



# FIBA POST GAME REPORT

NZL vs MEX GP751 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						
New Zealand	GP · GP751					Mexico
	16:45 31/08/2023			MALL OF ASIA		
	%	Total	Calls	Total	%	
	N/A	24	Fouls	25	N/A	
	N/A	2	Violations	2	N/A	
	NZL	N/A	9	OOB	9	
<b>100</b>	N/A	0	Fake	0	N/A	
	N/A	0	DOG	1	N/A	
<b>N/A</b>		<b>35</b>	<b>Total</b>	<b>37</b>	<b>N/A</b>	

Quarters	Quarter 1		Quarter 2		Quarter 3		Quarter 4		TOTAL	
Score	22	31	19	26	27	21	32	30	100	108
Duration	00:17:50		00:22:38		00:23:43		00:42:31		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
OOB	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)



Referee Instructor

Stand-by Referee Instructor

Video Operator

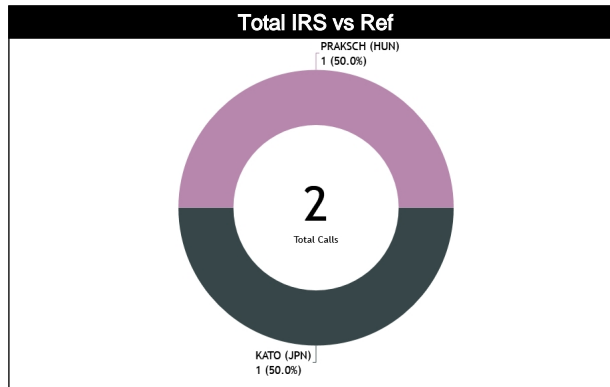
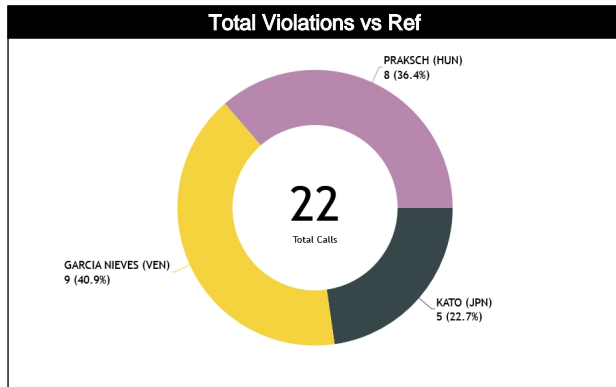
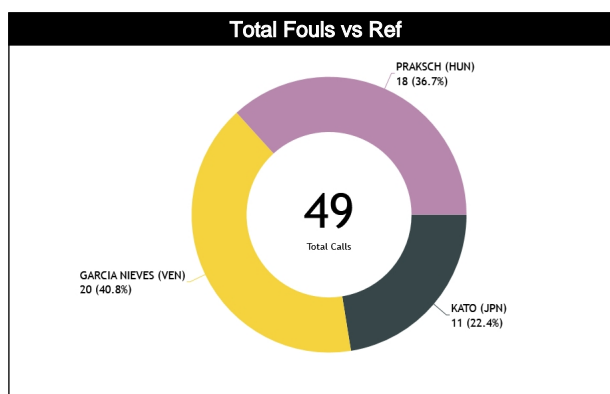
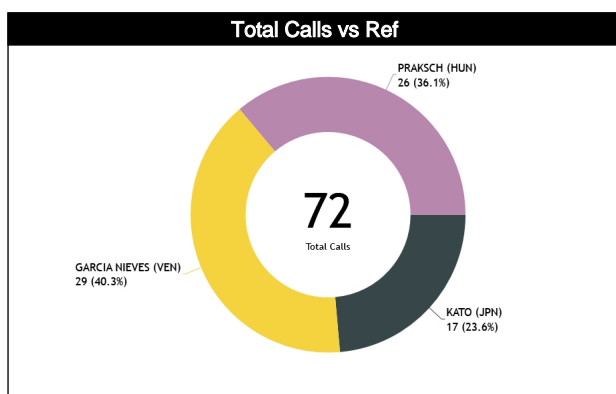
UEDA, Atsuhiko  
(JPN)

N/A

MITJANA, Roger  
(ESP)

