



# FIBA POST GAME REPORT

CIV vs FRA GP867 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 · GP867				
COTE D'IVOIRE		16:45 02/09/2023	INDONESIA			France
CIV	%	Total	Calls	Total	%	FRA
77	N/A	22	Fouls	14	N/A	87
	N/A	2	Violations	4	N/A	
	N/A	5	OOB	5	N/A	
	N/A	0	Fake	0	N/A	
	N/A	0	DOG	0	N/A	
	<b>N/A</b>	<b>29</b>	<b>Total</b>	<b>23</b>	<b>N/A</b>	

Quarters	Quarter 1		Quarter 2		Quarter 3		Quarter 4		TOTAL	
Score	21	15	20	15	20	22	16	25	77	87
Duration	00:17:14		00:21:57		00:19:33		00:22:49		01:21:33	
Fouls	6	3	6	5	4	3	6	3	22	14
Violations	0	1	1	1	1	0	0	2	2	4
OOB	1	3	1	0	3	2	0	0	5	5
Fake	0	0	0	0	0	0	0	0	0	0
DOG	0	0	0	0	0	0	0	0	0	0

### REFEREEING STAFF

BARTEL MAINA, Andrés Gaston  
(URU)

BEKER, Scott  
(AUS)

URUSHIMA, Daigo  
(JPN)



Referee Instructor

Stand-by Referee Instructor

Video Operator

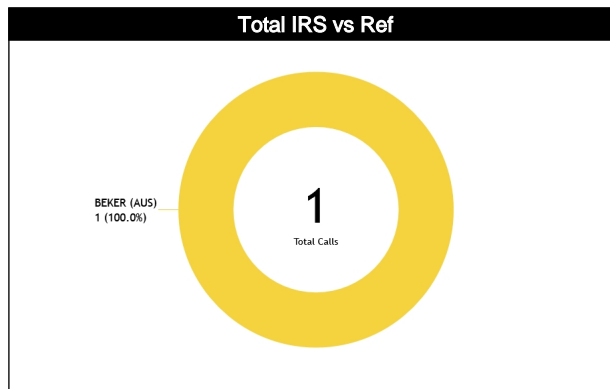
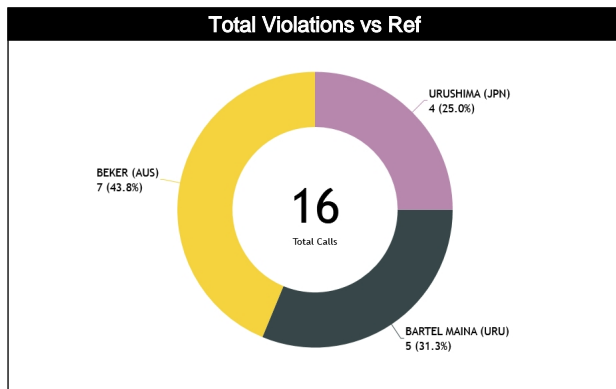
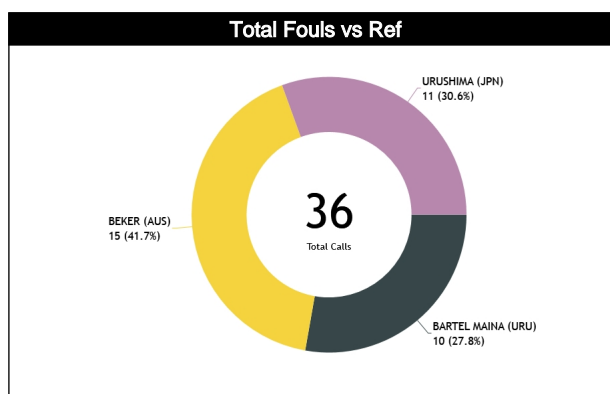
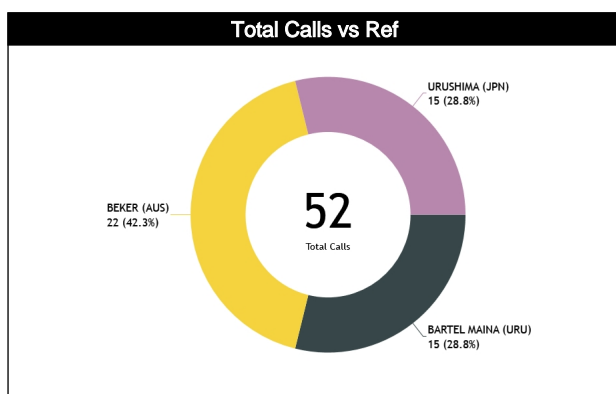
LICINA, Miodrag  
(SRB)

