

# FIBA POST GAME REPORT

SLO vs AUS FP164 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	7
Calls vs Referee	
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													
	21:10 01/09/2	21:10 01/09/2023 OKINAWA												
	%	Total	Calls	Total	%									
Slovenia	N/A	26	Fouls	21	N/A	Australia								
	N/A	5	Violations	4	N/A									
SLO	N/A	7	00B	5	N/A	AUS								
91	N/A	2	Fake	0	N/A	80								
	N/A	0	DOG	0	N/A	_								
	N/A	39	Total	30	N/A									

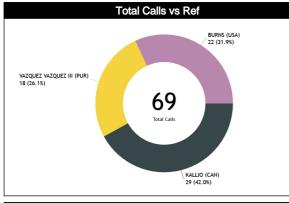
Quarters	Quarter 1		Quarter 2		Quai	<b>ter 3</b>	Quar	<b>ter 4</b>	TOTAL		
Score	28	18	21	22	17	22	25	18	91	80	
Duration	00:2	0:08	00:2	4:16	00:2	21:51	00:2	1:22	01:27:37		
Fouls	5	4	9	5	7	6	5	6	26	21	
Violations	2	2	1	1	2	1	0	0	5	4	
00B	2	1	0	3	2	1	3	0	7	5	
Fake	0	0	2	0	0	0	0	0	2	0	
DOG	0	0	0	0	0	0	0	0	0	0	

	<b>REFEREEING STAFF</b>	
KALLIO, Matthew Leigh (CAN)	VAZQUEZ VAZQUEZ III, Jorge (PUR)	BURNS, Blanca Cecilia (USA)
<b>Referee Instructor</b>	Stand-by Referee Instructor	Video Operator
THOMSON, Michael Gordon (CAN)	N/A	KAUPPINEN, Hannu (FIN)