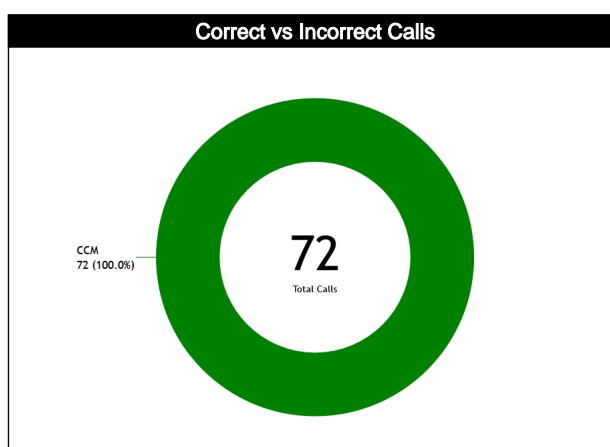
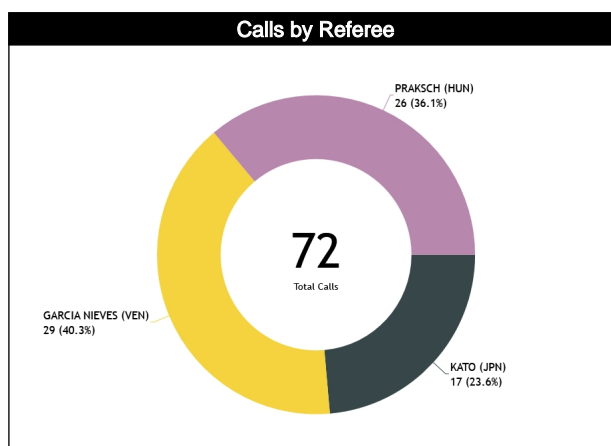
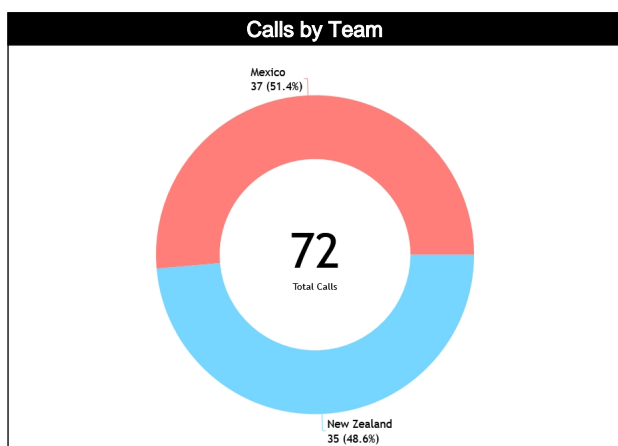
# Calls Summary vs Referee

Types/Referees	CC		U1		U2		TOTAL		CHAMPIONSHIP	FIBA
CALLS	8 (47%)	9 (53%)	13 (45%)	16 (55%)	14 (54%)	12 (46%)	35 (49%)	37 (51%)	0	0
	17 (24%)		29 (40%)		26 (36%)		72			
FOULS	5 (45%)	6 (55%)	8 (40%)	12 (60%)	11 (61%)	7 (39%)	24 (49%)	25 (51%)	0	0
	11 (22%)		20 (41%)		18 (37%)		49			
DEFENSIVE	5 (50%)	5 (50%)	7 (44%)	9 (56%)	10 (63%)	6 (38%)	22 (52%)	20 (48%)	0	0
	10 (24%)		16 (38%)		16 (38%)		42			
OFFENSIVE	0	1 (100%)	1 (25%)	3 (75%)	1 (50%)	1 (50%)	2 (29%)	5 (71%)	0	0
	1 (14%)		4 (57%)		2 (29%)		7			
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
UNSPORTSMANLIKE	0	1 (100%)	0	0	0	0	0	1 (100%)	0	0
	1 (100%)		0		0		1			
TECHNICAL	1 (100%)	0	0	2 (100%)	0	0	1 (33%)	2 (67%)	0	0
	1 (33%)		2 (67%)		0		3			
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
OOB	3 (60%)	2 (40%)	3 (60%)	2 (40%)	3 (38%)	5 (63%)	9 (50%)	9 (50%)	0	0
	5 (28%)		5 (28%)		8 (44%)		18			
STEP ON SIDE LINE	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
OTHER	3 (60%)	2 (40%)	3 (60%)	2 (40%)	3 (38%)	5 (63%)	9 (50%)	9 (50%)	0	0
	5 (28%)		5 (28%)		8 (44%)		18			
VIOLATIONS	0	0	2 (50%)	2 (50%)	0	0	2 (50%)	2 (50%)	0	0
	0		4 (100%)		0		4			
TRAVELING	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
OTHER	0	0	2 (50%)	2 (50%)	0	0	2 (50%)	2 (50%)	0	0
	0		4 (100%)		0		4			
Fake	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
DOG	0	1 (100%)	0	0	0	0	0	1 (100%)	0	0
	1 (100%)		0		0		1			
IRS	0	1 (100%)	0	0	1 (100%)	0	1 (50%)	1 (50%)	0	0
	1 (50%)		0		1 (50%)		2			
HCC	0	0	0	0	1 (100%)	0	1 (100%)	0	0	0
	0		0		1 (100%)		1			



