

FIBA POST GAME REPORT

PUR vs SRB GP430 2023 FIBA WC PHI-JPN-INA



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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 FIBA WC PHI-JPN-INA												
	20:00 28/08/2023 ARANETA											
	%	Total	Calls	Total	%							
Puerto Rico	N/A	20	Fouls	14	N/A	Serbia						
	N/A	2	Violations	4	N/A							
PUR	N/A	6	00B	7	N/A	SRB						
<i>7</i> 7	N/A	0	Fake	0	N/A	94						
	N/A	0	DOG	0	N/A							
	N/A	28	Total	25	N/A							

Quarter 1		Quarter 2		Quar	ter 3	Quai	ter 4	TOTAL		
15	27	12	30	31	18	19	19	77	94	
00:1	4:05	00:1	8:24	00:2	3:36	00:2	8:11	01:24:16		
2	2	5	2	6	5	7	5	20	14	
0	0	1	1	1	0	0	3	2	4	
0	0	1	1	2	2	3	4	6	7	
0	0	0	0	0	0	0	0	0	0	
0	0	0	0	0	0	0	0	0	0	
	15 00:1 2 0 0 0	15 27 00:14:05 2 2 0 0 0 0 0 0	15 27 12 00:14:05 00:1 2 2 5 0 0 1 0 0 0 0 0 0	15 27 12 30 00:14:05 00:18:24 2 2 5 2 0 0 1 1 0 0 1 1 0 0 0 0	15 27 12 30 31 00:14:05 00:18:24 00:2 2 2 5 2 6 0 0 1 1 1 0 0 1 1 2 0 0 0 0 0	15 27 12 30 31 18 00:14:05 00:18:24 00:23:36 2 2 5 2 6 5 0 0 1 1 1 0 0 0 1 1 2 2 0 0 0 0 0 0	15 27 12 30 31 18 19 00:14:05 00:18:24 00:23:36 00:2 2 2 5 2 6 5 7 0 0 1 1 1 0 0 0 0 1 1 2 2 3 0 0 0 0 0 0 0	15 27 12 30 31 18 19 19 00:14:05 00:18:24 00:23:36 00:28:11 2 2 5 2 6 5 7 5 0 0 1 1 1 0 0 3 0 0 1 1 2 2 3 4 0 0 0 0 0 0 0	15 27 12 30 31 18 19 19 77 00:14:05 00:18:24 00:23:36 00:28:11 01:2 2 2 5 2 6 5 7 5 20 0 0 1 1 1 0 0 3 2 0 0 1 1 2 2 3 4 6 0 0 0 0 0 0 0 0	

	REFEREEING STAFF	
ROSSO, Yohan (FRA)	ZALAZAR, Leonardo Damian (ARG)	PERALTA ORTEGA, Carlos Andres (ECU)
Company and the state of the st	Canada and the same of the sam	CONTROL OF THE PROPERTY OF THE

Referee Instructor

Stand-by Referee Instructor

Video Operator

JOSEPH, Albert John
(AUS)

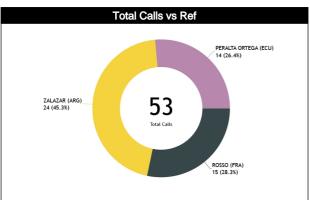
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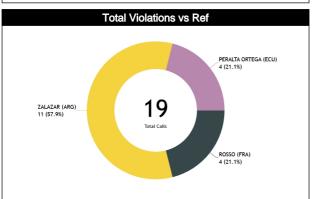
ARTES, Didac
(ESP)

