

FIBA POST GAME REPORT

GER vs SRB FP892 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

		202	3 FIBA WC PHI-JPN	l-INA		
			Final · FP892			
	20:40 10/09/2	023			MALL OF ASIA	
	%	Total	Calls	Total	%	
Germany	N/A	1	Fouls	0	N/A	Serbia
	N/A	0	Violations	1	N/A	
GER	N/A	0	00B	0	N/A	SRB
88	N/A	0	Fake	0	N/A	77
	N/A	0	DOG	0	N/A	
	N/A	1	Total	1	N/A	

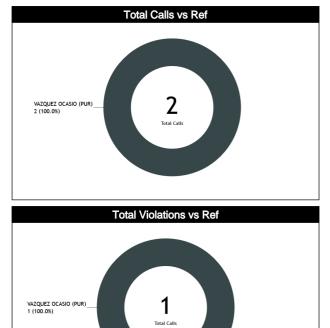
Quarters	Quar	ter 1	Quar	ter 2	Quai	ter 3	Quarter 4		TOTAL	
Score	23	26	24	21	22	10	14	20	88	77
Duration	00:1	9:40	00:2	5:29	00:2	6:48	00:2	7:42	01:3	9:39
Fouls	0	0	1	0	0	0	0	0	1	0
Violations	0	0	0	0	0	1	0	0	0	1
00B	0	0	0	0	0	0	0	0	0	0
Fake	0	0	0	0	0	0	0	0	0	0
DOG	0	0	0	0	0	0	0	0	0	0

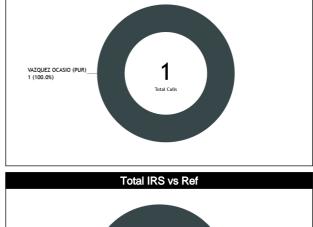
	REFEREEING STAFF	
VAZQUEZ OCASIO, Luis (PUR)	BERMUDEZ MARISCAL, Omar (MEX)	SALINS, Gatis (LAT)
Referee Instructor	Stand-by Referee Instructor	Video Operator
THOMSON, Michael Gordon (CAN)	N/A	RAMOS, Armando (MEX)



Calls Summary vs Referee

Types/Referees	(C		U1	l	12	TO	TAL	CHAMPIONSHIP	FIBA
CALLS	1 (50%)	1 (50%) 00%)	0	0	0	0	1 (50%)	1 (50%)	0	0
FOULS	1 (100%)	0	0	0	0	0	1 (100%)	0	0	0
	1 (1) 1 (100%)	00%)	0	0	0	0	1 (100%)	0		
DEFENSIVE	1 (1	00%)	-	0		0		_	0	0
OFFENSIVE	0	0	0	0	0	0	0	0	0	0
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
UNSPORTSMANLIKE	1 (100%)	0	0	0	0	0	1 (100%)	0	0	0
	1 (1) 0	00%)	0	0	0	0	0	0		
TECHNICAL	-	0	-	0	-	0	()	0	0
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
00B	0	0	0	0	0	0	0	0	0	0
STEP ON SIDE LINE	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0		
OTHER		0		0		0)	0	0
VIOLATIONS	0 1 (1)	1 (100%) 00%)	0	0	0	0	0	1 (100%)	0	0
TRAVELING	0	0	0	0	0	0	0	0	0	0
OTHER	0	1 (100%) 00%)	0	0	0	0	0	1 (100%)	0	0
Fake	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0) 0		
DOG		0		0		0	()	0	0
IRS	1 (50%) 2 (1	1 (50%) 00%)	0	0	0	0	1 (50%)	1 (50%)	0	0
HCC	0	1 (100%) 00%)	0	0	0	0	0	1 (100%)	0	0





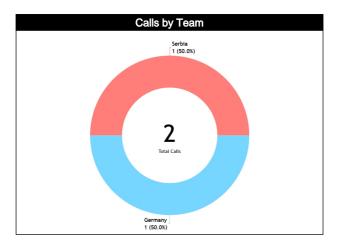
Total Fouls vs Ref

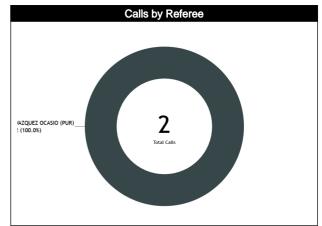


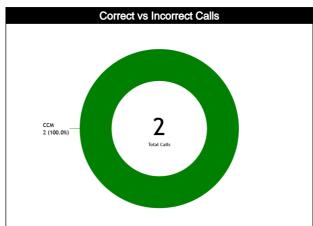


Calls vs Team

Ref	Teams			GER	- 88					SRB	• 77					TOT	ALS				
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	VAZQUEZ OCASIO, Luis (PUR)	1	N/A	N/A	0	N/A	N/A	1	N/A	N/A	0	N/A	N/A	2	N/A	N/A	0	N/A	N/A	champ.	FIBA
U1	BERMUDEZ MARISCAL, Omar (MEX)	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	AVG	AVG
U2	SALINS, Gatis (LAT)	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A	0	N/A	N/A		
	TOTAL			1 (5	0%)					1 (5	0%)					2 (10	0%)			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



