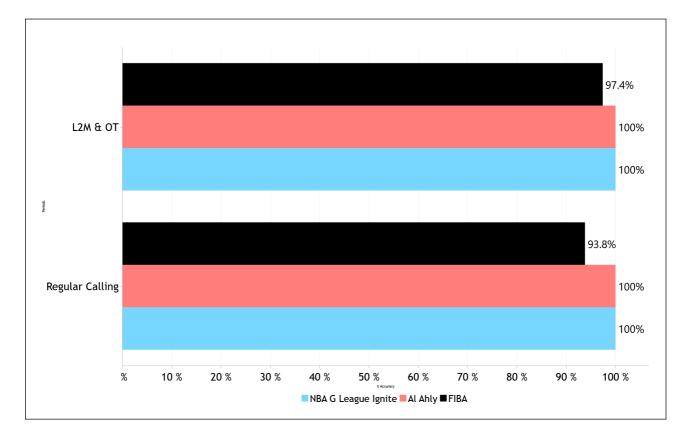


Plays Situation Breakdown



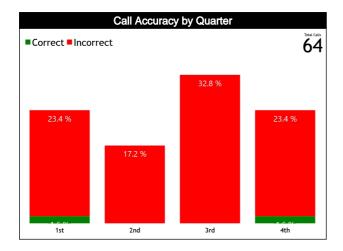
			P	lay	Situ	atic	ons	Tab	e									
		To	tals		RO	880, Yo	ohan (F	ŦRA)	BE	KER, So	ott (A	U8)	GYÖRGYI, Gizəlla Vic (NOR)					
Concepts	Cor	rect	Incorrect		Cor	Correct		Incorrect		Correct		rrect	Correct		Incorrect			
		ASC		R8C		196		ASC		880		186		asc		RSC		
Continuous Movement/Drive to	1	1	5	5	1	0	1	1	0	1	0	0	0	0	4	- 4		
Continuous Movement/Moving	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Shot	0	0	5	2	0	0	2	0	0	0	3	2	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	1	0	0	0	1	0	0	0	0	0	0	0	0		
Penetration	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Perimeter play	0	0	0	4	0	0	0	2	0	0	0	1	0	0	0	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	0	1	0	0	1	0		
Rebound	0	0	2	1	0	0	1	1	0	0	0	0	0	0	1	0		
Post Play	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Key area action	0	0	3	1	0	0	2	0	0	0	0	1	0	0	1	0		
Screen Action	0	0	0	1	0	0	0	0	0	0	0	1	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	2	0	0	0	1	0	0	0	0	0	0	0	1	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	1	1	18	18	1	0	7	5	0	1	3	6	0	0	8	5		

