

# FIBA POST GAME REPORT

NZL vs MEX GP751 2023 FIBA WC PHI-JPN-INA



# **Contents**

Note about the data	3
Global Evaluation	
Quality and Consistency	4
Game Information	5
Calls Summary vs Referee	6
Calls vs Teams	
Calls vs Referee	8
Play Situations Break-down	9
Call Average vs Game	
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**

	16:45 31/08/2023 MALL OF ASIA											
	%	Total	Calls	Total	%							
New Zealand	N/A	24	Fouls	25	N/A	Mexico						
	N/A	2	<b>Violations</b>	2	N/A							
NZL	N/A	9	00B	9	N/A	MEX						
100	N/A	0	Fake	0	N/A	108						
	N/A	0	DOG	1	N/A							
	N/A	<b>35</b>	Total	<b>37</b>	N/A							

Quarters	Quarter 1		Quar	ter 2	Quar	ter 3	Quai	ter 4	TOTAL		
Score	22	31	19	26	27	21	32	30	100	108	
Duration	00:1	7:50	00:2	2:38	00:2	23:43	00:4	2:31	01:46:42		
Fouls	3	4	5	6	4	8	12	7	24	25	
Violations	0	1	1	0	1	0	0	1	2	2	
00B	3	1	2	0	2	4	2	4	9	9	
Fake	0	0	0	0	0	0	0	0	0	0	
DOG	0	0	0	0	0	0	0	1	0	1	

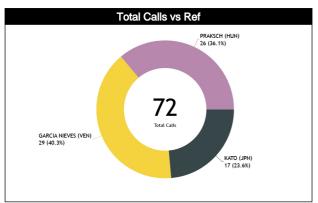
	REFEREEING STAFF	
KATO, Takaki (JPN)	GARCIA NIEVES, Daniel Alberto (VEN)	PRAKSCH, Péter (HUN)
THE COLOR SERVICE SERV	THE COLUMN TO TH	Company of the compan

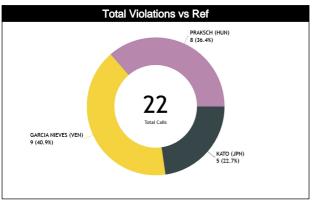
Referee Instructor	Stand-by Referee Instructor	Video Operator
UEDA, Atsuhiro (JPN)	N/A	MITJANA, Roger (ESP)

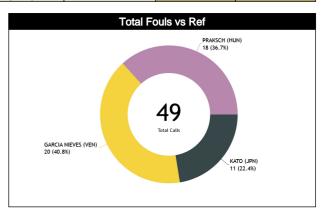


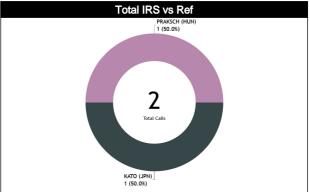
## Calls Summary vs Referee

Types/Referees	C	C	L	<b>11</b>	U	12	TO	TAL	CHAMPIONSHIP	FIBA
04110	8 (47%)	9 (53%)	13 (45%)	16 (55%)	14 (54%)	12 (46%)	35 (49%)	37 (51%)	_	_
CALLS	17 (2	24%)	29 (4	10%)	26 (	36%)		2	0	0
FOULS	5 (45%)	6 (55%)	8 (40%)	12 (60%)	11 (61%)	7 (39%)	24 (49%)	25 (51%)	0	_
FUULS	11 (2	22%)	20 (4	<b>11%</b> )	18 (	37%)	4	19		0
DEFENSIVE	5 (50%)	5 (50%)	7 (44%)	9 (56%)	10 (63%)	6 (38%)	22 (52%)	20 (48%)	0	0
DEFENSIVE	10 (2	24%)	16 (3	38%)	16 (	38%)		12		
OFFENSIVE	0	1 (100%)	1 (25%)	3 (75%)	1 (50%)	1 (50%)	2 (29%)	5 (71%)	0	0
OTTENSIVE	1 (14%)		4 (57%)		2 (2	9%)		7		· ·
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
DOOBLETOOL	Ō		0			0		0		· ·
UNSPORTSMANLIKE	0	1 (100%)	0	0	0	0	0	1 (100%)	0	0
UNSFUNTSWANLIKE	1 (10	00%)		)		0		1		•
TECHNICAL	1 (100%)	0	0	2 (100%)	0	0	1 (33%)	2 (67%)	0	0
TECHNICAL	1 (3	3%)	2 (6	7%)		0		3		
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
DISCOALITING	(	)		)		0		0		
00B	3 (60%)	2 (40%)	- 4		3 (38%)	5 (63%)	9 (50%)	9 (50%)	0	0
000	5 (2	8%)		8%)		4%)		8		
STEP ON SIDE LINE	0	0	0	0	0	0	0	0	0	0
STEI GIV GIDE LINE		)		)		0		0	•	
OTHER	3 (60%)	2 (40%)	3 (60%)	2 (40%)	3 (38%)	5 (63%)	9 (50%)	9 (50%)	0	0
OTHER	5 (2	8%)		8%)		4%)		8		
VIOLATIONS	0	0	2 (50%)	2 (50%)	0	0	2 (50%)	2 (50%)	0	0
VIOLATIONS	(	)	4 (10	00%)	ı	0		4	•	
TRAVELING	0	0	0	0	0	0	0	0	0	0
THAVELING	(	)		0	1	0		0		
OTHER	0	0	2 (50%)	2 (50%)	0	0	2 (50%)	2 (50%)	0	0
OTHER	(	)	4 (10	00%)	ı	0		4	•	
Fake	0	0	0	0	0	0	0	0	0	0
I ake		)		)		0		0		
DOG	0	1 (100%)	0	0	0	0	0	1 (100%)	0	0
500	1 (10			)		0		1		
IRS	0	1 (100%)	0	0	1 (100%)	0	1 (50%)	1 (50%)	0	0
mo		0%)		)		0%)		2	,	,
нсс	0	0	0	0	1 (100%)	0	1 (100%)	0	0	0
1100		)		0	1 (10	00%)		1		





