

FIBA POST GAME REPORT

USA vs LTU FP280 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													
		FP · FP280												
	20:40 03/09/2	20:40 03/09/2023 MALL OF ASIA												
	%	Total	Calls	Total	%									
USA	N/A	27	Fouls	25	N/A	Lithuania								
	N/A	3	Violations	5	N/A									
USA	N/A	6	00B	5	N/A	LTU								
104	N/A	0	Fake	0	N/A	110								
	N/A	1	DOG	1	N/A									
	N/A	38	Total	36	N/A									

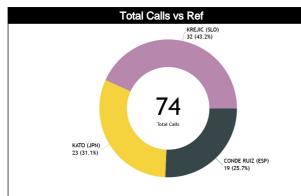
Quarters	Qua	rter 1	Quar	ter 2	Quar	ter 3	Quar	ter 4	TOTAL		
Score	12	31	25	23	28	17	39	39	104	110	
Duration	00:1	7:47	00:2	21:11	00:2	0:22	00:3	9:28	01:38:48		
Fouls	5	5	3	7	5	4	14	9	27	25	
Violations	0	0	2	0	1	2	0	3	3	5	
00B	3	1	1	2	0	1	2	1	6	5	
Fake	0	0	0	0	0	0	0	0	0	0	
DOG	0	0	0	0	0	1	1	0	1	1	

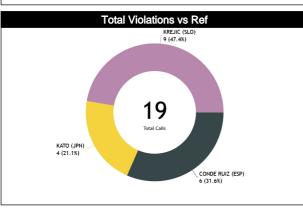
	REFEREEING STAFF	
CONDE RUIZ, Antonio Rafael (ESP)	KATO, Takaki (JPN)	KREJIC, Boris (SLO)
Referee Instructor	Stand-by Referee Instructor	Video Operator
UEDA, Atsuhiro (JPN)	N/A	MITJANA, Roger (ESP)

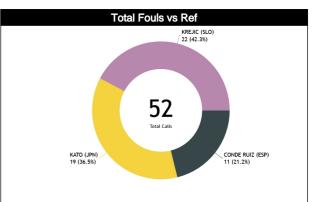


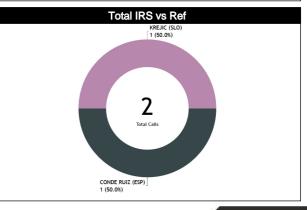
Calls Summary vs Referee

Types/Referees	G	C	L	11	l	2	TŨ	TAL	CHAMPIONSHIP	FIBA
CALLS	10 (53%)	9 (47%)	11 (48%)	12 (52%)	17 (53%)	15 (47%)	38 (51%)	36 (49%)	0	0
CALLS		26%)		31%)		43%)	-	4		<u> </u>
FOULS	5 (45%)	6 (55%)	10 (53%)	9 (47%)	12 (55%)	10 (45%)	27 (52%)	25 (48%)	0	0
	11 (21%)		19 (37%)			42%)	52			
DEFENSIVE	3 (38%)	5 (63%)	9 (56%)	7 (44%)	12 (63%)	7 (37%)	24 (56%)	19 (44%)	0	0
		9%)		37%)		44%)	43			
OFFENSIVE	2 (67%)	1 (33%)	1 (33%)	2 (67%)	0	3 (100%)	3 (33%)	6 (67%)	0	0
		3%)	3 (3			3%)		9		
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
		0		0		0		0		
UNSPORTSMANLIKE	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0		0		
TECHNICAL			-	0		<u>1 (100%)</u> 00%)	0	1 (100%)	0	0
	0	0	0	0	0	0	0	0		
DISQUALIFYING	-	0		U D	-	0	-	0	0	0
	1 (50%)	1 (50%)	1 (33%)	2 (67%)	4 (67%)	2 (33%)	6 (55%)	5 (45%)		
00B		8%)	3 (27%)		<u>4 (67%)</u> <u>2 (33%)</u> 6 (55%)		0 (00 /00 /00 /00 /00 /00 /00 /00 /00 /0		0	0
	0 0		0 0		0 0		0	0		
STEP ON SIDE LINE	-	0		0				0	0	0
	1 (50%)	1 (50%)	1 (33%)	2 (67%)	4 (67%)	2 (33%)	6 (55%)	5 (45%)		
OTHER		8%)	3 (27%)		6 (55%)		11		0	0
	2 (50%)	2 (50%)	0	1 (100%)	1 (33%)	2 (67%)	3 (38%)	5 (63%)		
VIOLATIONS	4 (5	0%)	1 (1	3%)	3 (38%)			8	0	0
TRANSLING	1 (50%)	1 (50%)	0	0	1 (100%)	0	2 (67%)	1 (33%)		
TRAVELING	2 (6	7%))	1 (3	3%)		3	0	0
OTUER	1 (50%)	1 (50%)	0	1 (100%)	0	2 (100%)	1 (20%)	4 (80%)		
OTHER	2 (4	0%)	1 (2	0%)	2 (4	0%)		5	0	0
Fake	0	0	0	0	0	0	0	0		0
Fake		0		0		0		0	0	U
DOG	1 (100%)	0	0	0	0	1 (100%)	1 (50%)	1 (50%)	0	0
DUG		0%)		0		0%)	2		U	0
IRS	1 (100%) 0		0 0		1 (100%) 0		2 (100%) 0		0	0
into		0%)		0		0%)		2		
НСС	0	0	0	0	1 (100%)	0	1 (100%)	0	0	0
100		0		0	1 (1	00%)		1		U U





