

FIBA POST GAME REPORT

EGY vs MEX GP535 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	3 FIBA WC PHI-JP	(-INA		
			GP · GP535			
100	16:45 29/08/2	2023			MALL OF ASIA	3
	%	Total	Calls	Total	%	_
EGYPT	N/A	17	Fouls	22	N/A	Mexico
	N/A	5	Violations	3	N/A	
EGY	N/A	11	00B	5	N/A	MEX
100	N/A	1	Fake	1	N/A	72
	N/A	0	DOG	1	N/A	
	N/A	34	Total	33	N/A	

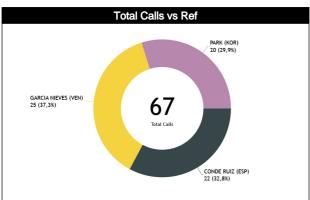
Quarters	Qua	rter 1	Quar	ter 2	Qua	rter 3	Quai	rter 4	T01	TAL
Score	30	16	29	19	18	21	23	16	100	72
Duration	00:1	8:37	00:2	25:35	00:2	27:03	00:2	21:14	01:3	2:29
Fouls	5	3	5	6	4	6	3	7	17	22
Violations	0	2	1	0	3	0	1	1	5	3
00B	3	1	4	1	2	1	2	2	11	5
Fake	0	1	0	0	1	0	0	0	1	1
DOG	0	0	0	0	0	1	0	0	0	1
230	•	J	J			'				•

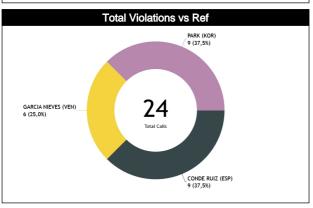
	REFEREEING STAFF	
CONDE RUIZ, Antonio Rafael (ESP)	GARCIA NIEVES, Daniel Alberto (VEN)	PARK, Kyoungjin (KOR)
Table to 202	© Limited States and	Call Land Total 2008
Referee Instructor	Stand-by Referee Instructor	Video Operator
UEDA, Atsuhiro (JPN)	N/A	MITJANA, Roger (ESP)

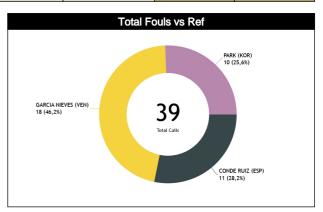


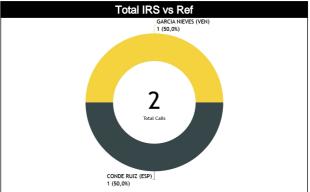
Calls Summary vs Referee

Types/Referees	C	C		וט	U	2	TO	TAL	CHAMPIONSHIP	FIBA
2000	14 (64%)	8 (36%)	9 (36%)	16 (64%)	11 (55%)	9 (45%)	34 (51%)	33 (49%)		
CALLS	22 (3	3%)		37%)		30%)		7	0	0
FOULS	5 (45%)	6 (55%)	7 (39%)	11 (61%)	5 (50%)	5 (50%)	17 (44%)	22 (56%)	_	
FUULS	11 (2	28%)	18 (46%)	10 (2	26%)	3	9	0	0
DEFENSIVE	5 (50%)	5 (50%)	7 (44%)	9 (56%)	5 (50%)	5 (50%)	17 (47%)	19 (53%)		
DEFENSIVE	10 (2	28%)	16 (44%)	10 (2	28%)	3	6	0	0
OFFENSIVE	0	1 (100%)	0	2 (100%)	0	0	0	3 (100%)	0	0
OTTENSIVE	1 (3	3%)	2 (0	37%)	()	:	3		•
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
DOODLETOOL	(0))	•	•
UNSPORTSMANLIKE	0	0	0	0	0	0	0	0	0	0
SHOT SHITSWIFTERE	(0))		
TECHNICAL	0	0	1 (50%)	1 (50%)	0	0	1 (50%)	1 (50%)	0	0
12011110/12				00%))	_	2		
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
DIOGOTENTINO	(0))		
00В	7 (100%)	0	1 (33%)	2 (67%)	3 (50%)	3 (50%)	11 (69%)	5 (31%)	0	0
	7 (4	,		19%)	6 (3	,		6		
STEP ON SIDE LINE	1 (100%)	0	0	0	1 (100%)	0	2 (100%)	0	0	0
	1 (5			0 (0000)		0%)		2 (2004)		
OTHER	6 (100%)	0	1 (33%)	2 (67%)	2 (40%)	3 (60%)	9 (64%)	5 (36%)	0	0
	6 (4			21%)		6%)		4		
VIOLATIONS	2 (100%)	0	1 (33%)	2 (67%)	2 (67%)	1 (33%)	5 (63%)	3 (38%)	0	0
	2 (2			38%)		8%)		4 (000()	-	
TRAVELING	1 (100%)	0	0	1 (100%)	1 (100%)	0	2 (67%)	1 (33%)	0	0
	1 (3	,		33%)		3%)		0 (400/)		
OTHER	1 (100%)	00()	1 (50%)	1 (50%)	1 (50%)	1 (50%)	3 (60%)	2 (40%)	0	0
	1 (2		0	1 (100%)	1 (100%)	0%)	1 (50%)	1 (50%)		
Fake	0	0		1 (100%) 50%)		0 0%)	- 1	1 (50%) 2	0	0
			0	0 0	0	0%)	0	1 (100%)		
DOG	0 1 (100%) 1 (100%)			0) U	U	1 (100%)	0	0
	1 (100%) 0 1 (100%)		0	1 (100%)	0	0	0	2 (100%)		
IRS	1 (5		•	50%)	_)	•	2 (100 <i>7</i> 0)	0	0
	0	1 (100%)	0	1 (100%)	0	0	0	2 (100%)		
HCC	1 (5			50%)	0 0		0 2 (100%)		0	0
	1 (0	U /U	1 (JO 70 J		,				







