



FIBA POST GAME REPORT

LBN vs FRA GP536 2023 FIBA WC PHI-JPN-INA

Contents

Note about the data.....	3
Global Evaluation.....	3
Quality and Consistency	4
Game Information	5
Calls Summary vs Referee.....	6
Calls vs Teams	7
Calls vs Referee	8
Play Situations Break-down.....	9
Call Average vs Game	10
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 FIBA WC PHI-JPN-INA						
	GP · GP536					
	16:45 29/08/2023				INDONESIA	
	%	Total	Calls	Total	%	
Lebanon	N/A	23	Fouls	16	N/A	France
	N/A	6	Violations	3	N/A	
LBN	N/A	9	OOB	7	N/A	FRA
79	N/A	0	Fake	1	N/A	85
	N/A	0	DOG	0	N/A	
	N/A	38	Total	27	N/A	

Quarters	Quarter 1		Quarter 2		Quarter 3		Quarter 4		TOTAL	
Score	20	19	17	19	22	20	20	27	79	85
Duration	00:18:43		00:21:40		00:22:36		00:25:51		01:28:50	
Fouls	4	3	4	3	8	6	7	4	23	16
Violations	1	1	4	0	0	2	1	0	6	3
OOB	5	2	0	2	1	3	3	0	9	7
Fake	0	0	0	0	0	0	0	1	0	1
DOG	0	0	0	0	0	0	0	0	0	0

REFEREEING STAFF

GLISIC, Aleksandar
(SRB)

MIKHEYEV, Yevgeniy
(KAZ)

URUSHIMA, Daigo
(JPN)



Referee Instructor

Stand-by Referee Instructor

Video Operator

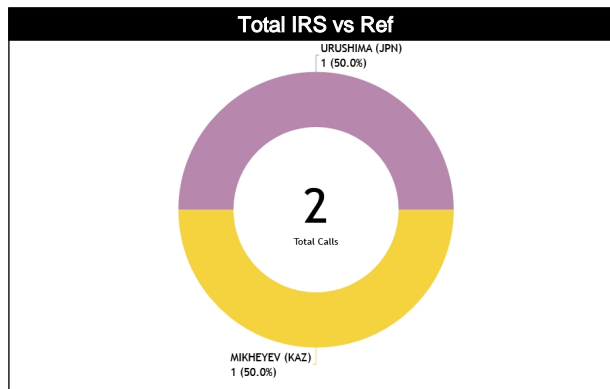
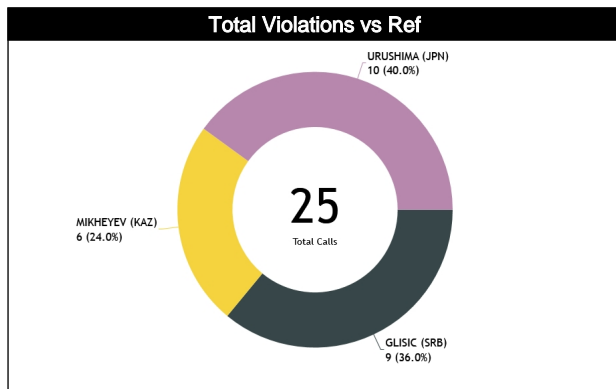
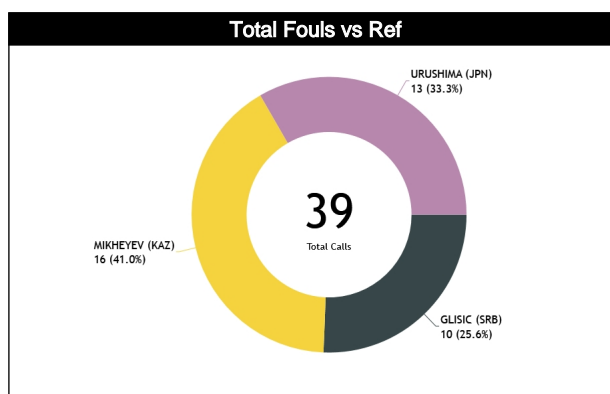
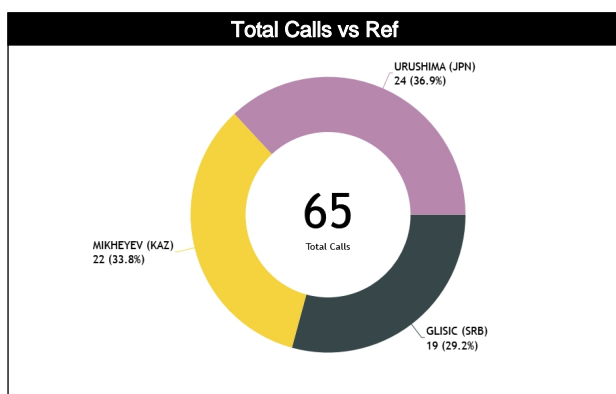
LICINA, Miodrag
(SRB)