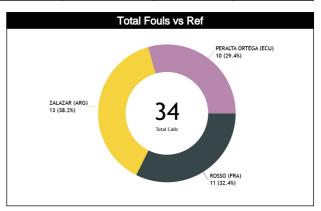


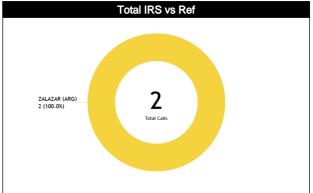
Calls Summary vs Referee

Types/Referees	C	C	Į	11	U	2	TO	TAL	CHAMPIONSHIP	FIBA
CALLS	8 (53%)	7 (47%)	13 (54%)	11 (46%)	7 (50%)	7 (50%)	28 (53%)	25 (47%)	_	
CALLS	15 (2	28%)	24 (4	15%)	14 (2	26%)	5	3	0	0
FOULS	6 (55%)	5 (45%)	9 (69%)	4 (31%)	5 (50%)	5 (50%)	20 (59%)	14 (41%)		
FUULS	11 (3	32%)	13 (38%)	10 (2	29%)	3	4	0	0
DEFENSIVE	5 (56%)	4 (44%)	8 (67%)	4 (33%)	5 (56%)	4 (44%)	18 (60%)	12 (40%)	0	0
DEFENSIVE	9 (3	0%)		10%)	9 (3	0%)	3	0		U U
OFFENSIVE	1 (50%)	1 (50%)	1 (100%)	0	0	1 (100%)	2 (50%)	2 (50%)	0	0
OTTENOIVE	2 (5	0%)	1 (2	5%)	1 (2	5%)		ļ	•	
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
DOODLE 1 OOL)))	(•	•
UNSPORTSMANLIKE	0	0	1 (100%)	0	0	0	1 (100%)	0	0	0
OTTO OTTO OTTO)		00%))	1			
TECHNICAL	1 (100%)	0	0	0	0	0	1 (100%)	0	0	0
12011110/12	1 (10))	,			
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
Diodo/tell Into))))		
00B	2 (50%)	2 (50%)	3 (38%)	5 (63%)	1 (100%)	0	6 (46%)	7 (54%)	0	0
		1%)	8 (6		1 (8		1			
STEP ON SIDE LINE	0	0	0	1 (100%)	0	0	0	1 (100%)	0	0
)		00%))	- (====()	o (moo()		
OTHER	2 (50%)	2 (50%)	3 (43%)	4 (57%)	1 (100%)	0	6 (50%)	6 (50%)	0	0
		3%)		8%)	1 (8		1			
VIOLATIONS	0	0	1 (33%)	2 (67%)	1 (33%)	2 (67%)	2 (33%)	4 (67%)	0	0
)	3 (5	,	3 (5		(
TRAVELING	0	0	0	0	0	0	0	0	0	0
	0	0	1 (33%)	2 (67%)	1 (33%)	2 (67%)	2 (33%)			
OTHER		<u> </u>	3 (5		3 (5			4 (67%)	0	0
	0	0	0	076)	0	076)	0	0		
Fake))))		<u> </u>)	0	0
	0	0	0	0	0	0	0	0		
DOG)) <u> </u>))	0	0
	0	0	2 (100%)	0	0	0	2 (100%)	0		
IRS)		00%)))	0	0
	0	0	1 (100%)	0	0	0	1 (100%)	0		
HCC)		00%))	1 (100 /0)		0	0
		,	1 (1)	JU /0 J						