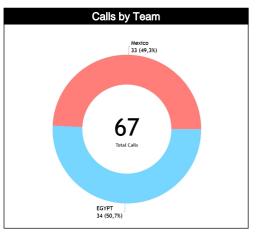


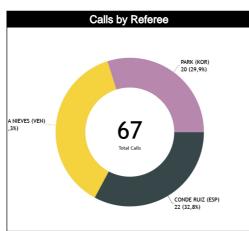


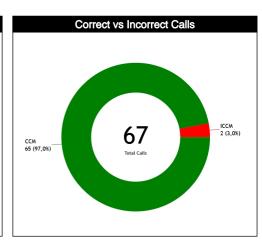
Calls vs Team

Dofo	Teams			EGY	- 100					MEX	· 72			
Refs	Assessment	CCM	ICCM	INCO	L2M C	L2M I	L2M?	CCM	ICCM	INCO	L2M C	L2M I	L2M?	
CC	CONDE RUIZ, Antonio Rafael (ESP)	14	N/A	N/A	0	N/A	N/A	8	N/A	N/A	0	N/A	N/A	
U1	GARCIA NIEVES, Daniel Alberto (VEN)	9	N/A	N/A	0	N/A	N/A	16	N/A	N/A	1	N/A	N/A	
U2	PARK, Kyoungjin (KOR)	11	N/A	N/A	0	N/A	N/A	9	N/A	N/A	0	N/A	N/A	
	TOTAL	34 (50,7%)								33 (4	9,3%)			
	ССМ			34 (5	0,7%)			33 (49,3%)						
	ICCM			N	/A			N/A						
	INCO			N	/A					N	/A			
	L2M C				0					1 (1,	,5%)			
	L2M I	N/A								N	/A			
	L2M ?	N/A							N/A					

Rei	0		TOTALS																		
S	Assessment	CCM	ICCM	INCO	L2M C	L2M I	L2M?	CCM	ICCM	INCO	L2M C	L2M I	L2M?	CCM	ICCM	INCO	L2M C	L2M I	L2M?		
CC	CONDE RUIZ, Antonio Rafael (ESP)	14	N/A	N/A	0	N/A	N/A	8	N/A	N/A	0	N/A	N/A	22	N/A	N/A	0	N/A	N/A	CHAMP.	FIBA
U1	GARCIA NIEVES, Daniel Alberto (VEN)	9	N/A N/A 0 N/A N/A 16 N/A N/A 1 N/A N/A 25 N/A N/A 1 N/A N/A										AVG	AVG							
U2	PARK, Kyoungjin (KOR)	11	1 N/A N/A 0 N/A N/A 9 N/A N/A 0 N/A N/A 20 N/A N/A 0 N/A N/A																		
	TOTAL									67 (1	00%)										
	ССМ									67 (1	00%)										
	ICCM									N	/A										
	INCO									N	/A										
	L2M C		1 (1,5%)																		
	L2M I		N/A																		
	L2M ?		N/A																		