N/A

BOELAERT, Federico
(ARG)

Calls Summary vs Referee

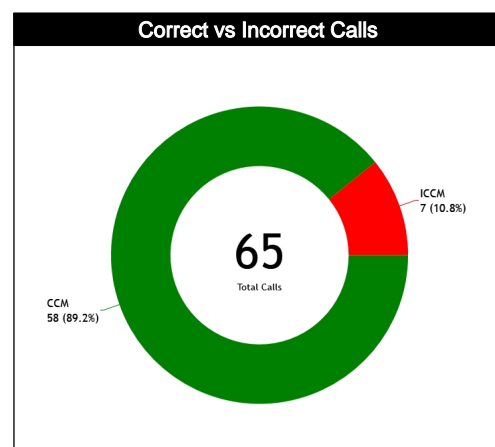
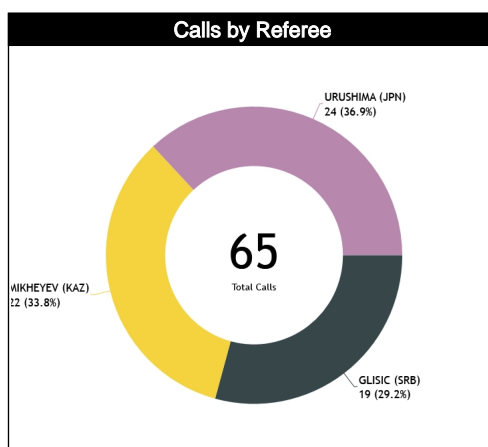
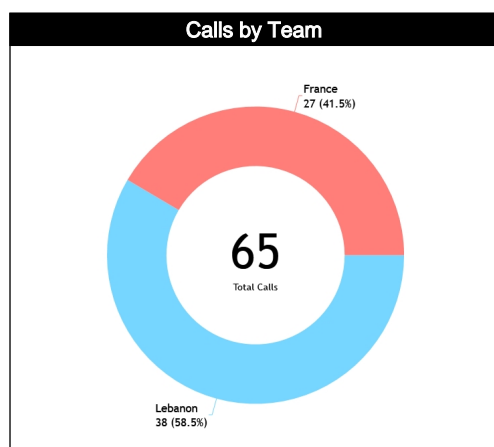
Types/Referees	CC		U1		U2		TOTAL		CHAMPIONSHIP	FIBA
CALLS	12 (63%)	7 (37%)	13 (59%)	9 (41%)	13 (54%)	11 (46%)	38 (58%)	27 (42%)	0	0
	19 (29%)		22 (34%)		24 (37%)		65			
FOULS	7 (70%)	3 (30%)	9 (56%)	7 (44%)	7 (54%)	6 (46%)	23 (59%)	16 (41%)	0	0
	10 (26%)		16 (41%)		13 (33%)		39			
DEFENSIVE	6 (67%)	3 (33%)	9 (56%)	7 (44%)	6 (50%)	6 (50%)	21 (57%)	16 (43%)	0	0
	9 (24%)		16 (43%)		12 (32%)		37			
OFFENSIVE	1 (100%)	0	0	0	1 (100%)	0	2 (100%)	0	0	0
	1 (50%)		0		1 (50%)		2			
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
UNSPORTSMANLIKE	0	0	1 (100%)	0	0	0	1 (100%)	0	0	0
	0		1 (100%)		0		1			
TECHNICAL	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
OOB	3 (60%)	2 (40%)	1 (33%)	2 (67%)	5 (63%)	3 (38%)	9 (56%)	7 (44%)	0	0
	5 (31%)		3 (19%)		8 (50%)		16			
STEP ON SIDE LINE	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
OTHER	3 (60%)	2 (40%)	1 (33%)	2 (67%)	5 (63%)	3 (38%)	9 (56%)	7 (44%)	0	0
	5 (31%)		3 (19%)		8 (50%)		16			
VIOLATIONS	2 (50%)	2 (50%)	3 (100%)	0	1 (50%)	1 (50%)	6 (67%)	3 (33%)	0	0
	4 (44%)		3 (33%)		2 (22%)		9			
TRAVELING	1 (100%)	0	0	0	0	0	1 (100%)	0	0	0
	1 (100%)		0		0		1			
OTHER	1 (33%)	2 (67%)	3 (100%)	0	1 (50%)	1 (50%)	5 (63%)	3 (38%)	0	0
	3 (38%)		3 (38%)		2 (25%)		8			
Fake	0	0	0	0	0	1 (100%)	0	1 (100%)	0	0
	0		0		1 (100%)		1			
DOG	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
IRS	0	0	1 (100%)	0	1 (100%)	0	2 (100%)	0	0	0
	0		1 (50%)		1 (50%)		2			
HCC	0	0	1 (100%)	0	1 (100%)	0	2 (100%)	0	0	0
	0		1 (50%)		1 (50%)		2			