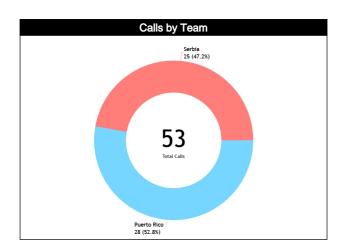


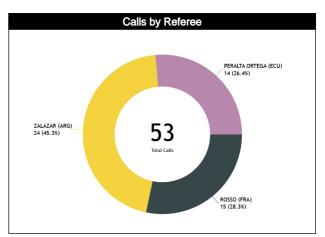


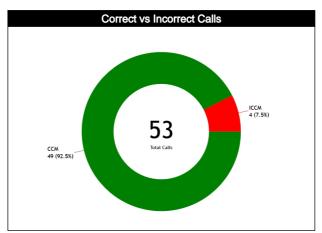


Calls vs Team

Ref	Teams			PUR	- 77					SRB	- 94			TOTALS							
S	Assessment	Correct	Incorre	Inconci	L2M C	L2M I	L2M ?	Correct	Incorre	Inconci	L2M C	L2M I	L2M?	Correct	Incorre	Inconci	L2M C	L2M I	L2M?		
CC	ROSSO, Yohan (FRA)	8	N/A	N/A	0	N/A	N/A	7	N/A	N/A	0	N/A	N/A	15	N/A	N/A	0	N/A	N/A	СНАМР.	FIBA
U1	ZALAZAR, Leonardo Damian (ARG)	13	N/A	N/A	0	N/A	N/A	11	N/A	N/A	1	N/A	N/A	24	N/A	N/A	1	N/A	N/A	AVG	AVG
U2	PERALTA ORTEGA, Carlos Andres (ECU)	7	N/A	N/A	1	N/A	N/A	7	N/A	N/A	2	N/A	N/A	14	N/A	N/A	3	N/A	N/A		
	TOTAL			28 (5	2.8%)			25 (47.2%)					53 (100%)						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,	Ά			N/A						0.0	0.0
	L2M C	N/A								N,	Ά			N/A						0.0	0.0
	L2M I	L2M I N/A					N/A					N/A						0.0	0.0		
	L2M ?			N,	/A					N,	Ά			N/A						0.0	0.0



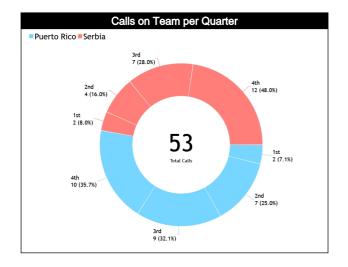


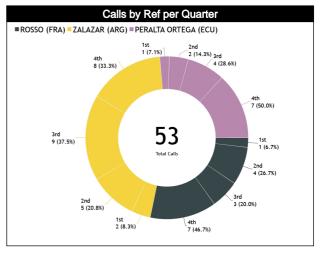




Calls vs Referee

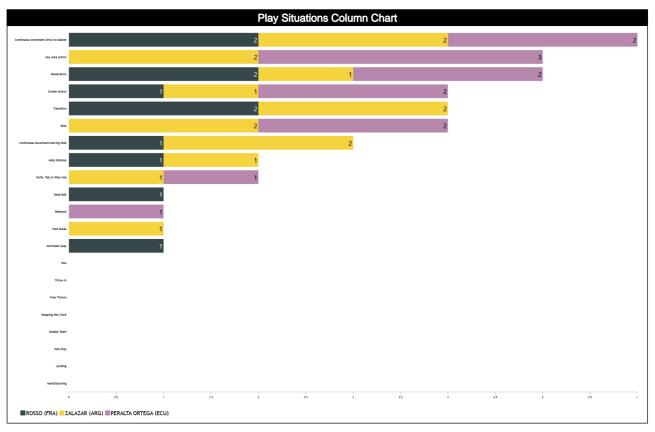
Quarters		Quar	ter 1			Quar	ter 2			Quai	ter 3				Qua	rter 4			TO	roi
3 Referees	Ę	3 *	,	10'		5"	1	0'		5'	1	0'	į	5"	1	0'	Las	t 2'	10	I ML
ROSSO, Yohan	0	0	0	1 100%	2 50%	2 50%	0	0	0	0	2 67%	1 33%	1 2 33% 67%		3 75%	1 25%	0	0	8 53%	7 47%
(FRA)	()	1 7%		4 27%		0		0		3 20%			3)%	27	4 7%	0		15 28%	
ZALAZAR, Leonardo Damian (ARG)	1 50%	1 50%	0	0	2 100%	0	1 33%	2 67%	3 100%	0	2 33%	4 67%	2 50%	2 50%	2 50%	2 50%	0	1 100%	13 54%	11 46%
Damian (ARG)	2 8%		0		2 8%		3 13%		3 13%		6 25%		17	4 '%	17	4 7%	4	1 %		4 5%
PERALTA ORTEGA, Carlos	1 100%	0	0	0	2 100%	0	0	0	2 100%	0	0	2 100%	0	3 100%	2 50%	2 50%	1 33%	2 67%	7 50%	7 50%
Andres (ECU)	7'	l %		0		2 !%		0	2 14%		2 14%		3 21%		4 29%		l	3 %		4 6%
TOTAL	2 67%	1 33%	0	1 100%	6 75%	2 25%	1 33%	2 67%	5 100%	0	4 36%	7 64%	3 30%	7 70%	7 58%	5 42%	1 25%	3 75%	28 53%	25 47%
TOTAL	3 1 6% 2%		8 3 15% 6%		5 9%		11 21%		10 19%		12 23%		4 8%		53					