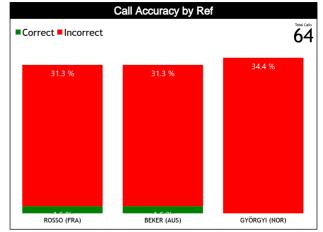




Regular Call vs. L2M & OT Accuracy

Accuracy by Quarter

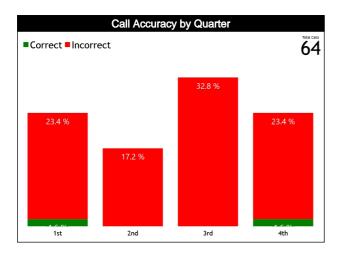


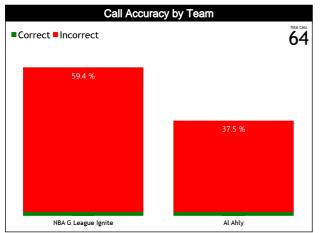


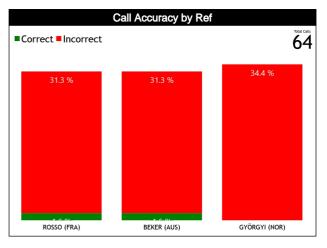


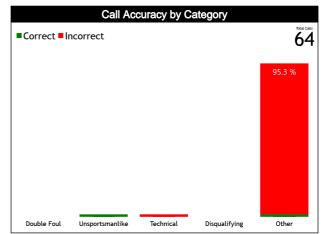
Calls Summary

Quarters	1st Q u	varter	2nd Q	varter	3rd Q	uarter	4th Q	varter	To	tal	
Duration	00:1	7:49	00:2	3:52	00:2	3:24	00:2	3:48	01:28:53		
Calls	12 (75%)	4 (25%)	5 (45%)	6 (55%)	14 (67%)	7 (33%)	8 (50%)	8 (50%)	39 (61%)	25 (39%)	
Guirs	16 (2	25%)	11 (17%)		21 (3	33%)	16 (2	25%)	64 (100%)		
Fouls	5 (56%)	4 (44%)	3 (38%)	5 (63%)	8 (67%)	4 (33%)	5 (63%)	3 (38%)	21 (57%)	16 (43%)	
rouis	9 (2	4%)	8 (2	2%)	12 (3	32%)	8 (2	2%)	37 (58%)		
To an a Marca	0	0	1 (100%)	0	2 (100%)	0	0	1 (100%)	3 (75%)	1 (25%)	
Travelling	()	1 (2	5%)	2 (5	0%)	1 (2	5%)	4 (6%)		
	7 (100%)	0	1 (50%)	1 (50%)	4 (57%)	3 (43%)	2 (33%)	4 (67%)	14 (64%)	8 (36%)	
Other Violations	7 (3	2%)	2 (9	9%)	7 (3	2%)	6 (2	7%)	22 (34%)		
100	0	0	0	1 (100%)	0	0	2 (100%)	0	2 (67%)	1 (33%)	
IRS	()	1 (3	3%))	2 (6	7%)	3 (5%)		
	0	0	0	0	0	0	0	0	0	0	
No Gall CNC/ICNC	(D		0)	(Ď	0		





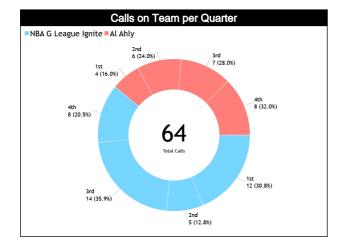


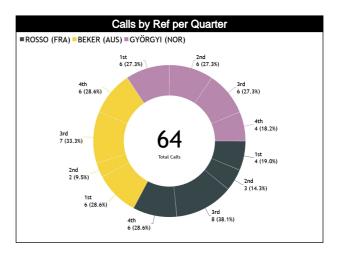




Calls by Referee

Quarters		Qua	ter 1			Quar	ter 2			Qua	ter 3				Qua	ter 4				-
3 Referees		,	1)'		5	1	0"	***	5	1	0"	5'		10'		Last 2'		TOTAL	
ROSS <u>O,</u> Yohan	2 100%	0	1 50%	1 50%	1 50%	1 50%	0	1 100%	2 40%	3 60%	3 100%	0	0	2 100%	3 75%	1 25%	3 75%	1 25%	12 57%	9 43%
(FRA)	2 10%			2 1%	2 10	2 1%	1 5%		5 24%		3 2 14% 10%		4 19%		4 19%		21 33%			
BEKER, Scott (AUS)	3 75%	1 25%	1 50%	1 50%	1 50%	1 50%	0	0	2 50%	2 50%	2 67%	1 33%	0	2 100%	3 75%	1 25%	2 100%	0	12 57%	9 43%
(AUS)	4 2 19% 10%		-	2 10% 0		4 19	1 1%	3 14%		2 10%		4 19%		2 10%		21 33%				
GYÖRGYI Gizəlia Viola (NOR)	2 100%	0	3 75%	1 25%	3 75%	1 25%	0	2 100%	3 100%	0	2 67%	1 33%	0	1 100%	2 67%	1 33%	2 67%	1 33%	15 68%	7 32%
(NOR)	2 4 9% 18%		-	4 2 18% 9%		3 14%		3 14%		1 5%		3 14%		3 14%		22 34%				
TOTAL	7 88%	1 13%	5 63%	3 38%	5 63%	3 38%	0	3 100%	7 58%	5 42%	7 78%	2 22%	0	5 100%	8 73%	3 27%	7 78%	2 22%	39 61%	25 39%
TOTAL	8 13	3 %		B 1%	8 13		5	3 %	-	2 %		9 1%		5 %	-	1 /%		9 %	6	4

