

FIBA POST GAME REPORT

SSD vs PUR GP209 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

		202	3 FIBA WC PHI-JPN	-INA		
			GP · GP209			
× -	16.00 26/08/2023	3			ARANETA	*
	%	Total	Calls	Total	%	
South Sudan	N/A	23	Fouls	16	N/A	Puerto Rico
	N/A	4	Violations	2	N/A	
SSD	N/A	10	00B	12	N/A	PUR
96	N/A	0	Fake	0	N/A	101
	N/A	0	DOG	0	N/A	
	N/A	37	Total	30	N/A	

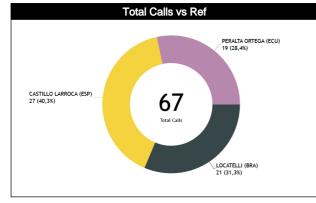
Quarters	Quar	rter 1	Quarter 2		Quar	ter 3	Quar	ter 4	TOTAL		
Score	29	24	23	18	15	18	29	41	96	101	
Duration	00:1	5:26	00:2	2:09	00:1	8:45	00:2	1:35	01:5	5:36	
Fouls	0	2	2	3	5	3	8	4	23	16	
Violations	0	0	1	0	0	1	3	1	4	2	
00B	1	2	4	5	1	2	2	2	10	12	
Fake	0	0	0	0	0	0	0	0	0	0	
DOG	0	0	0	0	0	0	0	0	0	0	

	REFEREEING STAFF	
LOCATELLI, Guilherme (BRA)	CASTILLO LARROCA, Luis (ESP)	PERALTA ORTEGA, Carlos Andres (ECU)
Referee Instructor	Stand-by Referee Instructor	Video Operator
JOSEPH, Albert John (AUS)	N/A	ARTES, Didac (ESP)