Play Situations Break-down



Play Situations Table												
Concepts	ROSSO, Yo	ohan (FRA)	ZALAZAR, Damla	, Leonardo In (ARG)	PERALTA OR Andre	TEGA, Carlos s (ECU)	Totals					
	PUR	SRB	PUR	SRB	PUR	SRB	PUR	SRB				
Continuous Movement/Drive to basket	1	1	2	0	2	0	5	1				
Continuous Movement/Moving Shot	1	0	2	0	0	0	3	0				
Shot	0	0	1	1	0	2	1	3				
Manufacturing	0	0	0	0	0	0	0	0				
Dunk, Tap or Alley oop	0	0	0	1	1	0	1	1				
Landing	0	0	0	0	0	0	0	0				
Penetration	0	2	0	1	1	1	1	4				
Perimeter play	1	0	0	0	0	0	1	0				
Fast break	0	0	1	0	0	0	1	0				
Transition	0	2	0	2	0	0	0	4				
Rebound	0	0	0	0	1	0	1	0				
Post Play	0	0	0	0	0	0	0	0				
Key area action	0	0	2	0	1	2	3	2				
Screen Action	1	0	1	0	0	2	2	2				
Double Team	0	0	0	0	0	0	0	0				
Help Defense	1	0	1	0	0	0	2	0				
Stopping the Clock	0	0	0	0	0	0	0	0				
Dead Ball	1	0	0	0	0	0	1	0				
Free Throws	0	0	0	0	0	0	0	0				
Throw-in	0	0	0	0	0	0	0	0				
Toss	0	0	0	0	0	0	0	0				
Totals	6	5	10	5	6	7	22	17				

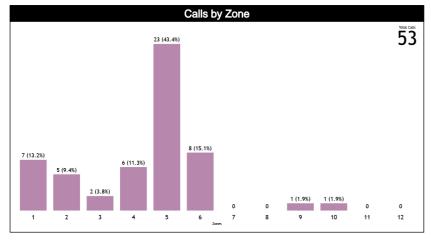


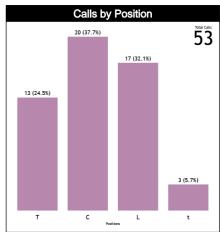
Call Average vs Game



Calls vs 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	CHAMP.	FIBA
C1	3 (21%)	2 (14%)	1 (7%)	0 (0%)	5 (36%)	3 (21%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	14	0.0	0.0
C3	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
TI	3 (50%)	0 (0%)	0 (0%)	0 (0%)	1 (17%)	2 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
Т3	0 (0%)	2 (29%)	1 (14%)	2 (29%)	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%)	2 (33%)	3 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (17%)	0 (0%)	0 (0%)	6	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 (18%)	6 (55%)	3 (27%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11	0.0	0.0
Ct	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
Tt	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
Lt.	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	0.0	0.0
TOTAL	7	5	2	6	23	8	0	0	1	1	0	0	53	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	li.	is .	INI	TIAL .	FOOTAGE	FIN	IAL	DURATION	PROT	PROTOCOL	
SITUATIONS	TUPIGS	REF	HCC	CCM	ICCM	INCO	CCM	ICCM	AVG	CCM	ICCM	
	IRS vs COMPETITION											
	8" Violation	0	0	0	0	0	0"	0	0	0	0	
F00	Basket or not	0	0	0	0	0	0"	0	0	0	0	
EOQ (5)	Foul or Not	0	0	0	0	0	0"	0	0	0	0	
(0)	00B 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	00B	0	0	0	0	0	0"	0	0	0	0	
(4)	Shot Clock Violation & Basket	0	0	0	0	0	0"	0	0	0	0	
	Foul away from the shooter	Clock Violation & Basket 0 0 0 0 I away from the shooter 0 0 0 0 2/3 Points Basket 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	
A NIV TIME	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 I2M&OTAccuracy

