

FIBA POST GAME REPORT

CIV vs FRA GP867 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

LICINA, Miodrag (SRB)

		202	3 FIBA WC PHI-JPN	(-INA		
			GP - GP867			
_	16:45 02/09/2	2023			INDONESIA	
_	%	Total	Calls	Total	%	
COTE D'IVOIRE	N/A	22	Fouls	14	N/A	France
	N/A	2	Violations	4	N/A	
CIV	N/A	5	00B	5	N/A	FRA
<i>7</i> 7	N/A	0	Fake	0	N/A	87
	N/A	0	DOG	0	N/A	
	N/A	29	Total	23	N/A	

Quarters	Quarter 1		Quarter 2		Quai	ter 3	Quar	ter 4	TOTAL		
Score	21	21 15		15	20 22		16	25	77	87	
Duration	00:1	7:14	00:21:57		00:1	9:33	00:2	2:49	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	
00B	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)
TAR AND THE	CONTROL CONTRO	TELL VALUE OF THE PARTY OF THE
Referee Instructor	Stand-by Referee Instructor	Video Operator

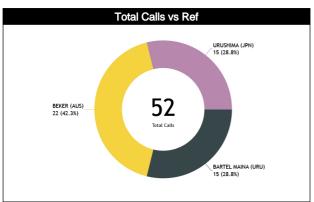
N/A

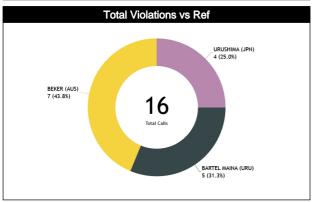
BOELAERT, Federico (ARG)

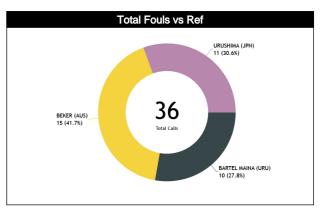


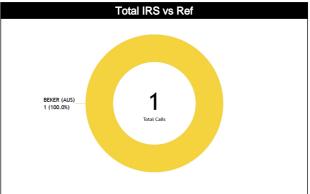
Calls Summary vs Referee

Types/Referees		ec .		11	U	12	TO	TAL	CHAMPIONSHIP	FIBA
21112	5 (33%)	10 (67%)	13 (59%)	9 (41%)	11 (73%)	4 (27%)	29 (56%)	23 (44%)		
CALLS		29%)	22 (12%)	15 (2	29%)	5	2	0	0
FOULS	5 (50%)	5 (50%)	9 (60%)	6 (40%)	8 (73%)	3 (27%)	22 (61%)	14 (39%)		
FUULS	10 (28%)	15 (4	12%)	11 (3	31%)	3	6	0	0
DEFENSIVE	5 (50%)	5 (50%)	8 (62%)	5 (38%)	7 (70%)	3 (30%)	20 (61%)	13 (39%)	0	0
DEFENSIVE	10 (30%)	13 (3	39%)	10 (3	30%)	3	3		
OFFENSIVE	0	0	1 (50%)	1 (50%)	1 (100%)	0	2 (67%)	1 (33%)	0	0
OTTENSIVE		0	2 (6	7%)	1 (3	3%)	:	3		•
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
DOODLE 100L		0)		0)	•	•
UNSPORTSMANLIKE	0	0	0	0	1 (100%)	0	1 (100%)	0	0	0
5.101 OILIOMAILINE		0)		00%)				
TECHNICAL	0	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	0	0
TEGINTOAL		0%)	1 (5			0	_	2		
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
DIOGO/ALII TING		0)		0)		
00B	0	3 (100%)	2 (67%)	1 (33%)	3 (75%)	1 (25%)	5 (50%)	5 (50%)	0	0
332		0%)	3 (3		4 (4		_	0		
STEP ON SIDE LINE	0	0	0	1 (100%)	0	0	0	1 (100%)	0	0
		0		00%)		0	- (
OTHER	0	3 (100%)	2 (100%)	0	3 (75%)	1 (25%)	5 (56%)	4 (44%)	0	0
2		3%)		2%)	4 (4) - (ome()		
VIOLATIONS	0	2 (100%)	2 (50%)	2 (50%)	0	0	2 (33%)	4 (67%)	0	0
		3%)		7%)		0		3		
TRAVELING	0	0	0	0	0	0	0	0	0	0
		0 (1000/)		0 (500/)		0		4 (070/)		
OTHER	0	2 (100%)	2 (50%)	2 (50%)	0	0 D	2 (33%)	4 (67%)	0	0
	0	13%) 0	0 4 (6	7%) 0	0	0	0	0		
Fake		0	-) <u> </u>) <u> </u>))	0	0
	0	0	0	0	0	0	0	0		
DOG		<u> </u>) <u> </u>) <u> </u>)	0	0
	0	0	1 (100%)	0	0	0	1 (100%)	0		
IRS		<u> </u>)0%)) <u> </u>	1 (100%)	U	0	0
	0	0	1 (100%)	0	0	0	1 (100%)	0		
HCC		0) (00%)) <u> </u>	-	U	0	0
		U	1 (10	JU 70 J		U				