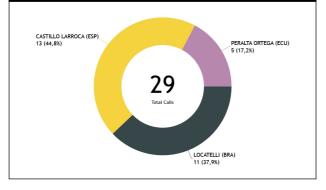


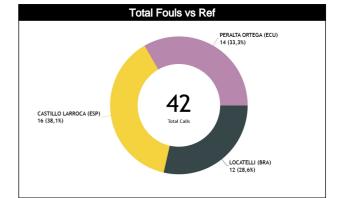
Calls Summary vs Referee

CALLS 14 (87%) 7 (33%) 14 (82%) 13 (82%) 10 (53%) 37 (55%) 30 (45%) 0 0 0 FOULS 8(73%) 3(27%) 8(73%) 14 (82%) 14 (82%) 14 (82%) 14 (82%) 14 (82%) 14 (82%) 14 (82%) 14 (82%) 14 (82%) 14 (82%) 33 0 0 DEFENSIVE 7(0%) 3(30%) 8 (75%) 7(3%)	Types/Referees	G	C	U	11	l	2	TŨ	TAL	CHAMPIONSHIP	FIBA
FOULS 27 (13%) 27 (40%) 19 (28%) 67 B(73%) 8(73%) 14 (38%) 7 (50%) 23 (59%) 16 (41%) DEFENSIVE 7(70%) 3 (30%) 8 (57%) 6 (43%) 7 (50%) 22 (59%) 16 (42%) 0/FENSIVE 11 (100%) 0 0 0 0 11 (100%) 0 0 0/FENSIVE 11 (100%) 0 0 0 0 1 0 0 DUBLE FOUL 0 <t< td=""><td>CALLO</td><td>14 (67%)</td><td>7 (33%)</td><td>14 (52%)</td><td>13 (48%)</td><td>9 (47%)</td><td>10 (53%)</td><td>37 (55%)</td><td>30 (45%)</td><td>•</td><td>•</td></t<>	CALLO	14 (67%)	7 (33%)	14 (52%)	13 (48%)	9 (47%)	10 (53%)	37 (55%)	30 (45%)	•	•
LUUS 11 (28%) 14 (36%) 14 (38%) 33 0 0 0 DEFENSIVE 7 (70%) 8 (30%) 8 (57%) 6 (43%) 7 (50%) 22 (58%) 16 (42%) 0 0 0 38 0	GALLS	21 (3	31%)	27 (4	10%)	19 (28%)	6	7	U	U
DEFENSIVE 11 (28%) 14 (38%) 14 (38%) 38 DEFENSIVE 17(05%) 5 (30%) 6 (43%) 7 (50%) 2 (38%) 16 (42%) OFFENSIVE 11 (00%) 0 0 0 1 16 (42%) 00	FOULS	8 (73%)	3 (27%)	8 (57%)	6 (43%)	7 (50%)	7 (50%)	23 (59%)	16 (41%)		•
DEPENSIVE 10 (26%) 14 (37%) 14 (37%) 38 0 0 OFFENSIVE 1 (100%) 0 0 0 1 0<	FUULS	11 (2	28%)	14 (3	36%)	14 (36%)	3	9	U	U
ID (25%) 14 (37%) 14 (37%) 14 (37%) 33 OFFENSIVE 1(100%) 0 0 0 1(100%) 0 <t< td=""><td>DEEENGIVE</td><td>7 (70%)</td><td>3 (30%)</td><td>8 (57%)</td><td>6 (43%)</td><td>7 (50%)</td><td>7 (50%)</td><td>22 (58%)</td><td>16 (42%)</td><td></td><td>•</td></t<>	DEEENGIVE	7 (70%)	3 (30%)	8 (57%)	6 (43%)	7 (50%)	7 (50%)	22 (58%)	16 (42%)		•
OFFENSIVE 1(100%) 0	DEFENSIVE	10 (2	26%)	14 (3	37%)	14 (37%)	3	8		U
DOUBLE FOUL 0 <th< td=""><td>OFFENEIVE</td><td>1 (100%)</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1 (100%)</td><td>0</td><td></td><td>•</td></th<>	OFFENEIVE	1 (100%)	0	0	0	0	0	1 (100%)	0		•
DOUBLE FOUL 0 <th< td=""><td>UFFENSIVE</td><td>1 (10</td><td>00%)</td><td colspan="2"></td><td></td><td>0</td><td colspan="2">1</td><td>•</td><td>U</td></th<>	UFFENSIVE	1 (10	00%)				0	1		•	U
UNSPORTSMANLIKE 0		0	0	0	0	0	0	0	0		•
UNSPORTSMANLIKE 0	DUUBLE FUUL		0		0		0)	•	U
TECHNICAL 0		0	0	0	0	0	0	0	0		•
TECHNICAL 0	UNSPURISMANLIKE		0		0		0)	•	U
DISQUALIFYING 0 <	TECUNICAL	0	0	0	0	0	0	0	0		•
DISQUALIPYING 0 <	TECHNICAL		Ó	1	Ò		Ó)	U	U
OOB 3 (50%) 5 (42%) 7 (58%) 2 (50%) 10 (45%) 12 (55%) 0 0 STEP ON SIDE LINE 0	DISQUALID/INC	0	0	0	0	0	0	0	0		•