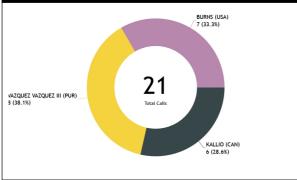


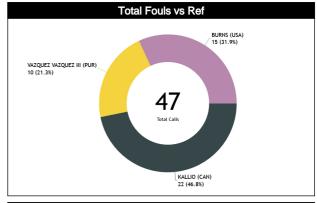
#### **Calls Summary vs Referee**

CALLS     19 (68%)     01 (34%)     6 (33%)     12 (67%)     14 (64%)     8 (35%)     39 (57%)     39 (67%)     30 (43%)     0     0       FOULS     14 (64%)     8 (35%)     12 (67%)     10 (67%)     5 (33%)     22 (55%)     21 (45%)     0     0       DEFENSIVE     10 (59%)     7 (44%)     8 (21%)     11 (57%)     7 (58%)     7 (44%)     8 (21%)     14 (68%)     33 (38%)     0     0       OFFENSIVE     10 (59%)     7 (44%)     8 (21%)     14 (10%)     0     5 (63%)     21 (45%)     10 (67%)     5 (63%)     21 (55%)     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0	Types/Referees	6	C	l	ท	U	2	TŨ	TAL	CHAMPIONSHIP	FIBA
22 (32%)     12 (28%)     22 (32%)     683     12 (48%)     22 (32%)     10 (75%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     22 (25%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (45%)     21 (20%)     21 (20%)	04110	19 (66%)	10 (34%)	6 (33%)	12 (67%)	14 (64%)	8 (36%)	39 (57%)	30 (43%)		
LUUS     22 (47%)     10 (21%)     15 (32%)     47     0     0       DEFENSIVE     10 (15%)     7 (44%)     2 (25%)     6 (75%)     9 (94%)     5 (36%)     39     0     0       OFFENSIVE     4 (80%)     1 (20%)     0     2 (100%)     1 (100%)     0     5 (63%)     3 (25%)     3 (25%)     3 (25%)     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     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     0     0     0     0     0     0     0     0     0     0	CALLS	29 (	42%)	18 (2	26%)	22 (	32%)	6	9		U
22 (47%)     10 (27%)     15 (27%)     4 (47%)     10 (47%)     10 (27%)     15 (27%)     10 (15%)     10 (47%)     10 (27%)     11 (15%)     13 (45%)     13 (45%)     13 (45%)     13 (45%)     13 (45%)     13 (45%)     13 (45%)     13 (45%)     13 (45%)     10 (27%)     11 (100%)     10 (25%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)     11 (100%)	FOULS	14 (64%)	8 (36%)	2 (20%)	8 (80%)	10 (67%)	5 (33%)	26 (55%)	21 (45%)	•	•
DEPENSIVE     17 (44%)     8 (21%)     14 (38%)     33     0     0       OFFENSIVE     4 (80%)     1 (20%)     0     2 (100%)     0     5 (63%)     3 (38%)     0     0       DOUBLE FOUL     1 (50%)     1 (50%)     0     0     0     0     1 (50%)     1 (50%)     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     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0<	FOOLS	22 (	47%)	10 (21%)		15 (:	15 (32%)		7		U
OFFENSIVE     17 (43%)     8 (21%)     14 (30%)     33       OFFENSIVE     4 (80%)     1 (20%)     2 (20%)     1 (10%)     0     5 (63%)     3 (38%)       DOUBLE FOUL     1 (50%)     1 (00%)     0     0     0     1 (50%)     1 (50%)     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     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     <	DEEENSIVE							21 (54%)	18 (46%)	•	•
UFFENSIVE     5 (63%)     2 (25%)     1 (13%)     8     0     0       DOUBLE FOUL     1 (50%)     1 (50%)     0     0     0     0     2     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     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     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 <td< td=""><td>DEIENSIVE</td><td></td><td>44%)</td><td>8 (2</td><td>.1%)</td><td>14 (;</td><td>36%)</td><td></td><td>9</td><td></td><td></td></td<>	DEIENSIVE		44%)	8 (2	.1%)	14 (;	36%)		9		
bit de la de	OFFENSIVE	4 (80%)	1 (20%)	0	2 (100%)	1 (100%)	0	5 (63%)	3 (38%)	•	•
JUDBLE POL     2(100%)     0     0     0     2     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     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     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     0     0     0     0     0     0     0     0     0     0	OTTENSIVE		3%)	2 (2	5%)	1 (1	3%)		8		
UNSPORTSMANLIKE     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     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     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0		1 (50%)	1 (50%)	0	0	0	0	1 (50%)	1 (50%)	•	•
UNSPORTSMANLIKE     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     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     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0	DOUBLETOOL	2 (1	00%)		0		0		2		
TECHNICAL     2 (50%)     2 (50%)     0     0     0     0     2 (50%)     2 (50%)     0     0     0     4     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     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     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     0     0		0	0	0	0	0	0	0	0	•	•
IECHNICAL     4 (100%)     0     0     0     4     0     0       DISQUALIFYING     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     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     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     0     0     0     0     0     0	UNSFUNTSWANLIKE		0		0		0		0		U
ISQUALIFYING     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     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     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0 <t< td=""><td>ТЕСНИЦСАІ</td><td>2 (50%)</td><td>2 (50%)</td><td>0</td><td>0</td><td>0</td><td>0</td><td>2 (50%)</td><td>2 (50%)</td><td></td><td>•</td></t<>	ТЕСНИЦСАІ	2 (50%)	2 (50%)	0	0	0	0	2 (50%)	2 (50%)		•
DISQUALIPYING     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     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     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     <	TECHNICAL	4 (1	00%)		0		0		4		U
