

# FIBA POST GAME REPORT

MAD vs SLO GP320 2023 FIBA U19 WC HUNGARY



# **Contents**

Note about the data	3
Global Evaluation	
Quality and Consistency	4
Game Information	5
Calls Summary vs Referee	6
Calls vs Teams	
Calls vs Referee	8
Play Situations Break-down	9
Call Average vs Game	
Calls vs Zone and Position	11
IRS vs Game	12
Regular Call vs L2M & OT Accuracy	13



# 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**

		2023 FIE	BA U19 WC HU	INGARY									
	Group Phase (GP) · GP320												
	15:00 27/0												
	%	Total	Calls	Total	%								
Madagascar	N/A	16	Fouls	16	N/A	Slovenia							
	N/A	14	Violations	15	N/A								
MAD	N/A	10	OOB	10	N/A	SLO							
71	N/A	0	Fake	0	N/A	74							
	N/A	0	DOG	0	N/A								
	N/A	30	Total	31	N/A								

	Quarter 2		Quai	ter 3	Qual	ter 4	TOTAL		
16	15	22	17	23	20	13	71	74	
00:17:03		9:57	00:2	0:00	00:2	0:32	01:17:32		
4	3	5	4	4	5	3	16	16	
4	3	4	2	3	8	4	14	15	
3	1	2	2	2	6	3	10	10	
0	0	0	0	0	0	0	0	0	
0	0	0	0	0	0	0	0	0	
	:17:03 4 4 3 0	:17:03 00:1 4 3 4 3 3 1 0 0	:17:03 00:19:57 4 3 5 4 3 4 3 1 2 0 0 0	:17:03 00:19:57 00:2 4 3 5 4 4 3 4 2 3 1 2 2 0 0 0 0	:17:03	:17:03	:17:03 00:19:57 00:20:00 00:20:32   4 3 5 4 4 5 3   4 3 4 2 3 8 4   3 1 2 2 2 6 3   0 0 0 0 0 0 0	:17:03	

#### **REFEREEING STAFF**

LUCIS, Oskars (LAT) PARK, Kyoungjin (KOR)

ATTARD, Beniamino Manuel (ITA)



Referee Instructor

Stand-by Referee Instructor

Video Operator

LICINA,Miodrag (SRB)

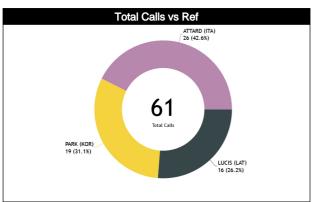
N/A

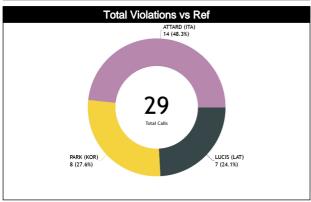
DE LUCAS, Angel (ESP)