Calls vs Team

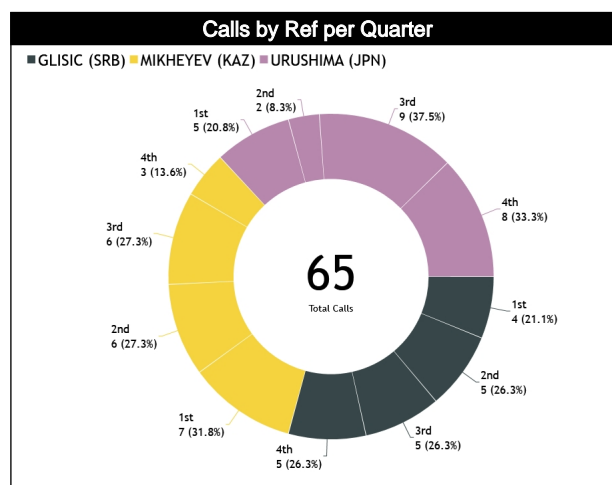
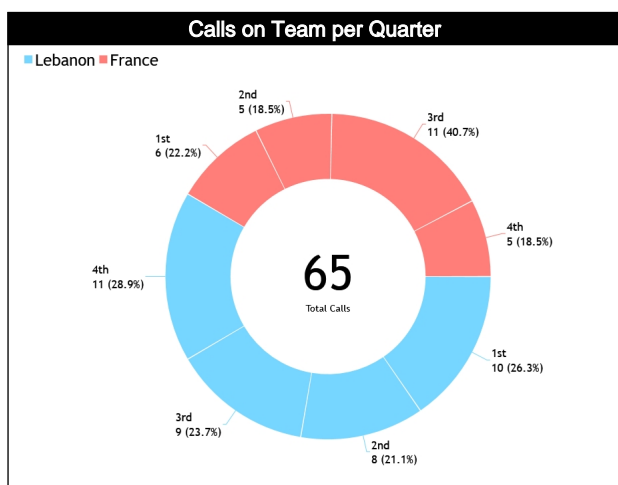
Refs	Teams	LBN - 79						FRA - 85					
	Assessment	CCM	ICCM	INCO	L2M C	L2M I	L2M ?	CCM	ICCM	INCO	L2M C	L2M I	L2M ?
CC	GLISIC, Aleksandar (SRB)	12	N/A	N/A	0	N/A	N/A	7	N/A	N/A	1	N/A	N/A
U1	MIKHEYEV, Yevgeniy (KAZ)	13	N/A	N/A	0	N/A	N/A	9	N/A	N/A	0	N/A	N/A
U2	URUSHIMA, Daigo (JPN)	13	N/A	N/A	1	N/A	N/A	11	N/A	N/A	2	N/A	N/A
TOTAL		38 (58.5%)						27 (41.5%)					
CCM		38 (58.5%)						27 (41.5%)					
ICCM		N/A						N/A					
INCO		N/A						N/A					
L2M C		1 (1.5%)						3 (4.6%)					
L2M I		N/A						N/A					
L2M ?		N/A						N/A					