N/A

BOELAERT, Federico  
(ARG)

## Calls Summary vs Referee

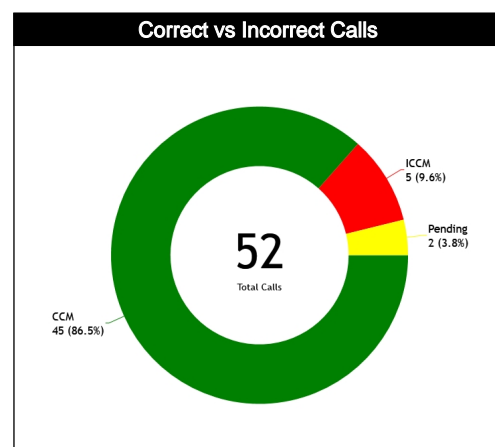
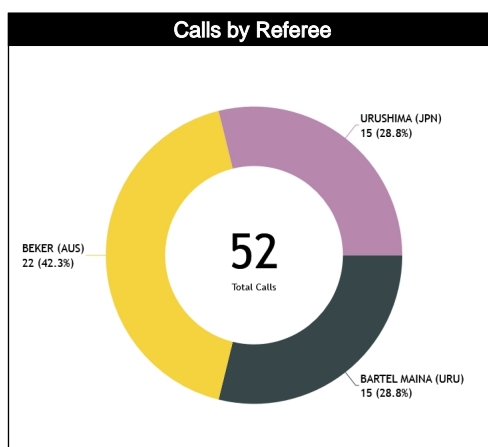
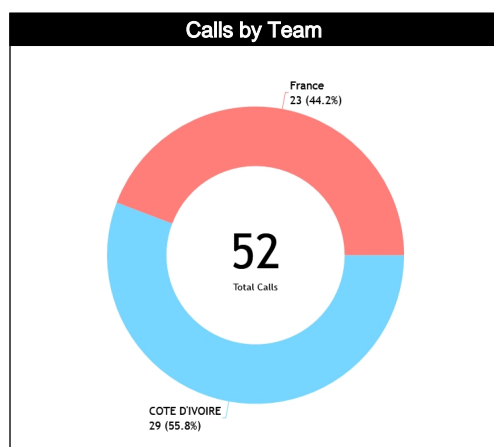
Types/Referees	CC		U1		U2		TOTAL		CHAMPIONSHIP	FIBA
CALLS	5 (33%)	10 (67%)	13 (59%)	9 (41%)	11 (73%)	4 (27%)	29 (56%)	23 (44%)	0	0
	15 (29%)		22 (42%)		15 (29%)		52			
FOULS	5 (50%)	5 (50%)	9 (60%)	6 (40%)	8 (73%)	3 (27%)	22 (61%)	14 (39%)	0	0
	10 (28%)		15 (42%)		11 (31%)		36			
DEFENSIVE	5 (50%)	5 (50%)	8 (62%)	5 (38%)	7 (70%)	3 (30%)	20 (61%)	13 (39%)	0	0
	10 (30%)		13 (39%)		10 (30%)		33			
OFFENSIVE	0	0	1 (50%)	1 (50%)	1 (100%)	0	2 (67%)	1 (33%)	0	0
	0		2 (67%)		1 (33%)		3			
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
UNSPORTSMANLIKE	0	0	0	0	1 (100%)	0	1 (100%)	0	0	0
	0		0		1 (100%)		1			
TECHNICAL	0	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	0	0
	1 (50%)		1 (50%)		0		2			
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
OOB	0	3 (100%)	2 (67%)	1 (33%)	3 (75%)	1 (25%)	5 (50%)	5 (50%)	0	0
	3 (30%)		3 (30%)		4 (40%)		10			
STEP ON SIDE LINE	0	0	0	1 (100%)	0	0	0	1 (100%)	0	0
	0		1 (100%)		0		1			
OTHER	0	3 (100%)	2 (100%)	0	3 (75%)	1 (25%)	5 (56%)	4 (44%)	0	0
	3 (33%)		2 (22%)		4 (44%)		9			
VIOLATIONS	0	2 (100%)	2 (50%)	2 (50%)	0	0	2 (33%)	4 (67%)	0	0
	2 (33%)		4 (67%)		0		6			
TRAVELING	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
OTHER	0	2 (100%)	2 (50%)	2 (50%)	0	0	2 (33%)	4 (67%)	0	0
	2 (33%)		4 (67%)		0		6			
Fake	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
DOG	0	0	0	0	0	0	0	0	0	0
	0		0		0		0			
IRS	0	0	1 (100%)	0	0	0	1 (100%)	0	0	0
	0		1 (100%)		0		1			
HCC	0	0	1 (100%)	0	0	0	1 (100%)	0	0	0
	0		1 (100%)		0		1			



