

# FIBA POST GAME REPORT

ITA vs SLO FP789 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													
		Class 7-8 · FP789												
	16:45 09/09/2	.023			MALL OF ASIA									
	%	Total	Calls	Total	%									
Italy	N/A	25	Fouls	16	N/A	Slovenia								
	N/A	0	Violations	3	N/A									
ITA	N/A	13	00B	7	N/A	SLO								
85	N/A	0	Fake	0	N/A	89								
	N/A	0	DOG	0	N/A									
	N/A	38	Total	26	N/A									

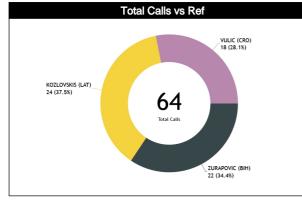
Quarters	Quarter 1		Quar	<b>ter 2</b>	Quai	<b>ter 3</b>	Quar	<b>ter 4</b>	TOTAL		
Score	18	15	23	27	19	28	25	19	85	89	
Duration	00:1	7:23	00:2	2:19	00:2	20:01	00:3	0:10	01:29:53		
Fouls	7	2	4	5	7	5	7	4	25	16	
Violations	0	0	0	0	0	1	0	2	0	3	
00B	2	3	5	2	2	0	4	2	13	7	
Fake	0	0	0	0	0	0	0	0	0	0	
DOG	0	0	0	0	0	0	0	0	0	0	

	<b>REFEREEING STAFF</b>	
ZURAPOVIC, Ademir (BIH)	KOZLOVSKIS, Martins (LAT)	VULIC, Martin (CRO)
Referee Instructor	Stand-by Referee Instructor	Video Operator
THOMSON, Michael Gordon (CAN)	N/A	BOELAERT, Federico (ARG)

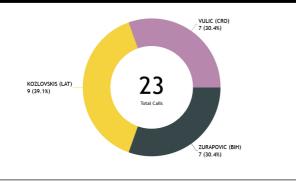


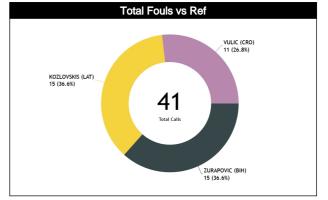
#### Calls Summary vs Referee

Types/Referees	G	C	L	11	U	2	TŰ	TAL	CHAMPIONSHIP	FIBA
04110	14 (64%)	8 (36%)	13 (54%)	11 (46%)	11 (61%)	7 (39%)	38 (59%)	26 (41%)		
CALLS	22 (3	34%)	24 (3	38%)	18 (:	28%)	6	4	0	0
FOULS	11 (73%)	4 (27%)	8 (53%)	7 (47%)	6 (55%)	5 (45%)	25 (61%)	16 (39%)		0
FUULS	15 (37%)		15 (3	37%)	11 ()	27%)	41		0	U
DEFENSIVE	7 (70%)	3 (30%)	8 (62%)	5 (38%)	5 (63%)	3 (38%)	20 (65%)	11 (35%)	0	0
DEFENSIVE	10 (3	32%)	13 (4	42%)	8 (2	:6%)	31			
OFFENSIVE	4 (80%)	1 (20%)	0	2 (100%)	1 (33%)	2 (67%)	5 (50%)	5 (50%)	0	
UFFEINGIVE	5 (5	0%)	2 (20%)		3 (3	0%)	1	0		
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	
DOOBLETOOL		0		0		0		0		•
UNSPORTSMANLIKE	0	0	0	1 (100%)	0	0	0	1 (100%)	0	0
UNSF UNT SWANLIKE		0	1 (10	00%)		0		1		•
TECHNICAL	0	0	0	0	0	1 (100%)	0	1 (100%)	0	0
TECHNICAL		0		0	1 (1	00%)		1		•
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
DISUOALIFIING		0		0		0		0		•
00B	3 (43%)	4 (57%)	5 (71%)	2 (29%)	5 (83%) 1 (17%)		13 (65%) <b>7 (35%)</b>		0	0
	7 (3	5%)	7 (35%)		6 (3	0%)	2	20		•
STEP ON SIDE LINE	0	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	0	0
STEP ON SIDE LINE	1 (5	0%)	1 (50%)		0		2			•
OTHER	3 (50%)	3 (50%)	5 (83%) 1 (17%)		5 (83%)	1 (17%)	13 (72%) 5 (28%)		0	0
OTHER	6 (3	3%)	6 (3	3%)	6 (3	3%)	1	8		•
VIOLATIONS	0	0	0	2 (100%)	0	1 (100%)	0	3 (100%)	0	0
VIOLATIONS		0	2 (6	7%)	1 (3	3%)		3		•
TRAVELING	0	0	0	2 (100%)	0	0	0	2 (100%)	0	0
INAVELING		0	2 (10	00%)		0		2		•
OTHER	0	0	0	0	0	1 (100%)	0	1 (100%)	0	0
OTHER		0		0	1 (1	00%)		1		•
Fake	0	0	0	0	0	0	0	0	0	0
Fake		0		0		0		0		
DOG	0	0	0	0	0	0	0	0	0	0
Dog		0		0		0		0		
IRS	0	0	1 (100%)	0	0	0	1 (100%)	0	0	
ins		0	1 (10	00%)		0		1		
HCC	0	0	1 (100%)	0	0	0	1 (100%)	0	0	0
HCC		0	1 (10	00%)		0		1		