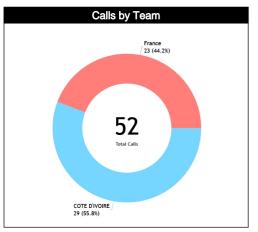


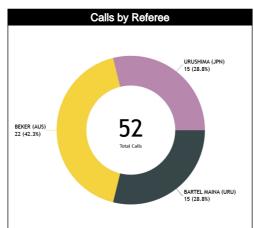


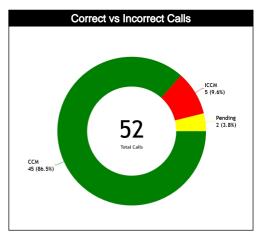
Calls vs Team

Dofo	Teams			CIV	·77					FRA	- 87			
Refs	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 (5	5.8%)				23 (4	4.2%)				
	ССМ			29 (5	5.8%)			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					

Ref	0									TOT	ALS										
s	Assessment	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	CHAMP.	FIBA
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	AVG	AVG
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 (1	00%)										
	CCM									52 (1	00%)										
	ICCM									N,	/A										
	INCO									N,	/A										
	L2M C		5 (9.6%)																		
	L2M I		N/A																		
	L2M ?		N/A																		



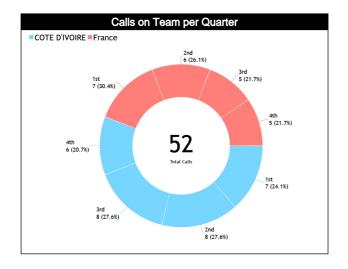


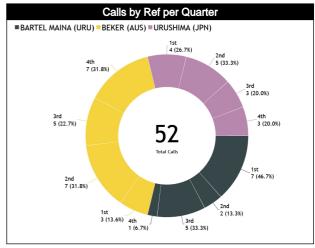




Calls vs Referee

Quarters		Quai	ter 1			Quar	ter 2			Quai	ter 3				Quai	rter 4			TO	ral.
3 Referees	į	5 "	1	0'		5'		10'		5"	1	0'	į	5'	1	0'	Las	t 2'	1	INIL.
BARTEL MAINA, Andrés Gaston	1 17%	5 83%	1 100%	0	0	0	1 50%	1 50%	1 50%	1 50%	1 33%	2 67%	0	0	0	1 100%	0	1 100%	5 33%	10 67%
(URU)	,	6)%	7	1 %	(0		2 3%	13	2 1%		3)%	(0	7	1 %	7	1 %		5 1%
BEKER, Scott (AUS)	2 67%	1 33%	0	0	1 50%	1 50%	3 60%	2 40%	1 50%	1 50%	2 67%	1 33%	3 75%	1 25%	1 33%	2 67%	1 33%	2 67%	13 59%	9 41%
(AUS)		3 %		0	9	2 %	1 .	5 8%	9	2 %		3 !%	18	4 8%		3 %	1 '	3 !%		2 !%
URUSHIMA, Daigo (JPN)	3 100%	0	0	1 100%	2 67%	1 33%	1 50%	1 50%	2 100%	0	1 100%	0	0	1 100%	2 100%	0	1 100%	0	11 73%	4 27%
(JPN)	,	3)%	7	1 %		3)%		2 3%		2 3%	7'	1 %	7'	1 %		2 3%	7	1 %		5)%
TOTAL	6 50%	6 50%	1 50%	1 50%	3 60%	2 40%	5 56%	4 44%	4 67%	2 33%	4 57%	3 43%	3 60%	2 40%	3 50%	3 50%	2 40%	3 60%	29 56%	23 44%
TOTAL	-	2 3%		2 ·%		5)%		9		6 !%	13	7 3%		5)%		6 2%		5)%	5	2







Play Situations Break-down

		Play Situat	tions Table					
Concepts	BARTEL MA Gasto	INA, Andrés n (URU)		cott (AUS)	URUSHIMA,	Dalgo (JPN)	Tol	als
	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
Totals	5	7	11	8	8	3	24	18

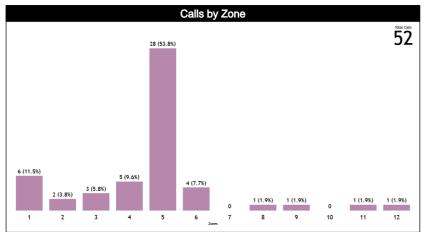


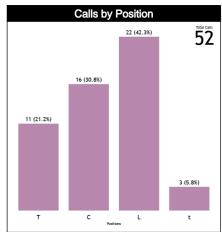
Call Average vs Game



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
TI	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
Т3	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
TOTAL	6	2	3	5	28	4	0	1	1	0	1	1	52	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	(F	IRS		rial .	FOOTAGE	FINAL		DURATION	PROTOCOL	
SITUATIONS	TOPICS	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 N D / T I N 4 F	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
111,	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