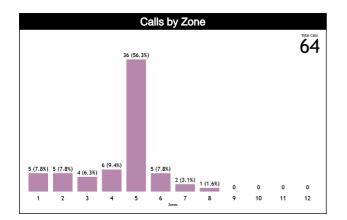


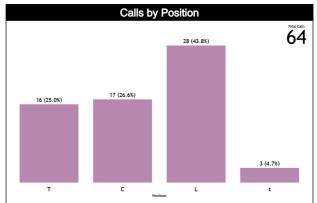




Pos/Zones	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10	Zone 11	Zone 12	TOTAL
C1	1 (13%)	1 (13%)	0 (0%)	0 (0%)	6 (75%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8
C3	0 (0%)	1 (11%)	0 (0%)	2 (22%)	6 (67%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9
п	4 (67%)	0 (0%)	0 (0%)	0 (0%)	1 (17%)	0 (0%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6
T3	0 (0%)	3 (30%)	3 (30%)	1 (10%)	3 (30%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10
L4	0 (0%)	0 (0%)	0 (0%)	3 (21%)	9 (64%)	2 (14%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	14
L5	0	0	0	0	0	0	0	0	0	0	0	0	0
L6	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11 (79%)	3 (21%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	14
Gt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (50%)	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2
R	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1
Lt.	0	0	0	0	0	0	0	0	0	0	0	0	0
TOTAL	5	5	4	6	36	5	2	1	0	0	0	0	64

Calls by Zone and Position







Call Types by Referee

	Types/Referees	ROSSO, Yo	han (FRA)	BEKER, Sc	ott (AUS)	GYÖRGYI GIZƏI	la Viola (NOR)	то	TAL	
	CALLS	12 (57%)	9 (43%)	12 (57%)	9 (43%)	15 (68%)	7 (32%)	39 (61%)	25 (39%)	
	GALLS	21 (3	13%)	21 (3	13%)	22 (3	4%)	E	j4	
	FOULS	8 (62%)	5 (38%)	4 (40%)	6 (60%)	9 (64%)	5 (36%)	21 (57%)	16 (43%)	
	10015	13 (3		10 (2		14 (3		-	37	
	DEFENSIVE	7 (64%)	4 (36%)	4 (44%)	5 (56%)	8 (62%)	5 (38%)	19 (58%) 14 (42%)		
	DEI ENGIVE	11 (3		9 (2	-	13 (3		-	13	
	OFFENSIVE	1 (50%)	1 (50%)	0	1 (100%)	1 (100%)	0	2 (50%)	2 (50%)	
	OFFENSIVE	2 (5	0%)	1 (2	5%)	1 (2	5%)		4	
	DOUBLE FOUL	0	0	0	0	0	0	0	0	
	DOODLETOOL	1)))		0	
FOULS	UNSPORTSMANLIKE	1 (100%)	0	0	0	0	0	1 (100%)	0	
FOI	ONOI ONTOWANEIRE	1 (10	0%)	0))		1	
	TECHNICAL	0	0	1 (100%)	0	0	0	1 (100%)	0	
	TECHNICAL)	1 (10	0%)	()		1	
	DISQUALIFYING	0	0	0	0	0	0	0	0	
	DISCOALII MING)	0))		0	
	OTHER	7 (58%)	5 (42%)	3 (33%)	6 (67%)	9 (64%)	5 (36%)	19 (54%)	16 (46%)	
	officia	12 (3	4%)	9 (2	6%)	14 (4	10%)	35		
	VIOLATIONS	4 (50%)	4 (50%)	7 (70%)	3 (30%)	6 (75%)	2 (25%)	17 (65%)	9 (35%)	
	VICEATIONS	8 (3	1%)	10 (3	8%)	8 (3	1%)	-	26	
NS	TRAVELING	0	0	1 (100%)	0	2 (67%)	1 (33%)	3 (75%)	1 (25%)	
TIO	THATELING			1 (2		3 (7	5%)		4	
VIOLATIONS	OTHER	4 (50%)	4 (50%)	6 (67%)	3 (33%)	4 (80%)	1 (20%)	14 (64%) 8 (36%)		
N	UNIER	8 (3		9 (4		5 (2		-	22	
	IRS	1 (100%)	0	1 (100%)	0	0	1 (100%)	2 (67%)	1 (33%)	
		1 (3	3%)	1 (33	3%)	1 (3	3%)	3		