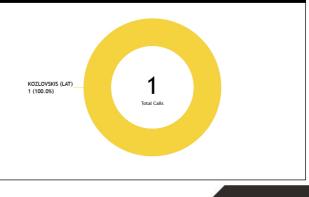


Total Violations vs Ref





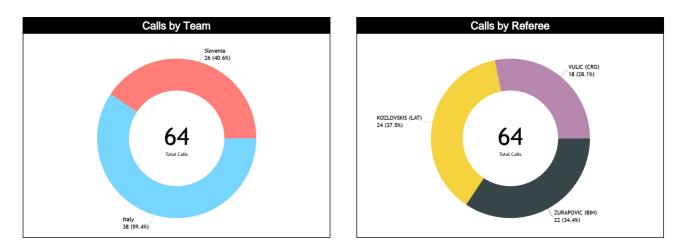
Total IRS vs Ref

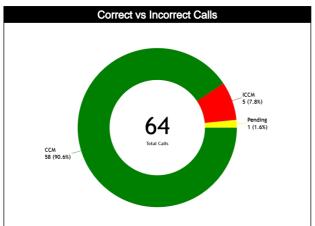




#### **Calls vs Team**

Ref	Teams			ITA	- 85					SLO	- 89			TOTALS							
8	Assessment	Correct	Incorre	Inconcl	L2M C	L2M I	L2M ?	Correct	Incorre	Inconci	L2M C	L2M I	L2M ?	Correct	Incorre	Inconci	L2M C	L2M I	L2M ?		
cc	ZURAPOVIC, Ademir (BIH)	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	champ.	FIBA
U1	KOZLOVSKIS, Martins (LAT)	13	N/A	N/A	2	N/A	N/A	11	N/A	N/A	0	N/A	N/A	24	N/A	N/A	2	N/A	N/A	AVG	AVG
U2	VULIC, Martin (CRO)	11	N/A	N/A	1	N/A	N/A	7	N/A	N/A	0	N/A	N/A	18	N/A	N/A	1	N/A	N/A		
	TOTAL			38 (59	9.4%)			26 (40.6%)					64 (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		