# Calls vs Team

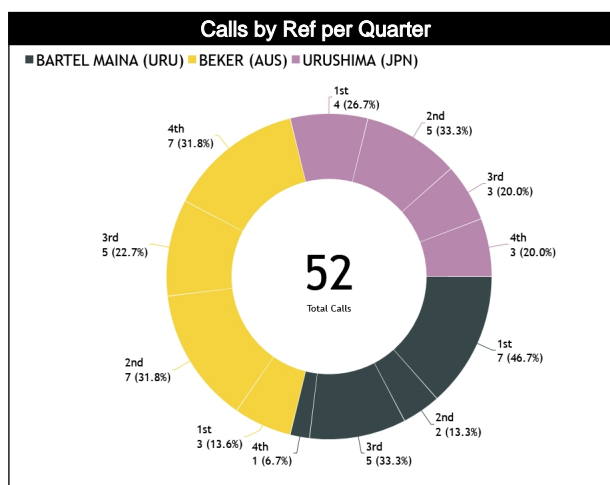
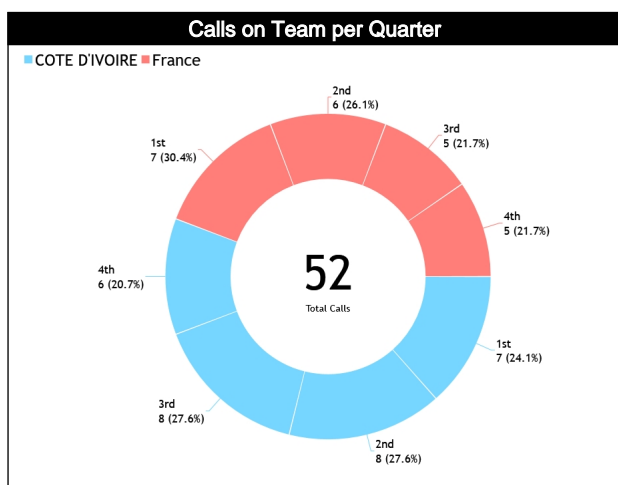
Refs	Teams	CIV - 77						FRA - 87					
	Assessment	CCM	ICCM	INCO	L2M C	L2M I	L2M ?	CCM	ICCM	INCO	L2M C	L2M I	L2M ?
CC	BARTEL MAINA, Andrés Gaston (URU)	5	N/A	N/A	0	N/A	N/A	10	N/A	N/A	1	N/A	N/A
U1	BEKER, Scott (AUS)	13	N/A	N/A	1	N/A	N/A	9	N/A	N/A	2	N/A	N/A
U2	URUSHIMA, Daigo (JPN)	11	N/A	N/A	1	N/A	N/A	4	N/A	N/A	0	N/A	N/A
TOTAL		29 (55.8%)						23 (44.2%)					
CCM		29 (55.8%)						23 (44.2%)					
ICCM		N/A						N/A					
INCO		N/A						N/A					
L2M C		2 (3.8%)						3 (5.8%)					
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	BARTEL MAINA, Andrés Gaston (URU)	5	N/A	N/A	0	N/A	N/A	10	N/A	N/A	1	N/A	N/A	15	N/A	N/A	1	N/A	N/A		
U1	BEKER, Scott (AUS)	13	N/A	N/A	1	N/A	N/A	9	N/A	N/A	2	N/A	N/A	22	N/A	N/A	3	N/A	N/A		
U2	URUSHIMA, Daigo (JPN)	11	N/A	N/A	1	N/A	N/A	4	N/A	N/A	0	N/A	N/A	15	N/A	N/A	1	N/A	N/A		
TOTAL		52 (100%)																			
CCM		52 (100%)																			
ICCM		N/A																			
INCO		N/A																			
L2M C		5 (9.6%)																			
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'		Last 2'							
3 Referees	1	5	1	0	0	0	1	1	1	1	1	2	0	0	0	1	0	1	5	10
	17%	83%	100%	0	0	0	50%	50%	50%	50%	33%	67%	0	0	0	100%	0	100%	33%	67%
BARTEL MAINA, Andrés Gaston (URU)	6	1					2		2		3				1				15	
	40%	7%					13%		13%		20%				7%				29%	
BEKER, Scott (AUS)	2	1	0	0	1	1	3	2	1	1	2	1	3	1	1	2	1	2	13	9
	67%	33%	0	0	50%	50%	60%	40%	50%	50%	67%	33%	75%	25%	33%	67%	33%	67%	59%	41%
URUSHIMA, Daigo (JPN)	3	0	0	1	2	1	1	1	2	0	1	0	0	1	2	0	1	0	11	4
	100%	0	0	100%	67%	33%	50%	50%	100%	0	100%	0	0	100%	100%	0	100%	0	73%	27%
TOTAL	6	6	1	1	3	2	5	4	4	2	4	3	3	2	3	3	2	3	29	23
	50%	50%	50%	50%	60%	40%	56%	44%	67%	33%	57%	43%	60%	40%	50%	50%	40%	60%	56%	44%
	12	2			5	9	6		7		5		6		5		5		52	
	23%	4%			10%	17%	12%		13%		10%		12%		10%		10%			