ODB 6 (27%) 12 (55%) 4 (18%) 22 0	DISUUALIFTING		Ó		Ò		Ó)	U	U
G (27%) 12 (55%) 4 (18%) 22 C C C STEP ON SIDE LINE 0	000	3 (50%)	3 (50%)	5 (42%)	7 (58%)	2 (50%)	2 (50%)	10 (45%)	12 (55%)		•
STEP ON SIDE LINE 0	UUB	6 (2	7%)	12 (5	55%)	4 (1	8%)	2	2	U	U
OTHER 3 (50%) 5 (42%) 7 (58%) 2 (50%) 10 (45%) 12 (55%) 0 0 VIOLATIONS 3 (75%) 1 (25%) 1 (100%) 2 (50%) 2 (30%) 2 (33%) 0 <		0	0	0	0	0	0	0	0		•
OTHER 6 (27%) 12 (55%) 4 (18%) 22 0 0 VIOLATIONS 3 (75%) 1 (100%) 0 0 1 (100%) 2 (33%) 0 0 0 TRAVELING 0 1 (100%) 1 (17%) 1 (17%) 6 0 <td< td=""><td>STEP UN SIDE LINE</td><td></td><td>0</td><td></td><td>0</td><td></td><td>0</td><td></td><td>)</td><td></td><td>U</td></td<>	STEP UN SIDE LINE		0		0		0)		U
6 (27%) 12 (55%) 4 (18%) 22 6 (27%) 0 0 VIOLATIONS 3 (75%) 1 (125%) 1 (100%) 0 0 1 (100%) 4 (67%) 2 (33%) 0 0 TRAVELING 0 1 (100%) 1 (17%) 1 (13%) 1 (13%) 2 (67%) 0 0 0 OTHER 3 (100%) 0 0 0 1 (133%) 3 (100%) 0 <td>OTHER</td> <td>3 (50%)</td> <td>3 (50%)</td> <td>5 (42%)</td> <td>7 (58%)</td> <td>2 (50%)</td> <td>2 (50%)</td> <td>10 (45%)</td> <td>12 (55%)</td> <td></td> <td>•</td>	OTHER	3 (50%)	3 (50%)	5 (42%)	7 (58%)	2 (50%)	2 (50%)	10 (45%)	12 (55%)		•
VIOLATIONS 4 (67%) 1 (17%) 1 (17%) 6 0 0 0 TRAVELING 0 1 (100%) 1 (100%) 0 0 1 (133%) 2 (67%) 0 <td>UTHER</td> <td>6 (2</td> <td>7%)</td> <td>12 (5</td> <td>55%)</td> <td>4 (1</td> <td>8%)</td> <td>2</td> <td>2</td> <td>U</td> <td>U</td>	UTHER	6 (2	7%)	12 (5	55%)	4 (1	8%)	2	2	U	U
H (6/%) 1 (1/%) 1 (1/%) 6 7 6 7 7 7 6 7		3 (75%)	1 (25%)	1 (100%)	0	0	1 (100%)	4 (67%)	2 (33%)		•
TRAVELING 1 (33%) 1 (33%) 1 (33%) 3 0<	VIOLATIONS	4 (6	7%)	1 (1	7%)	1 (1	7%)		3	U	U
I (33%) I (33%) I (33%) I (33%) 3 I <td>TRAVELING</td> <td>0</td> <td>1 (100%)</td> <td>1 (100%)</td> <td>0</td> <td>0</td> <td>1 (100%)</td> <td>1 (33%)</td> <td>2 (67%)</td> <td></td> <td>•</td>	TRAVELING	0	1 (100%)	1 (100%)	0	0	1 (100%)	1 (33%)	2 (67%)		•
OTHER O <td>TRAVELING</td> <td>1 (3</td> <td>3%)</td> <td>1 (3</td> <td>3%)</td> <td>1 (3</td> <td>3%)</td> <td></td> <td>3</td> <td>U</td> <td>U</td>	TRAVELING	1 (3	3%)	1 (3	3%)	1 (3	3%)		3	U	U
Fake 0	OTUER	3 (100%)	0	0	0	0	0	3 (100%)	0		•
Fake 0	UTHER	3 (10	00%)		Ò		Ó		3	U	U
DOG 0 0 0 0 0 0 0 IRS 0 0 0 0 0 1(100%) 0 1(100%) 0 0 0 HCC 0 0 0 0 0 0 0 0 0	Falsa	0	0	0	0	0	0	0	0		•
DOG O	Fake		Ó		Ó		Ó)	U	U
IRS 0	D00	0	0	0	0	0	0	0	0		
HCC 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	DUG))		0)		U
	IDO	0	0	1 (100%)	0	0	0	1 (100%)	0		
	IKS		0	1 (10	00%)		Ó			0	U
	1100	0	0	0	0	0	0	0	0		
	HCC))		0)		U