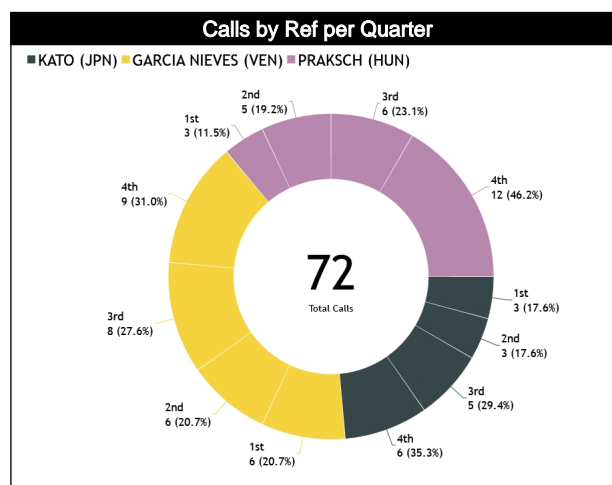
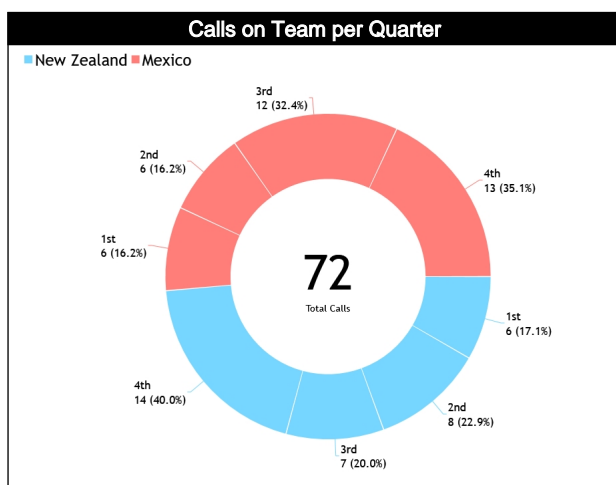
# Calls vs Team

Ref s	Teams	NZL - 100						MEX - 108						TOTALS						CHAMP. AVG	FIBA AVG
		Correct	Incorr	Inconcl	L2M C	L2M I	L2M ?	Correct	Incorr	Inconcl	L2M C	L2M I	L2M ?	Correct	Incorr	Inconcl	L2M C	L2M I	L2M ?		
CC	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	0.0	0.0
U1	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		
U2	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		
<b>TOTAL</b>		<b>35 (48.6%)</b>						<b>37 (51.4%)</b>						<b>72 (100%)</b>						<b>0.0</b>	<b>0.0</b>
<b>CORRECT</b>		<b>N/A</b>						<b>N/A</b>						<b>N/A</b>						<b>0.0</b>	<b>0.0</b>
<b>INCORRECT</b>		<b>N/A</b>						<b>N/A</b>						<b>N/A</b>						<b>0.0</b>	<b>0.0</b>
<b>INCONCLUSIVE</b>		<b>N/A</b>						<b>N/A</b>						<b>N/A</b>						<b>0.0</b>	<b>0.0</b>
<b>L2M C</b>		<b>N/A</b>						<b>N/A</b>						<b>N/A</b>						<b>0.0</b>	<b>0.0</b>
<b>L2M I</b>		<b>N/A</b>						<b>N/A</b>						<b>N/A</b>						<b>0.0</b>	<b>0.0</b>
<b>L2M ?</b>		<b>N/A</b>						<b>N/A</b>						<b>N/A</b>						<b>0.0</b>	<b>0.0</b>