OOB     2 (50%)     2 (50%)     3 (60%)     2 (67%)     1 (33%)     7 (58%)     5 (42%)     0     0       STEP ON SIDE LINE     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     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     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     0     0	DISOLIALIEVING	0	0	0	0	0	0	0	0		•
UOB     4 (33%)     5 (42%)     3 (25%)     12     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     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     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     0     0     0     0     0     0     0     0     0     0     0	DISQUALIFTING		0		0		)		0		v
A (33%)     5 (42%)     3 (25%)     12     Image: Constraint of the state	OOR	2 (50%)	2 (50%)	3 (60%)	2 (40%)	2 (67%)	1 (33%)	7 (58%)	5 (42%)		
STEP ON SIDE LINE     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     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     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0	UUB	4 (3	3%)	5 (4	2%)	3 (25%)		12			U
OTHER     2 (50%)     2 (50%)     3 (60%)     2 (40%)     2 (67%)     1 (33%)     7 (58%)     5 (42%)     0     0       VIOLATIONS     2 (100%)     0     1 (33%)     2 (67%)     2 (50%)     5 (56%)     4 (44%)     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     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0	STER ON SIDE LINE	0	0	0	0	0	0	0	0		
OTHER     4 (33%)     5 (42%)     3 (25%)     12     0     0     0       VIOLATIONS     2 (100%)     0     1 (33%)     2 (67%)     2 (50%)     5 (56%)     4 (44%)     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     0     0     0     0     0     1 (100%)     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0	STEP UN SIDE LINE		0		0		0		0		U
4 (33%)     5 (42%)     3 (25%)     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     12     13     13     13     13     13     13	OTHER	2 (50%)	2 (50%)	3 (60%)	2 (40%)	2 (67%)	1 (33%)	7 (58%)	5 (42%)		
VIOLATIONS     2 (22%)     3 (33%)     4 (44%)     9     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     1 (100%)     0     2 (100%)     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     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0 <td>UTHEN</td> <td>4 (3</td> <td>3%)</td> <td>5 (4</td> <td>2%)</td> <td>3 (2</td> <td>5%)</td> <td>  1</td> <td>2</td> <td></td> <td>U</td>	UTHEN	4 (3	3%)	5 (4	2%)	3 (2	5%)	1	2		U
Z (22%)     3 (33%)     4 (44%)     9     0     0     0     0     1 (100%)     0     0     1 (100%)     0     2 (100%)     0     0     0     0     1 (100%)     0     1 (100%)     0     1 (100%)     0     1 (100%)     0     1 (100%)     0     1 (150%)     2     0     0     0     0     0     1 (150%)     2     0     0     0     0     0     1 (150%)     2     0     0     0     0     0     1 (150%)     2     0     0     0     0     1 (133%)     2 (67%)     3 (43%)     3 (43%)     7     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     0     0     0     0     0     0     0     0     0     0	VIOLATIONS	2 (100%)	0	1 (33%)	2 (67%)	2 (50%)	2 (50%)	5 (56%)	4 (44%)		
TRAVELING     1 (50%)     0     1 (50%)     2     0     0     0       OTHER     1 (100%)     0     1 (33%)     2 (67%)     1 (33%)     2 (67%)     3 (43%)     4 (57%)     0     0     0       Fake     2 (100%)     0     0     0     0     2 (100%)     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     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0	VIULATIONS	2 (2	2%)	3 (3	3%)	4 (4	4%)		9		U
I (100%)     0     1 (50%)     2     0     1 (50%)     2       OTHER     1 (100%)     0     1 (33%)     2 (67%)     3 (43%)     4 (57%)     0     0     0       Fake     2 (100%)     0     0     0     0     2 (100%)     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     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     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0     0	TRAVELING	1 (100%)	0	0	0	1 (100%)	0	2 (100%)	0		
OTHER     1 (14%)     3 (43%)     3 (43%)     7     0     0     0       Fake     2 (100%)     0     0     0     0     0     2 (100%)     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     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     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	INAVELING	1 (5	0%)		0	1 (5	0%)		2		U
Fake   2 (100%)   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   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   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   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 <th< td=""><td>OTHER</td><td>1 (100%)</td><td>0</td><td>1 (33%)</td><td>2 (67%)</td><td>1 (33%)</td><td>2 (67%)</td><td>3 (43%)</td><td>4 (57%)</td><td></td><td></td></th<>	OTHER	1 (100%)	0	1 (33%)	2 (67%)	1 (33%)	2 (67%)	3 (43%)	4 (57%)		
Fake   2 (100%)   0   0   0   2   0   0     DOG   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   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   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   0   0   0   0   0   0   0   0   0   0   0   0   0   0   0   0   0   0	UTHEN	1 (1	4%)	3 (4	3%)	3 (4	3%)		7		U
DOG 0 0 0 0 0 0 0   DOG 0 0 0 0 0 0 0   IRS 0 0 0 0 0 0 0 0   HCC 0 0 0 0 0 0 0 0 0	Falsa	2 (100%)	0	0	0	0	0	2 (100%)	0		
DOG     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O     O	Fake	2 (1	00%)		Ó		)		2	U	U
IRS 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	<b>D</b> 00	0	0	0	0	0	0	0	0		
	DUG		0		0		Ď		0		U
	IDO	0	0	0	0	0	0	0	0		
	IKS		Ó		Ó		)		Ó	0	U
	1100	0	0	0	0	0	0	0	0		
	HCC		Ó		Ó		Ď		0		U