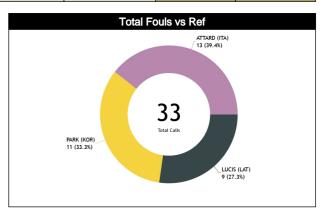


## **Calls Summary vs Referee**

Types/Referees	CC	U1	U2	TOTAL	CHAMPIONSHIP	FIBA
CALLS	5 (31%) 11 (69° 16 (26%)	6) 11 (58%) 8 (42%) 19 (31%)	14 (54%) 12 (46%) 26 (43%)	30 (49%) 31 (51%) 61	0	0
FOULS	4 (44%) 5 (569		5 (42%) 7 (58%)	16 (50%) 16 (50%) 32	0	0
DEFENSIVE	9 (28%) 3 (38%) 5 (63%)	5) 7 (70%) 3 (30%)	12 (38%) 3 (33%) 6 (67%)	13 (48%) 14 (52%)	0	0
OFFENSIVE	8 (30%) 1 (100%) 0	10 (37%) 0 1 (100%)	9 (33%) 2 (67%) 1 (33%)	27 3 (60%) 2 (40%)	0	0
DOUBLE FOUL	1 (20%) 0 0	1 (20%) 1 (100%) 0	3 (60%) 0 1 (100%)	5 1 (50%) 1 (50%)	0	0
UNSPORTSMANLIKE	0 0	1 (50%) 1 (100%) 0	1 (50%) 0 0	2 1 (100%) 0	0	0
TECHNICAL	0 0	1 (100%) 0 0	0 1 (100%)	0 1 (100%)	0	0
	0 3 (38%) 5 (639	0 7 (70%) 3 (30%)	1 (100%) 5 (42%) 7 (58%)	1 15 (50%) 15 (50%)		
DISQUALIFYING	8 (27%) 1 (100%) 0	10 (33%) 0 1 (100%)	12 (40%)	30 1 (50%) 1 (50%)	0	0
ООВ	1 (50%) 1 (14%) 6 (86%	1 (50%) 4 (50%) 4 (50%)	9 (64%) 5 (36%)	2 14 (48%) 15 (52%)	0	0
STEP ON SIDE LINE	7 (24%)	8 (28%)	14 (48%) 2 (67%) 1 (33%)	29 2 (67%) 1 (33%)	0	0
OTHER	0 1 (14%) 6 (86%	0	3 (100%) 7 (64%) 4 (36%)	3 12 (46%) 14 (54%)	0	0
VIOLATIONS	7 (27%)	8 (31%)	11 (42%)	26	0	0
TRAVELING	1 (20%) 4 (80%) 5 (25%)	7 (35%)	5 (63%) 3 (38%) 8 (40%)	10 (50%) 10 (50%)	0	0
OTHER	0 0	0 0	0 0	0 0	0	0
Fake	0 0	0 0	0 0	0 0	0	0
DOG	0 0	0 0	0 0	0 0	0	0
IRS	0 0	0 0	0 0	0 0	0	0
HCC	0 0	0 0	0 0	0 0	0	0





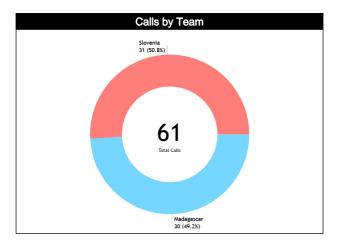


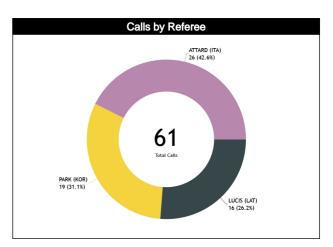


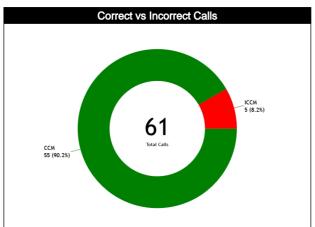


#### **Calls vs Team**

Re	Teams			MAD	) · 71					SLO	· 74					ТОТ	ALS				
fs	Assessment	Corre	Incorr	Incon	L2M C	L2M I	L2M ?	Corre	Incorr	Incon	L2M C	L2M I	L2M ?	Corre	Incorr	Incon	L2M C	L2M I	L2M?		
cc	C LUCIS, Oskars (LAT)	5	N/A	N/A	0	N/A	N/A	11	N/A	N/A	0	N/A	N/A	16	N/A	N/A	0	N/A	N/A	CHA MP.	FIBA
U1	PARK, Kyoungjin (KOR)	11	N/A	N/A	4	N/A	N/A	8	N/A	N/A	0	N/A	N/A	19	N/A	N/A	4	N/A	N/A	AVG	AVG
U2	ATTARD, Beniamino Manuel (ITA)	14	N/A	N/A	2	N/A	N/A	12	N/A	N/A	0	N/A	N/A	26	N/A	N/A	2	N/A	N/A		
	TOTAL			30 (4	9.2%)			31 (50.8%)							61 (1	00%)			0.0	0.0	
	CORRECT			N.	/A			N/A					N/A						0.0	0.0	
	INCORRECT			N.	/A				N/A					N/A						0.0	0.0
	INCONCLUSIVE			N.	/A					N.	/A			N/A						0.0	0.0
	L2M C	N/A							N.	/A			N/A						0.0	0.0	
	L2M I	N/A							N/A					N/A						0.0	0.0
	L2M?			N.	/A					N.	/A			N/A						0.0	0.0