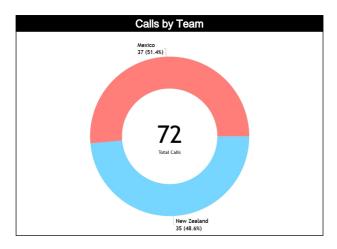


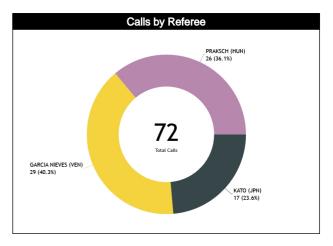


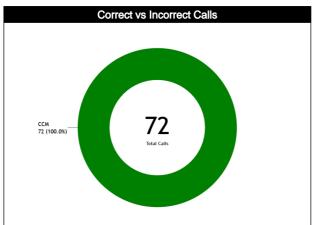


#### Calls vs Team

Re	f Teams			NZL	- 100					MEX	- 108					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 ?		
C	C KATO, Takaki (JPN)	8	N/A	N/A	0	N/A	N/A	9	N/A	N/A	1	N/A	N/A	17	N/A	N/A	1	N/A	N/A	CHAMP.	FIBA
U	GARCIA NIEVES, Daniel Alberto (VEN)	13	N/A	N/A	1	N/A	N/A	16	N/A	N/A	2	N/A	N/A	29	N/A	N/A	3	N/A	N/A	AVG	AVG
U	PRAKSCH, Péter (HUN)	14	N/A	N/A	2	N/A	N/A	12	N/A	N/A	1	N/A	N/A	26	N/A	N/A	3	N/A	N/A		
	TOTAL			35 (4	8.6%)				37 (51.4%)					72 (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,	/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			