Total Violations vs Ref





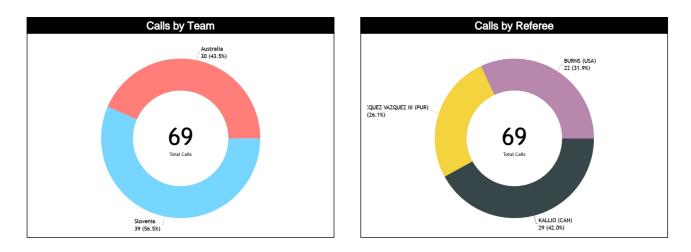
Total IRS vs Ref

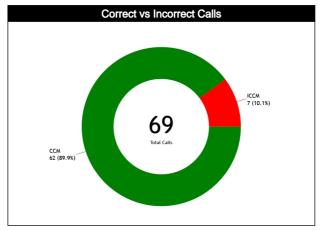
**O** Total Calls



#### **Calls vs Team**

Ref	Teams			SLO	· 91					AUS	- 80					TOT	'ALS				
S	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 ?		
cc	KALLIO, Matthew Leigh (CAN)	19	N/A	N/A	1	N/A	N/A	10	N/A	N/A	1	N/A	N/A	29	N/A	N/A	2	N/A	N/A	champ.	FIBA
U1	VAZQUEZ VAZQUEZ III, Jorge (PUR)	6	N/A	N/A	0	N/A	N/A	12	N/A	N/A	1	N/A	N/A	18	N/A	N/A	1	N/A	N/A	AVG	RVG
U2	BURNS, Blanca Cecilia (USA)	14	N/A	N/A	1	N/A	N/A	8	N/A	N/A	0	N/A	N/A	22	N/A	N/A	1	N/A	N/A		
	TOTAL			39 (50	6.5%)				30 (43.5%)					69 (100%)						0.0	0.0
	CORRECT			N,	/A					N,	Ά			N/A						0.0	0.0
	INCORRECT			N,	/A			N/A					N/A						0.0	0.0	
	INCONCLUSIVE N/A							N,	Ά					N,	/A			0.0	0.0		
	L2M C N/A						N/A				N/A						0.0	0.0			
	L2M I N/A							N,	Ά					N	/A			0.0	0.0		
	L2M ? N/A				N/A				N/A						0.0	0.0					

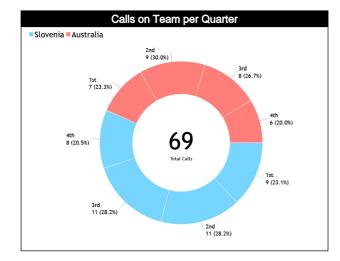


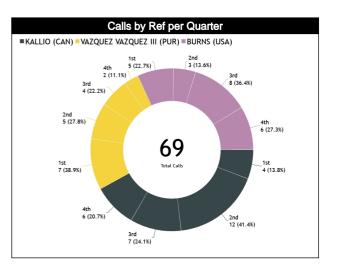




#### **Calls vs Referee**

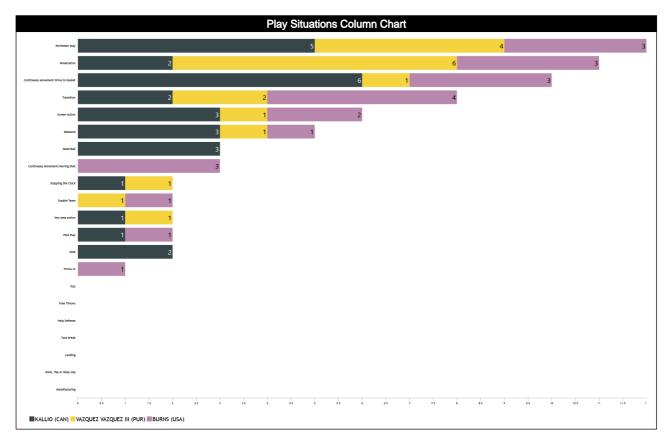
Quarters		Quar	<b>ter 1</b>			Quar	<b>ter 2</b>			Quar	ter 3				Qua	ter 4			TO	701
3 Referees	5	j.	1	0"		5	1	D		5	1	0"	5	<b>;</b>	1	0"	Las	<b>t 2'</b>	10	
KALLIO, Matthew Leigh (CAN)	2 100%	0	1 50%	1 50%	5 63%	3 38%	2 67%	1 33%	0	1 100%	4 67%	2 33%	2 100%	0	3 60%	2 40%	1 50%	1 50%	19 66%	10 34%
(CAN)	2 7%		-	2 %	8 28%		3 10%		3	1 %		6  %	2 79	-		5 '%		2 %	29 42%	
VRZQUEZ VRZQUEZ III,	1 50%	1 50%	2 40%	3 60%	0	2 100%	1 33%	2 67%	2 67%	1 33%	0	1 100%	0	0	0	2 100%	0	1 100%	6 33%	12 67%
Jorge (PUR)	2 5 11% 28%		-		2 3 11% 17%		-		3 1%	6	1 %	C	)		2  %	6	1 %	18 26%		
BURNS, Blanca Cecilia	1 50%	1 50%	2 67%	1 33%	1 100%	0	1 50%	1 50%	3 75%	1 25%	2 50%	2 50%	1 100%	0	3 60%	2 40%	1 100%	0	14 64%	8 36%
(USA)	2 3 9% 14%			5	1 %		2 %		4 8%	18	4 3%	1 59	l %		5 8%	1 5%		2 32	2 :%	
TOTOL	4 67%	2 33%	5 50%	5 50%	6 55%	5 45%	4 50%	4 50%	5 63%	3 38%	6 55%	5 45%	3 100%	0	6 50%	6 50%	2 50%	2 50%	39 57%	30 43%
TOTAL	6 10 9% 14%		11 8 16% 12%		8 12%		-	1 6%	3 4%			12 17%		4 6%		9				