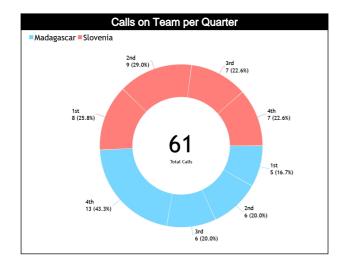


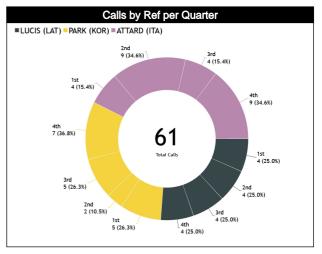




#### Calls vs Referee

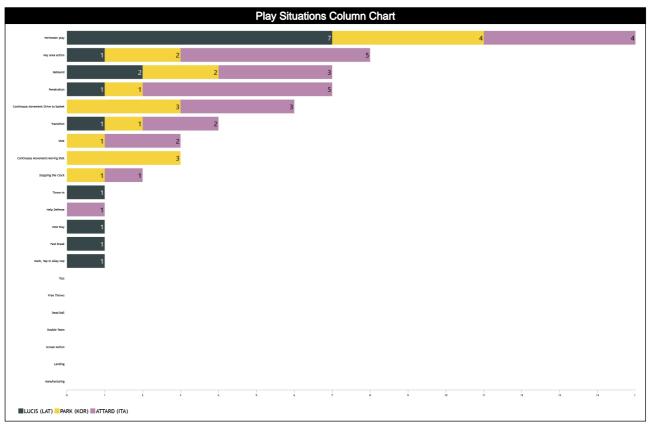
Quarters		Quar	ter 1			Quai	rter 2			Qua	ter 3				Qua	rter 4			TOTAL
3 Referees	5	Ţ.	1	0'	5	5'	1	0'	Į	5'	10	)'	5	5'	1	0'	La	st 2'	TOTAL
LUCIS Oskars (LAT)	0	4 100%	0	3 100%	2 100%	0	0	2 100%	2 50%	2 50%	0	0	1 100%	0	0	0	0	0	5 11 31% 69%
(LAT)	4 25%		3 19%		2 2 13% 13%		_	4 25%		0	)	6°	l %		0		0	16 24%	
PARK Kyoungjin (KOR)	3 60%	2 40%	1 50%	1 50%	2 50%	2 50%	0	1 100%	5 71%	2 29%	4 100%	0	0	0	0	0	0	0	15 8 65% 35%
(KÖR)	5 22%		2 9%		4 17%		1 4%		7 30%		4 17%		(	)	0		0		23 34%
ATTARD Beniamino Manuel (ITA)	2 50%	2 50%	4 44%	5 56%	2 100%	0	0	2 100%	6 67%	3 33%	2 100%	0	0	0	0	0	0	0	16 12 57% 43%
Manuel (ITA)	4 14			9 2%	7	2 %		2 %		9 2%	2 79		(	)		0		0	28 42%
TOTAL	5 38%	8 62%	5 36%	9 64%	6 75%	2 25%	0	5 100%	13 65%	7 35%	6 100%	0	1 100%	0	0	0	0	0	36 31 54% 46%
TOTAL	1: 19	_		4  %	12	3		5 %	_	0	6 99		19	1 %		0		0	67







# **Play Situations Break-down**



Play Situations Table													
Concepts	LUCIS, O	skars (LAT)		ungjin (KOR)	ATTARD, Benlar	nino Manuel (ITA)	То	tals					
	MAD	SLO	MAD	SLO	MAD	SLO	MAD	SLO					
Continuous Movement/Drive to basket	0	0	2	1	1	2	3	3					
Continuous Movement/Moving Shot	0	0	2	1	0	0	2	1					
Shot	0	0	0	1	1	1	1	2					
Manufacturing	0	0	0	0	0	0	0	0					
Dunk, Tap or Alley oop	0	1	0	0	0	0	0	1					
Landing	0	0	0	0	0	0	0	0					
Penetration	0	1	1	0	2	3	3	4					
Perimeter play	3	4	3	1	2	2	8	7					
Fast break	1	0	0	0	0	0	1	0					
Transition	0	1	0	1	1	1	1	3					
Rebound	0	2	1	1	1	2	2	5					
Post Play	1	0	0	0	0	0	1	0					
Key area action	0	1	0	2	4	1	4	4					
Screen Action	0	0	0	0	0	0	0	0					
Double Team	0	0	0	0	0	0	0	0					
Help Defense	0	0	0	0	1	0	1	0					
Stopping the Clock	0	0	1	0	1	0	2	0					
Dead Ball	0	0	0	0	0	0	0	0					
Free Throws	0	0	0	0	0	0	0	0					
Throw-In	0	1	0	0	0	0	0	1					
Toss	0	0	0	0	0	0	0	0					
Totals	5	11	10	8	14	12	29	31					