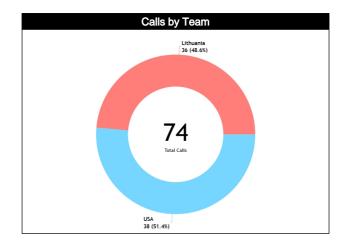


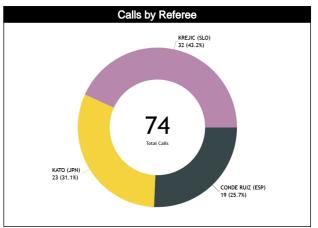


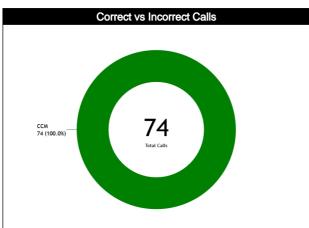


Calls vs Team

Rei	Teams			USA	· 104					LTU	- 110			TOTALS							
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 ?		
cc	CONDE RUIZ, Antonio Rafael (ESP)	10	N/A	N/A	2	N/A	N/A	9	N/A	N/A	1	N/A	N/A	19	N/A	N/A	3	N/A	N/A	champ.	FIBA
U1	KATO, Takaki (JPN)	11	N/A	N/A	2	N/A	N/A	12	N/A	N/A	1	N/A	N/A	23	N/A	N/A	3	N/A	N/A	AVG	AVG
U2	KREJIC, Boris (SLO)	17	N/A	N/A	2	N/A	N/A	15	N/A	N/A	1	N/A	N/A	32	N/A	N/A	3	N/A	N/A		
	TOTAL			38 (5	1.4%)			36 (48.6%)					74 (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		