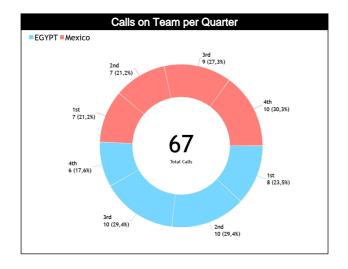


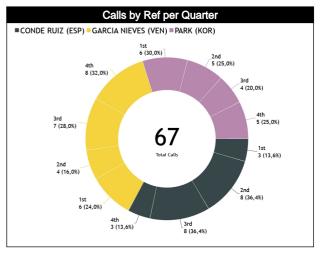




Calls vs Referee

Quarters		Quai	ter 1			Quar	ter 2			Quar	ter 3				Qua	rter 4			TOTAL	
3 Referees		5 "	1	0'		5"	1	D'		y .	10	ŗ	5'		1	10'	Las	st 2'	IVIEL	
CONDE RUIZ, Antonio Rafael	2 67%	1 33%	4 80%	1 20%	1 33%	2 67%	3 60%	2 40%	2 67%	1 33%	0	1 100%	2 100%	0	0	0	0	0		8 86%
(ESP)		3 ∤%	23	5 3%	1 7	3 !%	! 23	5 8%		} .%	1 59	6	2 9%			0	ı	0	22 32%	
GARCIA NIEVES, Daniej Alberto	2 33%	4 67%	1 100%	0	1 33%	2 67%	1 50%	1 50%	1 20%	4 80%	2 33%	4 67%	1 50%	1 50%	0	1 100%	0	0		17 55%
(VEN)		6 8%	4	1 %		3 2%	8	-		5 %	6 23		2 8%	0	4	1 !%		0	26 38%	
PARK,	4 67%	2 33%	0	2 100%	3 100%	0	2 67%	1 33%	1 100%	0	0	4 100%	1 100%	0	0	0	0	0		9 15%
Kyoungjin (KOR)	,	6)%		2)%		3 i%		3 i%	5	l ₩	4 20 ⁴		1 5%	6		0		0	20 29%	
TOTAL	8 53%	7 47%	5 63%	3 38%	5 56%	4 44%	6 60%	4 40%	4 44%	5 56%	2 18%	9 82%	4 80%	1 20%	0	1 100%	0 0			34 50%
TOTAL	_	5 !%		8 2%		9 1%	_	0 i%) %	11 16	-	5 7%		1	1 %		0	68	







Play Situations Break-down

		Play Situa	tions Table					
Concepts		Z, Antonio I (ESP)		VES, Daniel o (VEN)	PARK, Kyou	ungjin (KOR)	Tol	tals
	EGY	MEX	EGY	MEX	EGY	MEX	EGY	MEX
Continuous Movement/Drive to basket	1	0	0	1	0	1	1	2
Continuous Movement/Moving Shot	1	1	3	0	1	0	5	1
Shot	0	0	0	2	1	0	1	2
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	2	0	0	0	2
Perimeter play	1	3	1	0	1	2	3	5
Fast break	0	0	0	0	0	0	0	0
Transition	0	0	0	0	0	0	0	0
Rebound	0	1	0	2	0	0	0	3
Post Play	0	1	0	1	0	1	0	3
Key area action	2	0	0	0	0	0	2	0
Screen Action	0	0	2	1	2	0	4	1
Double Team	0	0	0	0	0	1	0	1
Help Defense	0	0	0	1	0	0	0	1
Stopping the Clock	0	0	0	0	0	0	0	0
Dead Ball	0	0	1	1	0	0	1	1
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	5	6	7	11	5	5	17	22

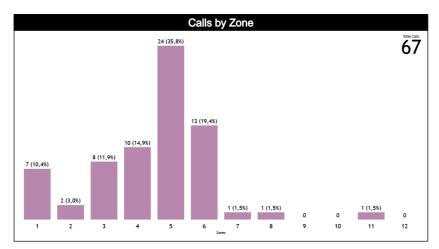


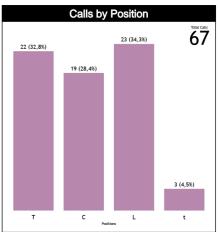
Call Average vs Game



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	1 (11%)	1 (11%)	0 (0%)	0 (0%)	4 (44%)	3 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	0.0	0.0
C3	0 (0%)	1 (10%)	0 (0%)	4 (40%)	5 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
TI	5 (50%)	0 (0%)	0 (0%)	0 (0%)	2 (20%)	3 (30%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
Т3	0 (0%)	0 (0%)	7 (58%)	4 (33%)	0 (0%)	0 (0%)	1 (8%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	12	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5 (83%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	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	1 (6%)	0 (0%)	0 (0%)	2 (12%)	8 (47%)	6 (35%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	17	0.0	0.0
Ct	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	0.0	0.0
Tt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (50%)	0 (0%)	0 (0%)	1 (50%)	0 (0%)	2	0.0	0.0
Lt.	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
TOTAL	7	2	8	10	24	13	1	1	0	0	1	0	67	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		(F	is .	INI	rial .	FOOTAGE			DURATION	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	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 L2M & OT Accuracy

