

FIBA POST GAME REPORT

CPV vs FIN GP750 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 · GP750			
	16:30 31/08/2	023			OKINAWA	
	%	Total	Calls	Total	%	
Cape Verde	N/A	0	Fouls	0	N/A	Finland
	N/A	0	Violations	0	N/A	
CPV	N/A	0	00B	0	N/A	FIN
77	N/A	1	Fake	1	N/A	100
	N/A	0	DOG	0	N/A	
	N/A	1	Total	1	N/A	

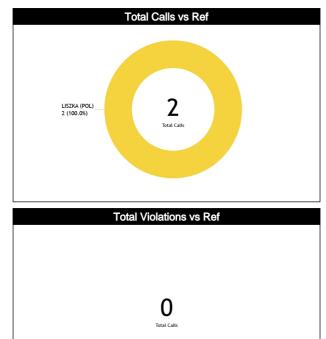
Quarters	Quar	ter 1	Quar	ter 2	Quar	ter 3	Quar	ter 4	TOTAL		
Score	16	28	23	26	17	23	21	23	77	100	
Duration	00:2	1:58	00:2	8:00	00:1	9:32	00:2	7:02	01:3	6:32	
Fouls	0	0	0	0	0	0	0	0	0	0	
Violations	0	0	0	0	0	0	0	0	0	0	
00B	0	0	0	0	0	0	0	0	0	0	
Fake	0	0	1	1	0	0	0	0	1	1	
DOG	0	0	0	0	0	0	0	0	0	0	

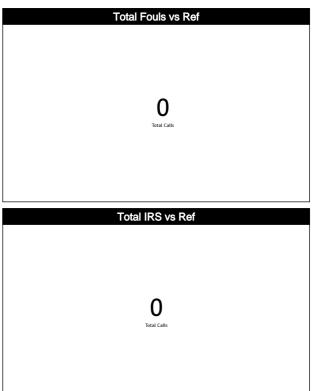
	REFEREEING STAFF	
VAZQUEZ VAZQUEZ III, Jorge (PUR)	LISZKA, Wojciech (POL)	AL-SHUWAILI, Ahmed (IRQ)
Referee Instructor	Stand-by Referee Instructor	Video Operator
THOMSON, Michael Gordon (CAN)	N/A	KAUPPINEN, Hannu (FIN)



Calls Summary vs Referee

Types/Referees		CC	L	J1		U2	TŰ	TAL	CHAMPIONSHIP	FIBA
CALLS	0	0	1 (50%)	1 (50%)	0	0	1 (50%)	1 (50%)	0	1
	0	0	2 (10	00%) 0	0	0	0	2 0		
FOULS	U	0	-	0	U	0			0	0
DEEENOU	0	Ŭ 0	0	0	0	0	0	0		
DEFENSIVE		0		0		Ó		0	0	0
OFFENSIVE	0	0	0	0	0	0	0	0	0	0
		0		0	_	0		0		
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0		
UNSPORTSMANLIKE	v	0	-	0	U U	0	-	0	0	0
TEOUNIOAL	0	0	0	0	0	0	0	0		
TECHNICAL		0		0		Ó		0	0	0
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
Diedo/tai mite		0		0	_	0		0		
00B	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0		
STEP ON SIDE LINE	0	0	-	0	0	0	-	0	0	0
071155	0	0	0	0	0	0	0	0		
OTHER		0		0		Ö		0	0	0
VIOLATIONS	0	0	0	0	0	0	0	0	0	0
HOLAHONO		0		0		0		0		
TRAVELING	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0		
OTHER	U	0	-	0	U	0		0	0	0
	0	Ŭ O	1 (50%)	1 (50%)	0	0	1 (50%)	1 (50%)		
Fake		0		00%)		0		2	0	0
DOG	0	0	0	0	0	0	0	0	0	1
500		0		0		0		0		
IRS	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0		
HCC	U	0	-	0	U	0	-	0 D	0	0
		U								