Refs	Assessment	TOTALS																		CHAMP. AVG	FIBA AVG
		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	GLISIC, Aleksandar (SRB)	12	N/A	N/A	0	N/A	N/A	7	N/A	N/A	1	N/A	N/A	19	N/A	N/A	1	N/A	N/A		
U1	MIKHEYEV, Yevgeniy (KAZ)	13	N/A	N/A	0	N/A	N/A	9	N/A	N/A	0	N/A	N/A	22	N/A	N/A	0	N/A	N/A		
U2	URUSHIMA, Daigo (JPN)	13	N/A	N/A	1	N/A	N/A	11	N/A	N/A	2	N/A	N/A	24	N/A	N/A	3	N/A	N/A		
TOTAL		65 (100%)																			
CCM		65 (100%)																			
ICCM		N/A																			
INCO		N/A																			
L2M C		4 (6.2%)																			
L2M I		N/A																			
L2M ?		N/A																			



Calls vs Referee

Quarters	Quarter 1				Quarter 2				Quarter 3				Quarter 4				TOTAL			
	5'		10'		5'		10'		5'		10'		5'		10'				Last 2'	
3 Referees	1	1	2	0	1	1	2	1	2	3	0	0	4	0	0	1	0	1	12	7
	50%	50%	100%	0	50%	50%	67%	33%	40%	60%	0	0	100%	0	0	100%	0	100%	63%	37%
GLISIC, Aleksandar (SRB)	2	2	2	2	2	3	5	0	4	1	1	1	4	1	1	1	1	19	7	
	11%	11%	11%	11%	11%	16%	26%	0	21%	5%	5%	5%	21%	5%	5%	5%	5%	29%	29%	
MIKHEYEV, Yevgeniy (KAZ)	1	1	3	2	1	2	3	0	0	3	3	0	2	1	0	0	0	0	13	9
	50%	50%	60%	40%	33%	67%	100%	0	0	100%	100%	0	67%	33%	0	0	0	0	59%	41%
URUSHIMA, Daigo (JPN)	2	5	3	3	3	3	3	3	3	3	3	3	3	0	0	0	0	22	9	
	9%	23%	14%	14%	14%	14%	14%	14%	14%	14%	14%	14%	14%	0	0	0	0	34%	34%	
URUSHIMA, Daigo (JPN)	1	0	2	2	0	1	1	0	1	3	3	2	2	0	3	3	1	2	13	11
	100%	0	50%	50%	0	100%	100%	0	25%	75%	60%	40%	100%	0	50%	50%	33%	67%	54%	46%
TOTAL	1	4	1	1	4	5	2	6	3	4	1	3	4	1	3	1	3	38	27	
	4%	17%	4%	4%	17%	21%	8%	25%	14%	17%	14%	14%	14%	8%	25%	13%	13%	37%	37%	
TOTAL	3	2	7	4	2	4	6	1	3	9	6	2	8	1	3	4	1	3	38	27
	60%	40%	64%	36%	33%	67%	86%	14%	25%	75%	75%	25%	89%	11%	43%	57%	25%	75%	58%	42%
		5	11	6	7	12	8	9	7	4	65									
		8%	17%	9%	11%	18%	12%	14%	11%	6%										



