

FIBA POST GAME REPORT

GER vs FIN GP533 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

		202	B FIBA WC PHI-JPN	I-INA		
			GP · GP533			
	16:30 29/08/2	023			OKINAWA	
	%	Total	Calls	Total	%	
Germany	N/A	0	Fouls	0	N/A	Finland
	N/A	0	Violations	0	N/A	
GER	N/A	0	00B	0	N/A	FIN
101	N/A	0	Fake	1	N/A	75
	N/A	0	DOG	0	N/A	
	N/A	0	Total	1	N/A	

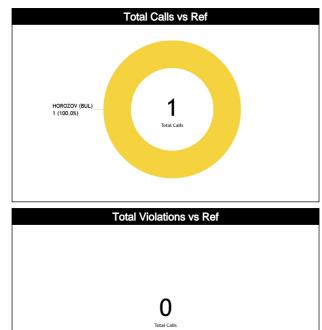
Quarters	Quar	ter 1	Quar	ter 2	Quar	ter 3	Quar	ter 4	T01	TAL
Score	19	22	28	17	29	16	25	20	101	75
Duration	00:2	1:21	00:2	1:56	00:1	7:07	00:2	0:44	01:2	1:08
Fouls	0	0	0	0	0	0	0	0	0	0
Violations	0	0	0	0	0	0	0	0	0	0
00B	0	0	0	0	0	0	0	0	0	0
Fake	0	0	0	1	0	0	0	0	0	1
DOG	0	0	0	0	0	0	0	0	0	0

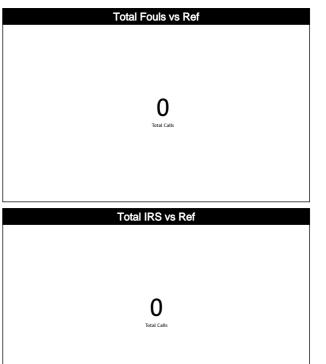
	REFEREEING STAFF	
KALLIO, Matthew Leigh (CAN)	HOROZOV, Martin (BUL)	MOSTAFA, Wael Ibrahim Mohamed (EGY)
Referee Instructor	Stand-by Referee Instructor	Video Operator
THOMSON, Michael Gordon (CAN)	N/A	RAMOS, Armando (MEX)



Calls Summary vs Referee

Types/Referees		CC	l	J1		J2	TO	TAL	CHAMPIONSHIP	FIBA
CALLS	0	0	0	<mark>1 (100%)</mark> 00%)	0	0	0	1 (100%) 1	0	0
FOULS	0	0	0	0	0	0	0	0	0	0
DEFENSIVE	0	0	0	0	0	0	0	0	0	0
OFFENSIVE	0	0	0	0	0	0	0	0	0	0
	0	0	0	0 0	0	0	0	0		
DOUBLE FOUL		0		0		0		0	0	0
UNSPORTSMANLIKE	-	0		0		0		0	0	0
TECHNICAL	0	0	0	0	0	0	0	0	0	0
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
00B	0	0	0	0	0	0	0	0	0	0
STEP ON SIDE LINE	0	0	0	0	0	0	0	0	0	0
OTHER	0	0	0	0	0	0	0	0	0	0
VIOLATIONS	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0		
TRAVELING	-	0	-	0	0	0	0	0	0	0
OTHER		0		0		0		0	0	0
Fake	0	0		1 (100%) 00%)		0	0	1 (100%) 1	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
		0		0		0		0		

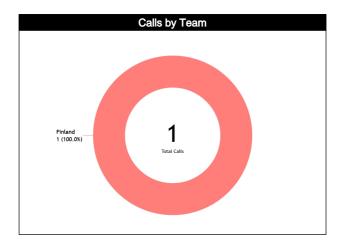


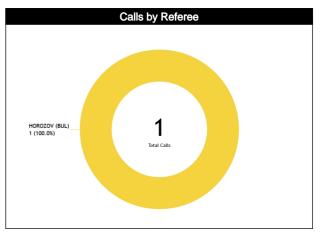


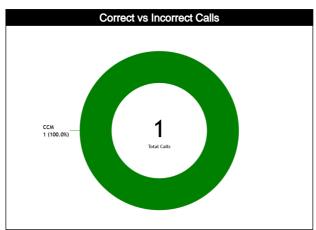


Calls vs Team

Ref	Teams			GER	· 101					FIN	· 75					TOT	ALS				
8	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	KALLIO, Matthew Leigh (CAN)	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	champ.	FIBA
U1	HOROZOV, Martin (BUL)	0	N/A	N/A	0	N/A	N/A	1	N/A	N/A	0	N/A	N/A	1	N/A	N/A	0	N/A	N/A	AVG	AVG
U2	MOSTAFA, Wael Ibrahim Mohamed (EGY)	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A		
	TOTAL			()					1 (10	0%)					1 (10	0%)			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	