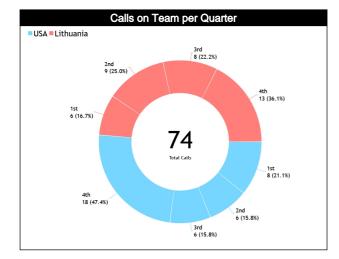


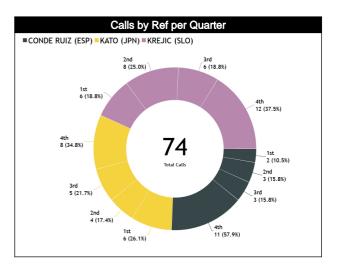




Calls vs Referee

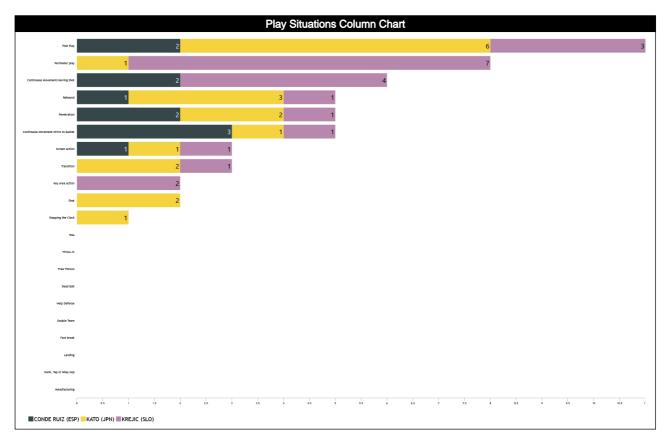
Quarters		Qua	tør 1			Quar	ter 2			Quar	ter 3				Qua	rtør 4				101											
3 Referees		5	1	0"	-	5	1	0"		<u>y</u>	10'		5'		10'		La	st 2'	10	TAL.											
CONDE RUIZ, Antonio Rafael	1 100%	0	0	1 100%	0	0	1 33%	2 67%	2 67%	1 33%	0	0	6 55%	5 45%	2 67%	1 33%	0	0	12 55%	10 45%											
(ESP)	1 5%		1 5%		(0 3 14%			3 14%		0		1 %		3 1%		0		2 '%												
KATO, Takaki (JPN)	2 50%	2 50%	0	2 100%	0	1 100%	1 33%	2 67%	2 40%	3 60%	0	0	6 75%	2 25%	2 67%	1 33%	0	0	13 50%	13 50%											
(JPN)			2 %	1 4%		3 12%		5 19%		()	8 31	3 %		3 2%		0		:6 %												
KREJIC, Borts (SLO)	1 100%	0	4 80%	1 20%	2 67%	1 33%	2 40%	3 60%	1 25%	3 75%	1 50%	1 50%	6 50%	6 50%	2 67%	1 33%	0	0	19 54%	16 46%											
(SLO)	1 3%		5 14%			3 9%		5 1%		1 %	2 6'	2 %	1 34	2 %		3 %		0	-	5 ?%											
TOTOL	4 67%	2 33%	4 50%	4 50%	2 50%	2 50%	4 36%	7 64%	5 42%	7 58%	1 50%	1 50%	18 58%	13 42%	6 67%	3 33%	0	0	44 53%	39 47%											
TOTAL	6 8 7% 10%		-	4 5%		11 13%		12 14%		2 2%		31 37%															9 1%		0	8	3







Play Situations Break-down



Play Situations Table												
Concepts	CONDE RUI Rafae	iZ, Antonio I (ESP)	KATO, Tal	kaki (JPN)	KREJIC, B	oris (SLO)	Totals					
	USA	LTU	USA	LTU	USA	LTU	USA	LTU				
Continuous Movement/Drive to basket	0	3	0	1	0	1	0	5				
Continuous Movement/Moving Shot	1	1	0	0	3	1	4	2				
Shot	0	0	0	2	0	0	0	2				
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	1	1	0	2	0	1	1	4				
Perimeter play	0	0	1	0	4	3	5	3				
Fast break	0	0	0	0	0	0	0	0				
Transition	0	0	1	1	0	1	1	2				
Rebound	1	0	3	0	1	0	5	0				
Post Play	1	1	4	2	3	0	8	3				
Key area action	0	0	0	0	1	1	1	1				
Screen Action	1	0	0	1	0	1	1	2				
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	1	0	0	0	1	0				
Dead Ball	0	0	0	0	0	0	0	0				
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	10	9	12	9	27	24				