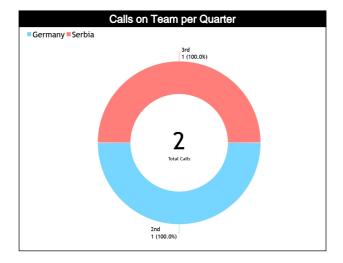


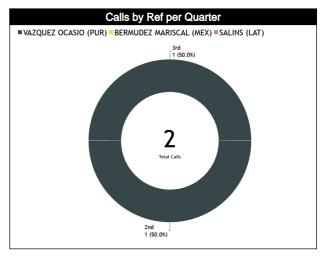




Calls vs Referee

Quarters		Qua	rter 1			Quar	ter 2			Quar	ter 3				Qua	rter 4				TAL
3 Referees		5	1	0"		5	1	0'		;	1	0"		5'	1	10'	La	st 2'	10	· m.
VAZQUEZ OCASIO, Luis (PUR)	0	0	1 100%	0	0	1 100%	0	0	0	0	0	0	0	0	0	0	0	0	1 50%	1 50%
(PUR)		D	50	1)%	5	1 0%		0	l)		0		0		0		0		2 0%
BERMUDEZ MARISCAL, Ornar (MEX)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Omar (MEX)		D		D		0		0	l)		0		0		0		0		0
SALINS, Gatts (LAT)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
(LAT)		0		D		0		0	()		0		0		0		0		0
TOTOL	0	0	1 100%	0	0	1 100%	0	0	0	0	0	0	0	0	0	0	0	0	1 50%	1 50%
TOTAL		D	50	1)%	50	1 0%		0	()		0		0		0		0		2







Play Situations Break-down

							Play	Situati	ons C	olumn	Char	t								
Penetration																				1
Shot																				1
Tons																				
Throw-in																				
Free Throws																				
Dead Ball.																				
Stopping the Clock																				
Help Defense																				
Double Team																				
Screen Action																				
Key area action																				
Post Play																				
Rebound																				
Transition																				
Past break																				
Perimeter play																				
Landing																				
Dunk, Tap or Alley oop Manufacturing																				
Manufacturing Continuous Hovement/Woving Shot																				
Continuous Movement/Drive to basket																				
	0.05	0.1	0.15	0.2	0.25	0.3	0.35	0.4	0.45	0.5	0.55	0.6	0.65	0.7	0.75	0.8	0.85	0,9	0.95	-
VAZQUEZ OCASIO	(PUR) BERMUI	DEZ MARISCA	4L (MEX) S	ALINS (LAT)	1															

		Play Situat	tions Table					
Concepts		CASIO, Luis JR)	BERMUDEZ Omar	MARISCAL, (MEX)	SALINS, G	atis (LAT)	To	tais
	GER	SRB	GER	SRB	GER	SRB	GER	SRB
Continuous Movement/Drive to basket	0	0	0	0	0	0	0	0
Continuous Movement/Moving Shot	0	0	0	0	0	0	0	0
Shot	0	1	0	0	0	0	0	1
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	0	0	0	0	0	1	0
Perimeter play	0	0	0	0	0	0	0	0
Fast break	0	0	0	0	0	0	0	0
Transition	0	0	0	0	0	0	0	0
Rebound	0	0	0	0	0	0	0	0
Post Play	0	0	0	0	0	0	0	0
Key area action	0	0	0	0	0	0	0	0
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	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	1	1	0	0	0	0	1	1

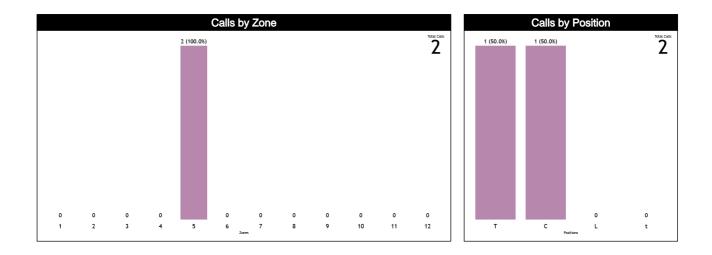


Call Average vs Game



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	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
C 3	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
Π	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
тз	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
14	0	0	0	0	0	0	0	0	0	0	0	0	0	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	0	0	0	0	0	0.0	0.0
Ct	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
R	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
Lt.	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
TOTAL	0	0	0	0	2	0	0	0	0	0	0	0	2	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	700/00	[S	INF	TIAL	FOOTAGE	FIN	ial	DURATION	PROT	'OCOL
SITUATIONS	TOPICS	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
(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