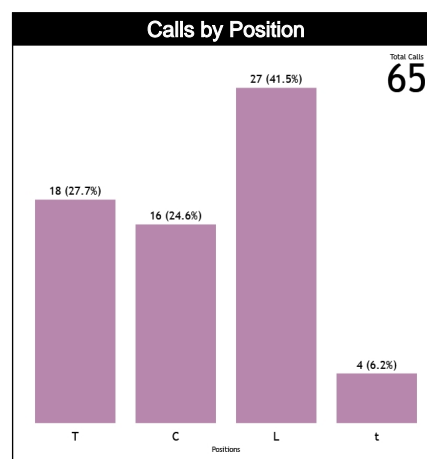
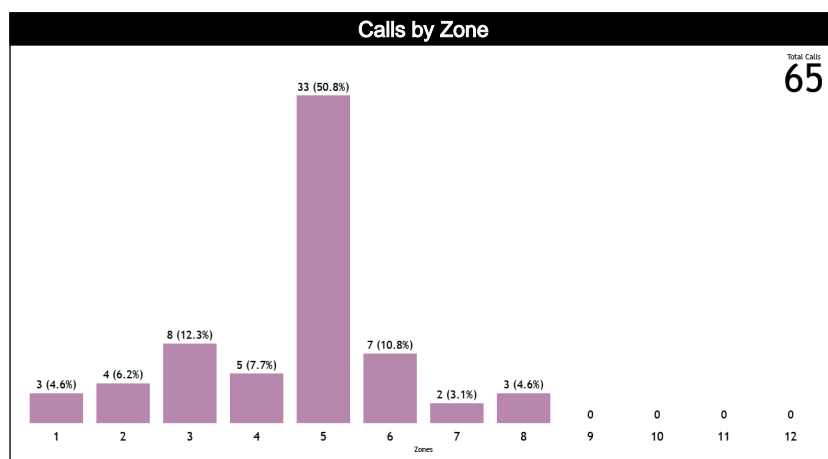
Play Situations Break-down

Play Situations Table								
Concepts	GLISIC, Aleksandar (SRB)		MIKHEYEV, Yevgeniy (KAZ)		URUSHIMA, Daigo (JPN)		Totals	
	LBN	FRA	LBN	FRA	LBN	FRA	LBN	FRA
Continuous Movement/Drive to basket	2	3	1	0	2	2	5	5
Continuous Movement/Moving Shot	0	0	0	3	2	1	2	4
Shot	0	0	2	0	1	0	3	0
Manufacturing	0	0	0	0	0	0	0	0
Dunk, Tap or Alley oop	0	0	0	0	0	1	0	1
Landing	0	0	0	0	0	0	0	0
Penetration	1	0	1	1	1	0	3	1
Perimeter play	0	0	1	0	0	1	1	1
Fast break	0	0	2	0	0	0	2	0
Transition	1	1	1	0	0	0	2	1
Rebound	0	0	1	1	1	1	2	2
Post Play	0	0	1	0	0	1	1	1
Key area action	2	1	0	0	1	0	3	1
Screen Action	1	0	1	1	0	0	2	1
Double Team	0	0	0	0	0	0	0	0
Help Defense	2	0	0	0	0	0	2	0
Stopping the Clock	0	0	0	1	0	1	0	2
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	9	5	11	7	8	8	28	20

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 (20%)	1 (20%)	0 (0%)	0 (0%)	2 (40%)	1 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5	0.0	0.0
C3	0 (0%)	1 (9%)	3 (27%)	1 (9%)	6 (55%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11	0.0	0.0
T1	2 (33%)	2 (33%)	0 (0%)	0 (0%)	1 (17%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
T3	0 (0%)	0 (0%)	5 (42%)	3 (25%)	3 (25%)	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%)	1 (7%)	12 (80%)	2 (13%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	15	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%)	9 (75%)	3 (25%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	12	0.0	0.0
Ct	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	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%)	1 (33%)	2 (67%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	3	0.0	0.0
Lt	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
TOTAL	3	4	8	5	33	7	2	3	0	0	0	0	65	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	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	0.0	0.0



IRS vs Game

IRS SITUATIONS	TOPICS	IRS		INITIAL		FOOTAGE	FINAL		DURATION	PROTOCOL	
		REF	HCC	CCM	ICCM	INCO	CCM	ICCM	AVG	CCM	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
	Foul or Not	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
L2M (4)	Goaltending / Basket	0	0	0	0	0	0"	0	0	0	0
	OOB	0	0	0	0	0	0"	0	0	0	0
	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
ANY TIME (11)	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
	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