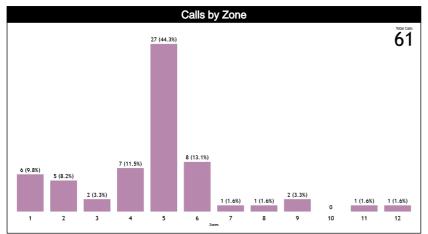


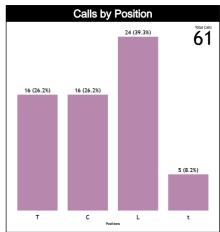
# **Call Average vs Game**



#### **Calls vs Zone and Position**

Pos/Zon	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	СНАМР.	FIBA
C1	1 (14%)	0 (0%)	0 (0%)	0 (0%)	4 (57%)	2 (29%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7	0.0	0.0
С3	0 (0%)	3 (33%)	1 (11%)	2 (22%)	3 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	0.0	0.0
T1	5 (56%)	1 (11%)	0 (0%)	0 (0%)	1 (11%)	1 (11%)	0 (0%)	1 (11%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	0.0	0.0
Т3	0 (0%)	1 (14%)	1 (14%)	3 (43%)	2 (29%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9 (90%)	1 (10%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
L5	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
L6	0 (0%)	0 (0%)	0 (0%)	2 (14%)	8 (57%)	4 (29%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	14	0.0	0.0
Ct	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	1	0.0	0.0
Tt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (33%)	0 (0%)	1 (33%)	1 (33%)	3	0.0	0.0
Lt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1	0.0	0.0
TOTAL	6	5	2	7	27	8	1	1	2	0	1	1	61	0.0	0.0
CHAMP.	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		
FIBA	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0		







#### **IRS vs Game**

IRS	TOPICS	IF	RS .	INIT	TIAL .	FOOTA	FIN	IAL	DURATI	PROT	TOCOL	
SITUATIO	TOPICS	REF	HCC	ССМ	ICCM	INCO	ССМ	ICCM	AVG	ССМ	ICCM	
	IRS vs COMPETITION											
EOQ (5)	8" Violation	0	0	0	0	0	0"	0	0	0	0	
	Basket or not	0	0	0	0	0	0"	0	0	0	0	
(5)	Foul or Not	0	0	0	0	0	0"	0	0	0	0	
(0)	OOB Shooter	0	0	0	0	0	0"	0	0	0	0	
	Shot Clock Violation	0	0	0	0	0	0"	0	0	0	0	
	Goaltending / Basket	0	0	0	0	0	0"	0	0	0	0	
L2M	OOB	0	0	0	0	0	0"	0	0	0	0	
(4)	Shot Clock Violation &	0	0	0	0	0	0"	0	0	0	0	
	Foul away from the shooter	0	0	0	0	0	0"	0	0	0	0	
	2/3 Points Basket	0	0	0	0	0	0"	0	0	0	0	
	Act of Violence / Fight	0	0	0	0	0	0"	0	0	0	0	
	Free throw shooter	0	0	0	0	0	0"	0	0	0	0	
	Game Clock Adjust	0	0	0	0	0	0"	0	0	0	0	
4 N N / TIN 4F	Shot Clock Adjust	0	0	0	0	0	0"	0	0	0	0	
ANY TIME (11)	PF to UF	0	0	0	0	0	0"	0	0	0	0	
()	UF to PF	0	0	0	0	0	0"	0	0	0	0	
	PF to DQF	0	0	0	0	0	0"	0	0	0	0	
	UF to DQF	0	0	0	0	0	0"	0	0	0	0	
	DQF to UF	0	0	0	0	0	0"	0	0	0	0	
	DQF to PF	0	0	0	0	0	0"	0	0	0	0	
	IRS vs GAME											



## Regular Call vs L2M & OT Accuracy