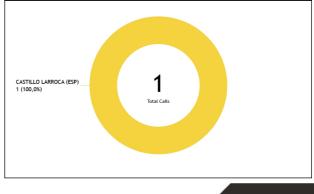


Total Violations vs Ref





Total IRS vs Ref

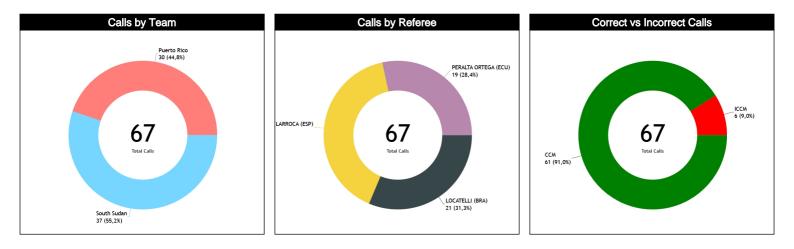




Calls vs Team

Defe	Teams			SSD	- 96			PUR • 101							
Refs	Assessment	CCM	ICCM	INCO	L2M C	L2M I	L2M ?	CCM	ICCM	INCO	L2M C	L2M I	L2M ?		
CC	LOCATELLI, Guilherme (BRA)	14	N/A	N/A	7	N/A	N/A	7	N/A	N/A	0	N/A	N/A		
U1	CASTILLO LARROCA, Luis (ESP)	14	N/A	N/A	3	N/A	N/A	13	N/A	N/A	3	N/A	N/A		
U2	PERALTA ORTEGA, Carlos Andres (ECU)	9	N/A	N/A	1	N/A	N/A	10	N/A	N/A	0	N/A	N/A		
	TOTAL			37 (5	5,2%)			30 (44,8%)							
	ССМ			37 (5	5,2%)			30 (44,8%)							
	ICCM			N,	/A					N	/A				
	INCO			N,	/A					N	/A				
	L2M C	11 (16,4%)								3 (4	,5%)				
	L2M I	N/A								N	/A				
	L2M ?	N/A								N	/A				

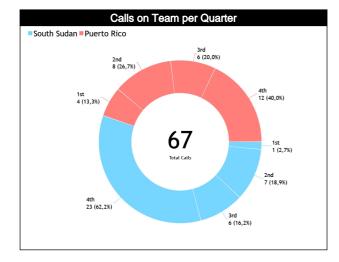
Røf	Assessment		TOTALS																		
8	nssessment	CCM	ICCM	INCO	L2M C	L2M I	L2M ?	CCM	ICCM	INCO	L2M C	L2M I	L2M ?	CCM	ICCM	INCO	L2M C	L2M I	L2M ?		
cc	LOCATELLI, Guilherme (BRA)	14	N/A	N/A	7	N/A	N/A	7	N/A	N/A	0	N/A	N/A	21	N/A	N/A	7	N/A	N/A	Champ.	FIBA
U1	CASTILLO LARROCA, Luis (ESP)	14	N/A N/A 3 N/A 13 N/A N/A 3 N/A N/A 27 N/A N/A 6 N/A N/A										AVG	AVG							
U2	PERALTA ORTEGA, Carlos Andres (ECU)	9	N/A N/A 1 N/A N/A 10 N/A N/A 0 N/A N/A 19 N/A N/A 1 N/A N/A																		
	TOTAL									67 (1	00%)										
	CCM									67 (1	00%)										
	ICCM									N,	/A										
	INCO									N,	/A										
	L2M C		14 (20,9%)																		
	L2M I		N/A																		
	L2M ?		N/A																		

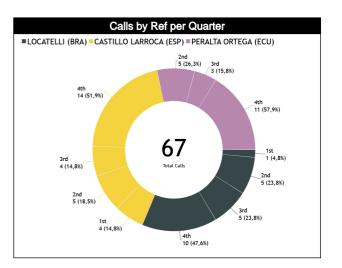




Calls vs Referee

Quarters		Quar	ter 1			Quar	ter 2			Qua	ter 3				Qua	rter 4			70	701		
3 Referees		5	1	0'	ł	5'	1	D		3	1	0'	Ę	9	1	0'	Las	st 2'	10	TAL		
LOCATELLI, Gullberme	0	0	0	1 100%	3 60%	2 40%	1 33%	2 67%	1 50%	1 50%	0	1 100%	8 100%	0	7 100%	0	1 100%	0	20 74%	7 26%		
Gullherme (BRA)	()	1 4%		1 4%			5 1%		3 %		2 %	4	1 %	8 30	3 1%	20	7 3%	4	1 %	2 34	27 1%
CASTILLO LARROCA, Luis	1 33%	2 67%	0	1 100%	2 40%	3 60%	2 67%	1 33%	1 100%	0	3 75%	1 25%	5 50%	5 50%	3 50%	3 50%	0	0	17 52%	16 48%		
(ESP)	; 9'	-	3	1 8%		5 5%		3 %	3	l %		4 2%	1 30	0 1%		6 3%		D		3 %		
PERALTA ORTEGA, Carlos	0	0	0	0	1 25%	3 75%	0	0	1 33%	2 67%	4 57%	3 43%	2 50%	2 50%	2 100%	0	0	0	10 50%	10 50%		
ORTEGA, Carlos Andres (ECU)	()		0	20	4)%		D	3 15%		7 35%		7 4 35% 20%			2)%		0		:0 i%		
TOTOL	1 33%	2 67%	0	2 100%	6 43%	8 57%	3 50%	3 50%	3 50%	3 50%	7 58%	5 42%	15 68%	7 32%	12 80%	3 20%	1 100%	0	47 59%	33 41%		
TOTAL	; 4'	-		2 8%		4 8%		6 %		3 %		12 5%	2 28	2 %		15 9%	1	1 %	8	0		