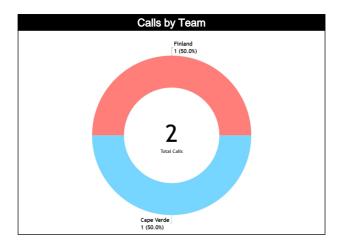


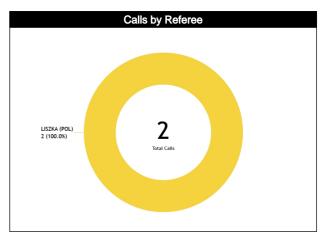


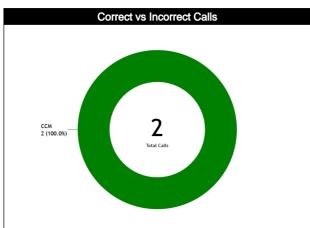


Calls vs Team

Ref	Teams			CPV	•77					FIN ·	100					TOT	'ALS				
8	Assessment	Correct	Incorre	Inconci	L2M C	L2M	L2M ?	Correct	Incorre	inconci	L2M C	L2M I	L2M ?	Correct	Incorre	inconci	L2M C	L2M I	L2M ?		
CC	VAZQUEZ VAZQUEZ III, Jorge (PUR)	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	LISZKA, Wojciech (POL)	1	N/A	N/A	0	N/A	N/A	1	N/A	N/A	0	N/A	N/A	2	N/A	N/A	0	N/A	N/A	AVG	AVG
U2	AL-SHUWAILI, Ahmed (IRQ)	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 (5	0%)					1 (5	0%)					2 (10	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	



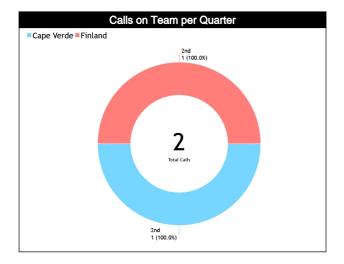


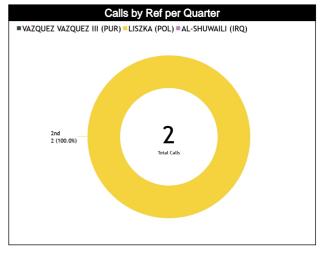




Calls vs Referee

Quarters		Qua	rter 1			Qua	ter 2			Qua	ter 3				Qua	rter 4				TAL
3 Referees		5	1	0"		5	1	0'	Ę	;	1	0'		5'	1	10"	Las	st 2'		
VRZQUEZ VRZQUEZ III,	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Jorge (PUR)		0		D		0		0	()		0		0		0		0		0
LISZKA, Wojciech (POL)	0	0	1 100%	0	0	0	0	1 100%	0	0	0	0	0	0	0	0	0	0	1 50%	1 50%
(POL)		0	50	1)%		0	50	1 0%	()		0		0		0		0		2 0%
AL-SHUWAILI, Ahmed (IRQ)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
(IRQ)		0		D		0		0	()		0		0		0		0		0
TOTOL	0	0	1 100%	0	0	0	0	1 100%	0	0	0	0	0	0	0	0	0	0	1 50%	1 50%
TOTAL		0	50	1)%		0	5	1 0%	()		0		0		0		0		2







Play Situations Break-down

							Play	Situati	ons Co	olumn	Char	t								
Post Play																				1
Penetration																				1
Tons																				
Throw-in																				
Free Throws																				
Dead Sall																				
stopping the Clock																				
Help Defense																				
Double Team																				
Screen Action																				
Key area action																				
Rebound																				
Transition																				
Fast break																				
Perimeter play																				
Landing																				
Dunk, Tap or Alley oop																				
Wanufacturing																				
Shot																				
Continuous Movement/Moving Shot																				
Continuous Movement/Drive to basket	,,																			
		szka (POL)	0.15 AL-SHUWAI	دٰء LI (IRQ)	0.25	0.3	0.35	0.4	0.45	0.5	0.55	0.6	0.45	0.7	0.75	0.8	0.85	0.9	0.95	

		Play Situa	tions Table					
Concepts	VAZQUEZ V Jorge	AZQUEZ III, (PUR)	LISZKA, Woj	jclech (POL)	al-shuwaili,	, Ahmed (IRQ)	To	tals
	CPV	FIN	CPV	FIN	CPV	FIN	CPV	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	1	0	0	0	1	0
Perimeter play	0	0	0	0	0	0	0	0
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	1	0	0	0	1
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	1	1	0	0	1	1

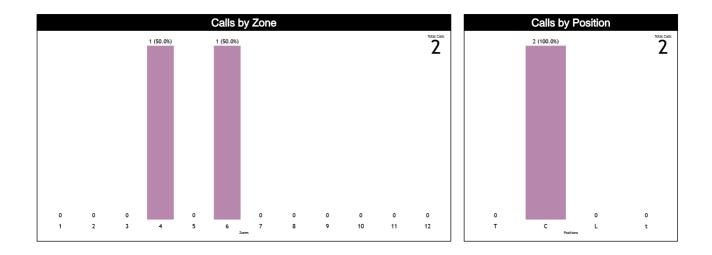


Call Average vs Game



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%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1	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
Π	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
L4	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
Ct	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	1	0	0	0	0	0	0	2	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
500	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