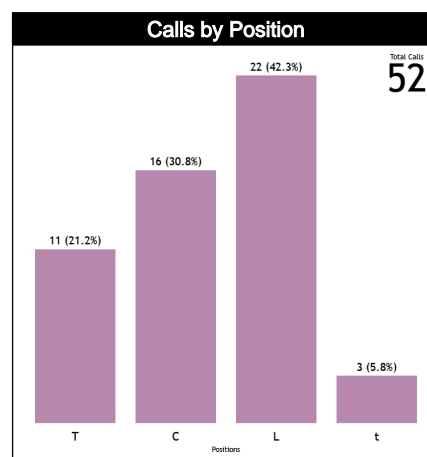
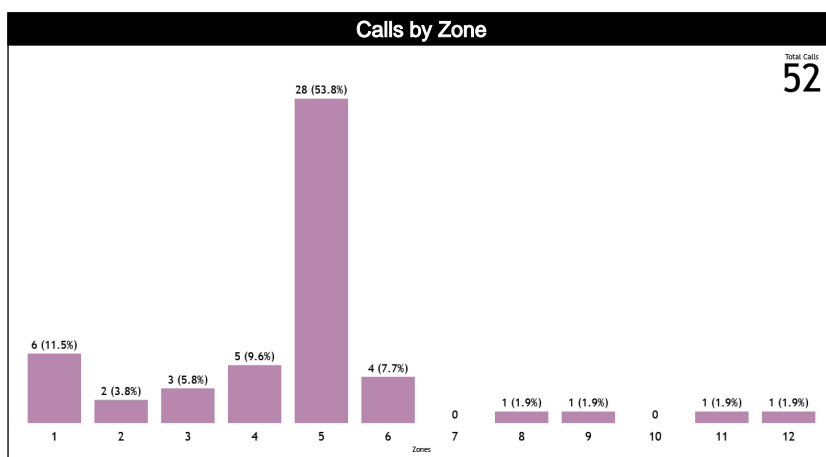
## Play Situations Break-down

Play Situations Table								
Concepts	BARTEL MAINA, Andrés Gaston (URU)		BEKER, Scott (AUS)		URUSHIMA, Daigo (JPN)		Totals	
	CIV	FRA	CIV	FRA	CIV	FRA	CIV	FRA
Continuous Movement/Drive to basket	1	1	3	1	2	2	6	4
Continuous Movement/Moving Shot	1	0	1	2	1	0	3	2
Shot	1	1	2	0	0	0	3	1
Manufacturing	0	0	0	0	0	0	0	0
Dunk, Tap or Alley oop	0	1	0	0	0	0	0	1
Landing	0	0	0	0	0	0	0	0
Penetration	2	0	1	0	1	1	4	1
Perimeter play	0	0	1	2	1	0	2	2
Fast break	0	0	0	0	0	0	0	0
Transition	0	1	1	0	2	0	3	1
Rebound	0	1	0	0	1	0	1	1
Post Play	0	0	0	0	0	0	0	0
Key area action	0	0	2	2	0	0	2	2
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	2	0	1	0	0	0	3
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>7</b>	<b>11</b>	<b>8</b>	<b>8</b>	<b>3</b>	<b>24</b>	<b>18</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	3 (38%)	0 (0%)	0 (0%)	0 (0%)	3 (38%)	1 (13%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (13%)	8	0.0	0.0
C3	0 (0%)	1 (13%)	2 (25%)	1 (13%)	4 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8	0.0	0.0
T1	3 (60%)	0 (0%)	0 (0%)	0 (0%)	2 (40%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5	0.0	0.0
T3	0 (0%)	0 (0%)	1 (17%)	2 (33%)	2 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (17%)	0 (0%)	6	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	2 (14%)	12 (86%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	14	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%)	5 (63%)	3 (38%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8	0.0	0.0
Ct	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
Tt	0 (0%)	1 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (33%)	1 (33%)	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
<b>TOTAL</b>	<b>6</b>	<b>2</b>	<b>3</b>	<b>5</b>	<b>28</b>	<b>4</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>52</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