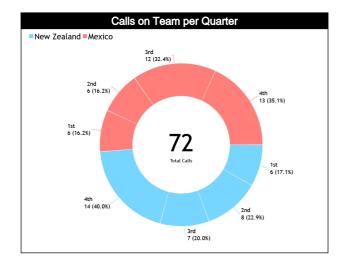


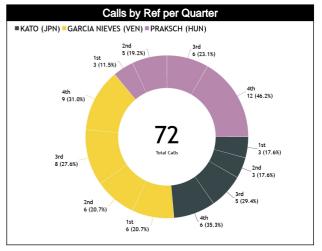




#### Calls vs Referee

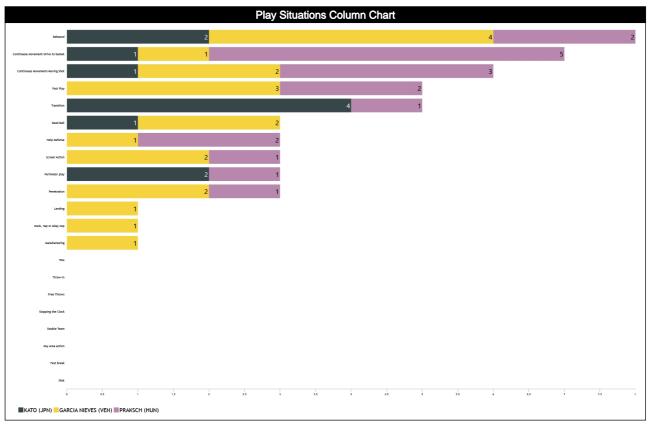
Quarters		Quai	ter 1			Quar	ter 2			Quai	ter 3				Quar	ter 4			TO	TOI
3 Referees	5	ji.	1	0'		5'	1	D'	ŧ	5"	1	0'	Ę	Ş <sup>t</sup>	1	D'	Las	t 2'	10	I ML
KATO, Takaki (JPN)	1 50%	1 50%	0	1 100%	0	1 100%	2 100%	0	1 33%	2 67%	2 100%	0	0	3 100%	2 67%	1 33%	0	1 100%	8 47%	9 53%
(JPN)	2 12%		1 6%			1 6%		2 !%		3 8%		2 2%		3 8%		3 8%	6	1 %		7 !%
GARCIA NIEVES, Daniel Alberto	2 67%	1 33%	1 33%	2 67%	0	1 100%	4 80%	1 20%	2 50%	2 50%	0	4 100%	3 60%	2 40%	1 25%	3 75%	1 33%	2 67%	13 45%	16 55%
(VEN)	3 10%		3 10%			1 5 3% 17%			14	4 14%		4 5 14% 17%		-		4 14%		3 )%	_	.9 )%
PRAKSCH, Péter	1 50%	1 50%	1 100%	0	0	0	2 40%	3 60%	1 50%	1 50%	1 25%	3 75%	3 75%	1 25%	5 63%	3 38%	2 67%	1 33%	14 54%	12 46%
(HUN)	2 8'	_	4'	1 %		0		5 )%		2 %	l	4 15%		<b>1</b> 5%		8 31%		3 !%		26 6%
TOTAL	4 57%	3 43%	2 40%	3 60%	0	2 100%	8 67%	4 33%	4 44%	5 56%	3 30%	7 70%	6 50%	6 50%	8 53%	7 47%	3 43%	4 57%	35 49%	37 51%
IOIAL	7 5 10% 7%		3	2 3%		2 '%	9 13%		10 14%		12 17%			5  %	7 10%		72			







# Play Situations Break-down



		Play Situa	tions Table					
Concepts	KATO, To	ıkaki (JPN)	GARCIA NII	EVES, Daniel :o (VEN)	PRAKSCH,	Péter (HUN)	To	tals
	NZL	MEX	NZL	MEX	NZL	MEX	NZL	MEX
Continuous Movement/Drive to basket	0	1	0	1	3	2	3	4
Continuous Movement/Moving Shot	0	1	0	2	2	1	2	4
Shot	0	0	0	0	0	0	0	0
Manufacturing	0	0	1	0	0	0	1	0
Dunk, Tap or Alley oop	0	0	1	0	0	0	1	0
Landing	0	0	0	1	0	0	0	1
Penetration	0	0	1	1	0	1	1	2
Perimeter play	0	2	0	0	1	0	1	2
Fast break	0	0	0	0	0	0	0	0
Transition	3	1	0	0	1	0	4	1
Rebound	1	1	3	1	2	0	6	2
Post Play	0	0	1	2	1	1	2	3
Key area action	0	0	0	0	0	0	0	0
Screen Action	0	0	1	1	0	1	1	2
Double Team	0	0	0	0	0	0	0	0
Help Defense	0	0	0	1	1	1	1	2
Stopping the Clock	0	0	0	0	0	0	0	0
Dead Ball	1	0	0	2	0	0	1	2
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	8	12	11	7	24	25

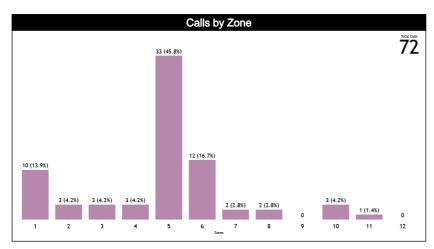


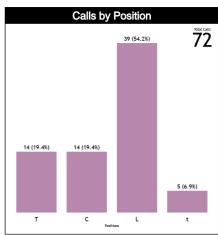
# Call Average vs Game



#### **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	5 (45%)	0 (0%)	0 (0%)	0 (0%)	5 (45%)	1 (9%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11	0.0	0.0
C3	0 (0%)	0 (0%)	1 (33%)	0 (0%)	2 (67%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	3	0.0	0.0
m	5 (63%)	0 (0%)	0 (0%)	0 (0%)	1 (13%)	0 (0%)	1 (13%)	1 (13%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8	0.0	0.0
тз	0 (0%)	3 (50%)	2 (33%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	1 (10%)	9 (90%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	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%)	1 (3%)	16 (55%)	11 (38%)	0 (0%)	0 (0%)	0 (0%)	1 (3%)	0 (0%)	0 (0%)	29	0.0	0.0
Ct	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (33%)	0 (0%)	1 (33%)	1 (33%)	0 (0%)	3	0.0	0.0
Τt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (50%)	0 (0%)	0 (0%)	1 (50%)	0 (0%)	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	10	3	3	3	33	12	2	2	0	3	1	0	72	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	lf.	is .	INI	TIAL .	FOOTAGE	FIN	IAL	DURATION PROTOCOL		OCOL
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 I2M&OTAccuracy