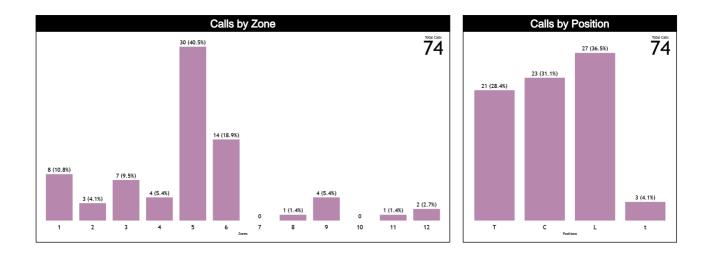


Call Average vs Game



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 (33%)	0 (0%)	0 (0%)	0 (0%)	7 (47%)	3 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	15	0.0	0.0
C3	0 (0%)	0 (0%)	1 (13%)	1 (13%)	6 (75%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8	0.0	0.0
п	3 (21%)	1 (7%)	1 (7%)	0 (0%)	1 (7%)	4 (29%)	0 (0%)	1 (7%)	3 (21%)	0 (0%)	0 (0%)	0 (0%)	14	0.0	0.0
ТЗ	0 (0%)	1 (14%)	4 (57%)	0 (0%)	1 (14%)	0 (0%)	0 (0%)	0 (0%)	1 (14%)	0 (0%)	0 (0%)	0 (0%)	7	0.0	0.0
14	0 (0%)	0 (0%)	0 (0%)	1 (9%)	10 (91%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11	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%)	2 (13%)	5 (31%)	7 (44%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (6%)	1 (6%)	16	0.0	0.0
Ct	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
π	0 (0%)	1 (33%)	1 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (33%)	3	0.0	0.0
u	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
TOTAL	8	3	7	4	30	14	0	1	4	0	1	2	74	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		



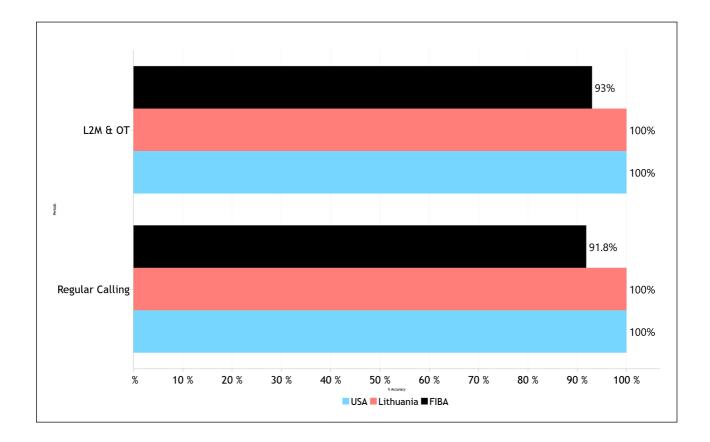


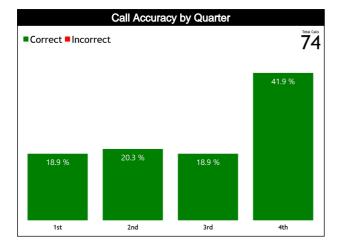
RS vs Game

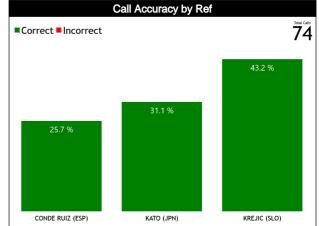
IRS	TOPICS	[S	INF	TIAL	FOOTAGE	FIN	ial	DURATION	PROT	'OCOL
SITUATIONS	TUPIGS	REF	HCC	GCM	ICCM	INCO	CCM	ICCM	AVG	CCM	ICCM
	IRS vs COMPETITION										
	8" Violation	0	0	0	0	0	0"	0	0	0	0
500	Basket or not	0	0	0	0	0	0"	0	0	0	0
EOQ (5)	Foul or Not	0	0	0	0	0	0"	0	0	0	0
	00B Shooter	0	0	0	0	0	0"	0	0	0	0
	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 I2M&OT Accuracy







13