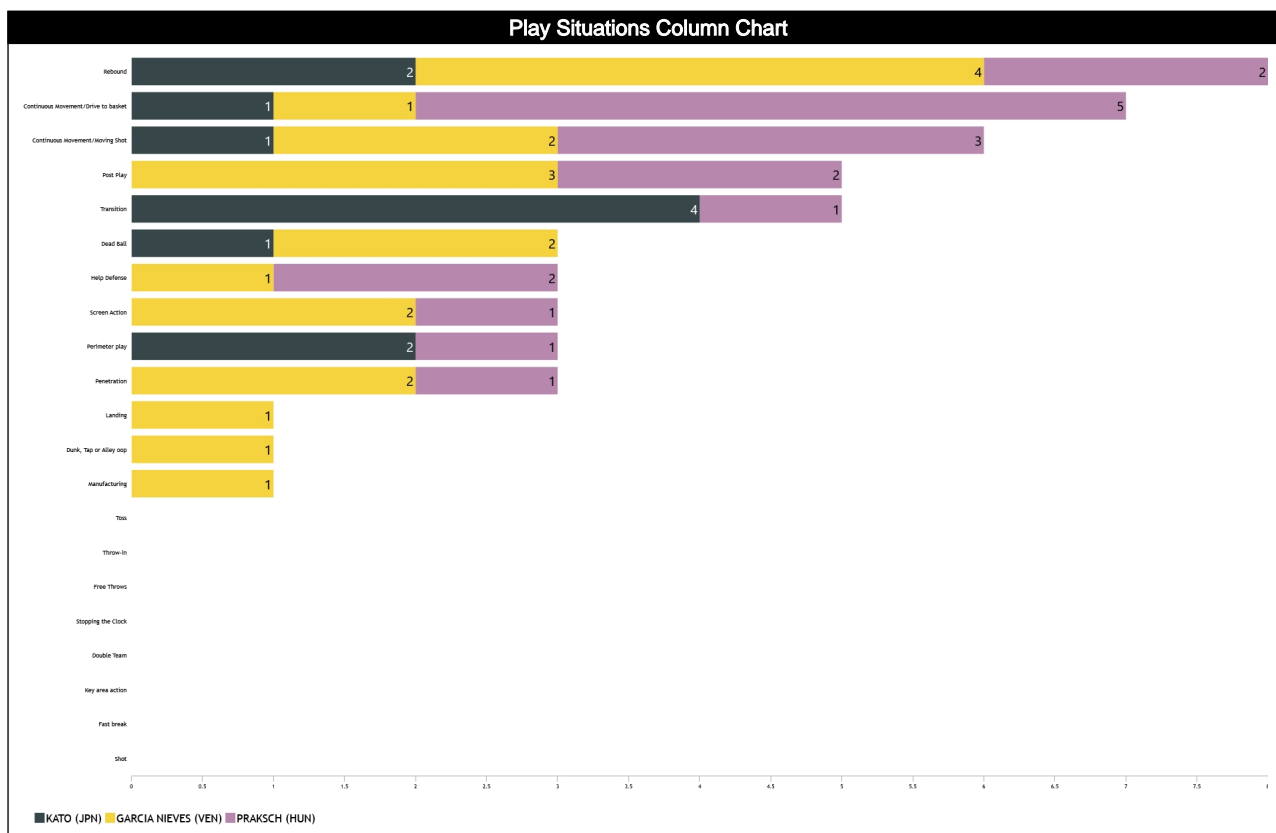
# Calls vs Referee

Quarters	Quarter 1				Quarter 2				Quarter 3				Quarter 4				TOTAL			
	5'		10'		5'		10'		5'		10'		5'		10'				Last 2'	
KATO, Takaki (JPN)	1	1	0	1	0	1	2	0	1	2	2	0	0	3	2	1	0	1	8	9
	50%	50%		100%		100%	100%		33%	67%	100%			100%	67%	33%		100%	47%	53%
GARCIA NIEVES, Daniel Alberto (VEN)	2	1	1	2	0	1	4	1	2	2	0	4	3	2	1	3	1	2	13	16
	67%	33%	33%	67%		100%	80%	20%	50%	50%		100%	60%	40%	25%	75%	33%	67%	45%	55%
PRAKSCH, Péter (HUN)	1	1	1	0	0	0	2	3	1	1	1	3	3	1	5	3	2	1	14	12
	50%	50%	100%				40%	60%	50%	50%	25%	75%	75%	25%	63%	38%	67%	33%	54%	46%
TOTAL	4	3	2	3	0	2	8	4	4	5	3	7	6	6	8	7	3	4	35	37
	57%	43%	40%	60%		100%	67%	33%	44%	56%	30%	70%	50%	50%	53%	47%	43%	57%	49%	51%
	7	5	2	3	2	12	9	10	12	15	7	10	12	15	7	10	7	10	72	
	10%	7%	3%	17%	3%	17%	13%	14%	17%	21%	10%	14%	17%	21%	10%	10%	10%			





# Play Situations Break-down



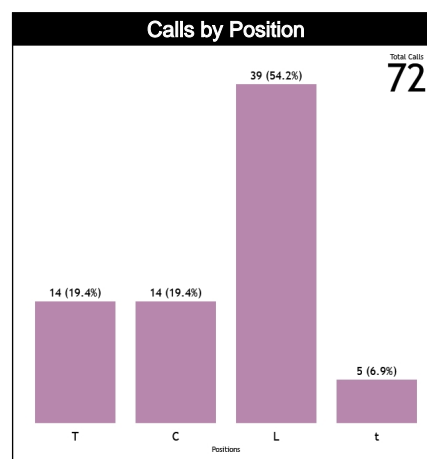
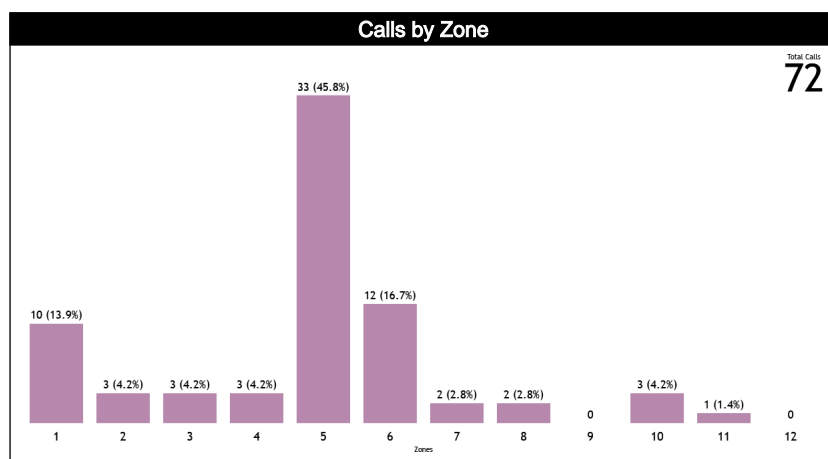
**Play Situations Table**

Concepts	KATO, Takaki (JPN)		GARCIA NIEVES, Daniel Alberto (VEN)		PRAKSCH, Péter (HUN)		Totals	
	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
<b>Totals</b>	<b>5</b>	<b>6</b>	<b>8</b>	<b>12</b>	<b>11</b>	<b>7</b>	<b>24</b>	<b>25</b>

## 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
T1	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
T3	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
Tt	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
<b>TOTAL</b>	<b>10</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>33</b>	<b>12</b>	<b>2</b>	<b>2</b>	<b>0</b>	<b>3</b>	<b>1</b>	<b>0</b>	<b>72</b>	<b>0.0</b>	<b>0.0</b>
<b>CHAMP.</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>
<b>FIBA</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>



## IRS vs Game

IRS SITUATIONS	TOPICS	IRS		INITIAL		FOOTAGE	FINAL		DURATION	PROTOCOL	
		REF	HCC	CCM	ICCM	INCO	CCM	ICCM	AVG	CCM	ICCM
<b>IRS vs COMPETITION</b>											
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
<b>IRS vs GAME</b>											

## Regular Call vs L2M&OT Accuracy