Play Situations Break-down

		Play Situa	tions Table					
Concepts		, Gullherme RA)		NRROCA, Luis SP)	PERALTA OR Andre	TEGA, Carlos s (ECU)	Tol	als
	SSD	PUR	SSD	PUR	SSD	PUR	SSD	PUR
Continuous Movement/Drive to basket	1	3	2	1	O	3	3	7
Continuous Movement/Moving Shot	0	1	2	1	4	1	6	3
Shot	0	0	0	1	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	0	0	1	1	0	1	1	2
Perimeter play	1	0	0	1	0	0	1	1
Fast break	0	0	0	0	1	0	1	0
Transition	1	0	2	0	1	0	4	0
Rebound	0	0	0	0	0	0	0	0
Post Play	0	0	1	0	0	1	1	1
Key area action	0	0	0	0	0	0	0	0
Screen Action	0	0	0	0	1	1	1	1
Double Team	0	0	0	0	0	0	0	0
Help Defense	0	0	0	1	0	0	0	1
Stopping the Clock	6	0	0	0	0	0	6	0
Dead Ball	0	0	0	0	0	0	0	0
Free Throws	0	0	0	0	0	0	0	0
Throw-in	1	0	1	0	0	0	2	0
Toss	0	0	0	0	0	0	0	0
Totals	10	4	9	6	7	7	26	17

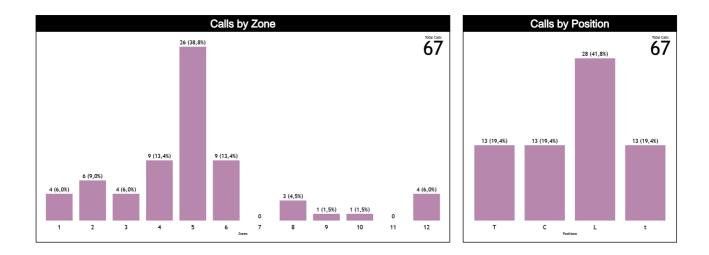


Call Average vs Game



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%)	1 (20%)	0 (0%)	0 (0%)	4 (80%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5	0.0	0.0
63	0 (0%)	1 (13%)	0 (0%)	2 (25%)	5 (63%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8	0.0	0.0
Π	2 (33%)	3 (50%)	0 (0%)	0 (0%)	0 (0%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
T3	0 (0%)	0 (0%)	3 (43%)	3 (43%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (14%)	0 (0%)	0 (0%)	0 (0%)	7	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	3 (16%)	12 (63%)	3 (16%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (5%)	19	0.0	0.0
L5	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
L6	1 (11%)	0 (0%)	0 (0%)	1 (11%)	3 (33%)	4 (44%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	0.0	0.0
Ct	1 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (33%)	0 (0%)	1 (33%)	0 (0%)	0 (0%)	3	0.0	0.0
R	0 (0%)	0 (0%)	1 (25%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2 (50%)	0 (0%)	0 (0%)	0 (0%)	1 (25%)	4	0.0	0.0
Lt.	0 (0%)	1 (17%)	0 (0%)	0 (0%)	2 (33%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2 (33%)	6	0.0	0.0
TOTAL	4	6	4	9	26	9	0	3	1	1	0	4	67	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 Situations topics		ii.	S	INIT	TIAL	FOOTAGE	FIN	ial	DURATION PROTO		'OCOL
SITUATIONS	IUPIGS	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
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
	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 L2M & OT Accuracy