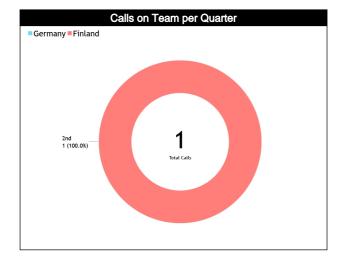


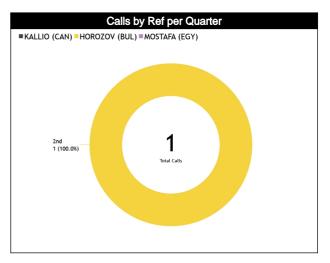




Calls vs Referee

Quarters		Qua	rter 1			Qua	ter 2			Quar	ter 3				Qua	rter 4			TO	TAL
3 Referees		^p	1	0'		<mark>5</mark> -	1	10'		ÿ	1	0"	l.	5	1	0	La	st 2'	2	
KALLIO, Matthew Leigh	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
(CAN)	()		0		0		0	()		0		D		0		0		D
HOROZOV, Martin (BUL)	0	0	0	1 100%	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1 100%
(BUL)	()	10	1 0%		0		0	()		0		D		0		0	10	1 0%
MOSTAFA, Wael Ibrahim	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ibrahim Mohamed (EGY)	C)		0		0		0	C)		0		D		0		0		0
TOTOL	0	0	0	1 100%	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1 100%
TOTAL	()	10	1 10%		0		0	()		0		D		0		0		1







Play Situations Break-down

							Play S	Situatio	ons Co	olumn	Chart								
Perimeter play																			1
Toss																			
Throw-in																			
Free Throws																			
Dead Sall																			
Stopping the Clock																			
Help Defense																			
Double Team																			
Screen Action																			
Key area action Post Play																			
Rebound																			
Transition																			
Fast break																			
Penetration																			
Landing																			
Dunk, Tap or Alley oop																			
Manufacturing																			
Shot																			
Continuous Hovement/Hoving Shot																			
Continuous Movement/Drive to basket																			
		0.1	0.15	0.2	0.25	0.3	0.35	0.4	0.45	0.5	0.55	0.6	0.65	0.7	0.75	0.8	0.85	0.9	0.95
KALLIO (CAN)	IOROZOV (BUL)	MOSTAFA (E	GY)																

		Play Situat	tions Table					
Concepts		thew Leigh AN)	HOROZOV, I	Martin (BUL)	MOSTAFA, V Moham	lael Ibrahim ed (EGY)	Tol	als
	GER	FIN	GER	FIN	GER	FIN	GER	FIN
Continuous Movement/Drive to basket	0	0	0	0	0	0	0	0
Continuous Movement/Moving Shot	0	0	0	0	0	0	0	0
Shot	0	0	0	0	0	0	0	0
Manufacturing	0	0	0	0	0	0	0	0
Dunk, Tap or Alley oop	0	0	0	0	0	0	0	0
Landing	0	0	0	0	0	0	0	0
Penetration	0	0	0	0	0	0	0	0
Perimeter play	0	0	0	1	0	0	0	1
Fast break	0	0	0	0	0	0	0	0
Transition	0	0	0	0	0	0	0	0
Rebound	0	0	0	0	0	0	0	0
Post Play	0	0	0	0	0	0	0	0
Key area action	0	0	0	0	0	0	0	0
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	0	0	0	0
Stopping the Clock	0	0	0	0	0	0	0	0
Dead Ball	0	0	0	0	0	0	0	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	0	0	0	1	0	0	0	1

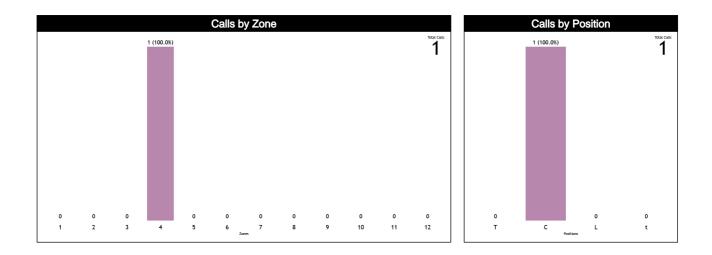


Call Average vs Game



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	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
C 3	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1	0.0	0.0
TI	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
тз	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
14	0	0	0	0	0	0	0	0	0	0	0	0	0	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	0	0	0	0	0	0	0	0.0	0.0
Gt	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
π	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
Lt.	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
TOTAL	0	0	0	1	0	0	0	0	0	0	0	0	1	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	TODIOO	ii ii	S	INIT	FIAL	FOOTAGE	FIN	ial	DURATION	PROT	OCOL
SITUATIONS	TOPICS	REF	HCC	GCM	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	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
	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