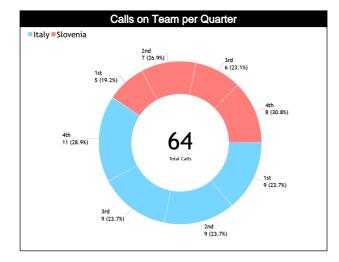


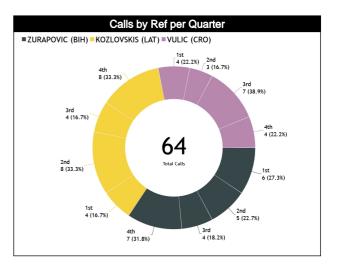




#### **Calls vs Referee**

Quarters		Qua	<b>ter 1</b>			Quar	<b>ter 2</b>			Qua	ter 3				Qua	<b>ter 4</b>			TO	701
3 Referees		5'	1	0"	5' 10'		D		<b>3</b>	1	0"		<b>9</b>	10'		Las	<b>t 2'</b>	10		
<b>ZURAPOVIC, Ademir (BiH)</b>	1 50%	1 50%	3 75%	1 25%	2 100%	0	1 33%	2 67%	1 50%	1 50%	1 50%	1 50%	2 50%	2 50%	3 100%	0	1 100%	0	14 64%	8 36%
(BIH)	2 9%			4 1%	2 9%			3  %		2 9%		2 9%		4 18%		3  %	1 5%		22 34%	
KOZLOVSKIS, Martins (LAT)	0	2 100%	2 100%	0	2 40%	3 60%	2 67%	1 33%	0	0	3 75%	1 25%	0	3 100%	4 80%	1 20%	2 100%	0	13 54%	11 46%
(LAT)	2 2 8% 8%		_	5 21%		3 13%			)	4 17%		: 13	3 8%		5  %	2 8%		24 38%		
VULIC, Martin	1 100%	0	2 67%	1 33%	2 67%	1 33%	0	0	2 100%	0	2 40%	3 60%	1 100%	0	1 33%	2 67%	1 100%	0	11 61%	7 39%
(CRO)	1 6%			3 '%		3 '%	0			2 11%		5 28%		1 6%		3 '%	1 61	I %	18 28%	
TOTOL	2 40%	3 60%	7 78%	2 22%	6 60%	4 40%	3 50%	3 50%	3 75%	1 25%	6 55%	5 45%	3 38%	5 63%	8 73%	3 27%	4 100%	0	38 59%	26 41%
TOTAL	5 9 8% 14%		10 6 16% 9%		4 6%		11 17%		8 13%		11 17%		6		6	4				







#### Play Situations Column Chart /Drive to basket Transition 1 2 Perimeter play 2 1 Penetration 1 2 1 ing Shot 1 Rebound ping the Clock 1 Screen Action 1 Key area action Post Play Manufacturing Dead Sall or Alley oop shot Toss Fast brea ZURAP

Landing								
0 0.5 1 1.5	2 2	5 3	3.5	4	G 5	5.5	6	6.5
APOVIC (BIH) KOZLOVSKIS (LAT) VULIC (CRO)								
		Play Situat	tions Table					
Concepts	ZURAPOVIC,	Ademir (BiH)		IS, Martins AT)	VULIC, Ma	<b>irtin (CRO)</b>	Tol	tals
	ITA	SLO	ITA	SLO	ITA	SLO	ITA	SLO
Continuous Movement/Drive to basket	4	0	1	2	0	0	5	2
Continuous Movement/Moving Shot	1	0	2	0	0	1	3	1
Shot	0	1	0	0	0	0	0	1
Manufacturing	2	0	0	0	0	0	2	0
Dunk, Tap or Alley oop	0	1	0	0	0	0	0	1
Landing	0	0	0	0	0	0	0	0
Penetration	1	0	1	1	2	0	4	1
Perimeter play	0	1	1	1	1	1	2	3
Fast break	0	0	0	0	0	0	0	0
Transition	0	0	0	1	2	2	2	3
Rebound	1	1	0	1	0	0	1	2
Post Play	1	0	0	1	0	0	1	1
Key area action	0	0	0	1	0	1	0	2
Screen Action	1	0	0	1	0	0	1	1
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	2	0	0	0	2	0
Dead Ball	0	0	0	0	0	1	0	1
Free Throws	0	0	0	0	0	0	0	0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

23

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

Throw-in

Toss

Totals

0

0

19

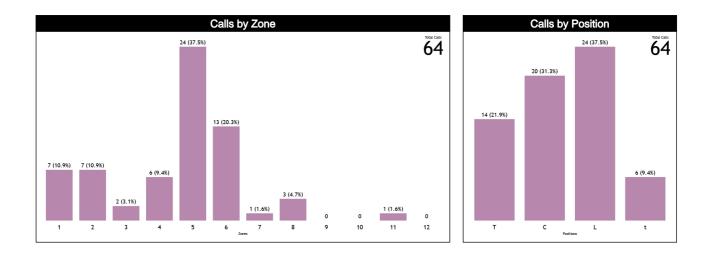


### Call Average vs Game



#### **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 (10%)	1 (10%)	0 (0%)	0 (0%)	5 (50%)	3 (30%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
<b>C</b> 3	0 (0%)	2 (20%)	1 (10%)	4 (40%)	3 (30%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
n	6 (60%)	1 (10%)	0 (0%)	0 (0%)	0 (0%)	3 (30%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
тз	0 (0%)	2 (50%)	1 (25%)	0 (0%)	1 (25%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	4	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	2 (13%)	11 (73%)	2 (13%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	15	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%)	4 (44%)	5 (56%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	0.0	0.0
Ct	0 (0%)	1 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (33%)	0 (0%)	0 (0%)	1 (33%)	0 (0%)	3	0.0	0.0
R	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (33%)	2 (67%)	0 (0%)	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	7	7	2	6	24	13	1	3	0	0	1	0	64	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	<b>TIAL</b>	FOOTAGE	FIN	ial	DURATION	PROT	'OCOL
SITUATIONS	TUPIGS	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
	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**