#### **Play Situations Break-down**



Play Situations Table												
Concepts		thew Leigh AN)		AZQUEZ III, (PUR)		nca Cecilia SA)	Tol	als				
	SLO	AUS	SLO	AUS	SLO	AUS	SLO	AUS				
Continuous Movement/Drive to basket	5	1	0	1	1	2	6	4				
Continuous Movement/Moving Shot	0	0	0	0	2	1	2	1				
Shot	2	0	0	0	0	0	2	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	2	0	2	4	3	0	7	4				
Perimeter play	2	3	2	2	0	3	4	8				
Fast break	0	0	0	0	0	0	0	0				
Transition	2	0	0	2	4	0	6	2				
Rebound	2	1	1	0	1	0	4	1				
Post Play	1	0	0	0	0	1	1	1				
Key area action	1	0	0	1	0	0	1	1				
Screen Action	1	2	0	1	1	1	2	4				
Double Team	0	0	1	0	1	0	2	0				
Help Defense	0	0	0	0	0	0	0	0				
Stopping the Clock	0	1	0	1	0	0	0	2				
Dead Ball	1	2	0	0	0	0	1	2				
Free Throws	0	0	0	0	0	0	0	0				
Throw-in	0	0	0	0	1	0	1	0				
Toss	0	0	0	0	0	0	0	0				
Totals	19	10	6	12	14	8	39	30				

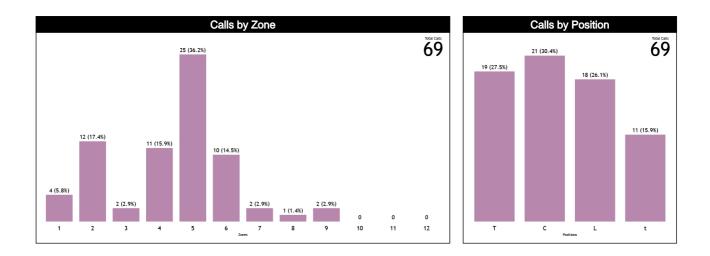


#### Call Average vs Game



#### **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 (9%)	4 (36%)	0 (0%)	0 (0%)	4 (36%)	2 (18%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11	0.0	0.0
<b>C</b> 3	0 (0%)	1 (10%)	2 (20%)	3 (30%)	4 (40%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
п	3 (18%)	3 (18%)	0 (0%)	0 (0%)	5 (29%)	6 (35%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	17	0.0	0.0
ТЗ	0 (0%)	0 (0%)	0 (0%)	2 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	1 (14%)	6 (86%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7	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%)	5 (45%)	4 (36%)	2 (18%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11	0.0	0.0
Ct	0 (0%)	2 (33%)	0 (0%)	0 (0%)	1 (17%)	0 (0%)	0 (0%)	1 (17%)	2 (33%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
R	0 (0%)	2 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	4	0.0	0.0
u	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1	0.0	0.0
TOTAL	4	12	2	11	25	10	2	1	2	0	0	0	69	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	ii.	S	INIT	<b>FIAL</b>	FOOTAGE	FIN	ial	DURATION	OCOL	
SITUATIONS	IUPIGS	REF	HCC	GCM	ICCM	INCO	CCM	ICCM	AVG	CCM	ICCM
	<b>IRS vs COMPETITION</b>										
	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

