

# **FIBA POST GAME REPORT**

JOR vs GRE GP211 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	-ina		
			GP · GP211			
*	16:45 26/08/202	3			MALL OF ASIA	
	%	Total	Calls	Total	%	
Jordan	N/A	20	Fouls	20	N/A	Greece
	N/A	5	Violations	4	N/A	
JOR	N/A	7	00B	7	N/A	GRE
71	N/A	0	Fake	1	N/A	92
	N/A	0	DOG	0	N/A	
	N/A	32	Total	32	N/A	

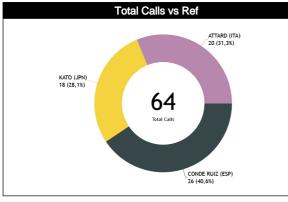
Quarters	Quarter 1		Quar	<b>ter 2</b>	Quar	<b>ter 3</b>	Quar	ter 4	TOTAL		
Score	14	19	19	27	27	20	11	26	71	92	
Duration	00:1	9:42	00:3	0:32	00:2	1:50	00:2	4:25	01:3	6:29	
Fouls	5	5	6	5	5	5	4	5	20	20	
Violations	2	1	2	0	0	2	1	1	5	4	
00B	2	1	3	2	2	2	0	2	7	7	
Fake	0	1	0	0	0	0	0	0	0	1	
DOG	0	0	0	0	0	0	0	0	0	0	

	<b>REFEREEING STAFF</b>	
CONDE RUIZ, Antonio Rafael (ESP)	KATO, Takaki (JPN)	ATTARD, Beniamino Manuel (ITA)
Referee Instructor	Stand-by Referee Instructor	Video Operator
UEDA, Atsuhiro (JPN)	N/A	MITJANA, Roger (ESP)

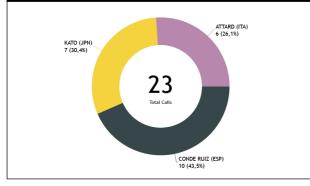


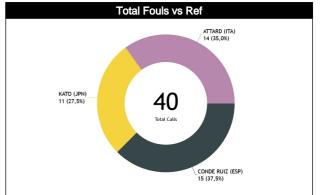
#### **Calls Summary vs Referee**

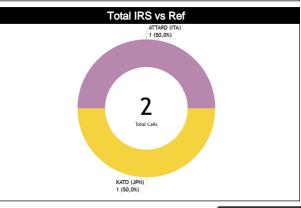
Types/Referees	G	C	U	1	U	2	TO	TAL	CHAMPIONSHIP	FIBA
CALLS	11 (42%)	15 (58%)	11 (61%)	7 (39%)	10 (50%)	10 (50%)	32 (50%)	32 (50%)	0	0
CALLS	26 (4	41%)	18 (2	28%)	20 (3	31%)	(	64	U	U
FOULS	7 (47%)	8 (53%)	6 (55%)	5 (45%)	7 (50%)	7 (50%)	20 (50%)	20 (50%)	0	0
FUULS	15 (3	38%)	11 (2	28%)	14 (;	35%)		Ю	•	
DEFENSIVE	6 (43%)	8 (57%)	4 (44%)	5 (56%)	7 (50%)	7 (50%)	17 (46%)	20 (54%)	0	0
DEIENSIVE	14 (3	38%)	9 (24%)		14 (38%)			37		•
OFFENSIVE	1 (100%)	0	2 (100%) 0		0	0	3 (100%) 0		0	0
	1 (33%)		2 (6	7%)		0		3	U	
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
DODEETOOL		0	(	)		0		0	U	
UNSPORTSMANLIKE	0	0	0	0	0	1 (100%)	0	1 (100%)	0	0
		0	(			00%)		1	U	
TECHNICAL	0	0	1 (100%)	0	0	0	1 (100%)	0	0	0
TEOHNICAE		0	1 (10	)0%)		0		1	U	
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
DISCOLLITING	0		(			0	0		U	
00B	3 (43%)	4 (57%)	3 (60%)	2 (40%)	1 (50%)	1 (50%)	7 (50%)	7 (50%)	0	0
		0%)	5 (3	6%)	2 (14%)		14		U	
STEP ON SIDE LINE	0	0	0	0	0	0	0	0	0	0
		0	(			0		0	U	
OTHER	3 (43%)	4 (57%)	3 (60%)	2 (40%)	1 (50%)	1 (50%)	7 (50%) 7 (50%)		0	0
officia		0%)	5 (3	6%)		4%)		4	U	
VIOLATIONS	1 (33%)	2 (67%)	2 (100%)	0	2 (50%)	2 (50%)	5 (56%)	4 (44%)	0	0
VIOLATIONS	3 (3	3%)	2 (2	2%)	4 (4	4%)		9	U	
TRAVELING	0	0	0	0	0	1 (100%)	0	1 (100%)	0	0
INAVELING		0	(			00%)		1	U	
OTHER	1 (33%)	2 (67%)	2 (100%)	0	2 (67%)	1 (33%)	5 (63%)	3 (38%)	0	0
oniek	3 (3		2 (2	5%)		8%)		8	U	
Fake	0	1 (100%)	0	0	0	0	0	1 (100%)	0	0
Fake .	1 (10	00%)		)		0		1		•
DOG	0 0		0	0	0	0	0	0	0	
Dog	Û		0			0		0		
IRS	0	0	0	1 (100%)	0	1 (100%)	0	2 (100%)	0	
ins	1	0	1 (5	0%)	1 (5	0%)		2		
HCC	0	0	0	0	0	1 (100%)	0	1 (100%)	0	0
ncc		0		)	1 (1	00%)	1		0	



Total Violations vs Ref





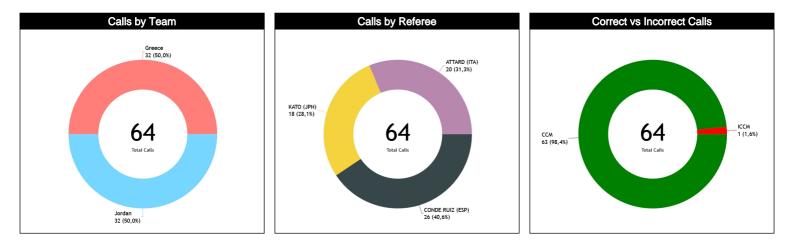




#### Calls vs Team

Defe	Teams			JOR	· 71			GRE • 92							
Refs	Assessment	CCM	ICCM	INCO	L2M C	L2M I	L2M ?	CCM	ICCM	INCO	L2M C	L2M I	L2M ?		
CC	CONDE RUIZ, Antonio Rafael (ESP)	11	N/A	N/A	0	N/A	N/A	15	N/A	N/A	1	N/A	N/A		
U1	KATO, Takaki (JPN)	11	N/A	N/A	0	N/A	N/A	7	N/A	N/A	1	N/A	N/A		
U2	ATTARD, Beniamino Manuel (ITA)	10	N/A	N/A	0	N/A	N/A	10	N/A	N/A	1	N/A	N/A		
	TOTAL			32 (!	50%)		32 (50%)								
	ССМ			32 (!	50%)			32 (50%)							
	ICCM			N	/A			N/A							
	INCO			N	/A					N	/A				
	L2M C	0								3 (4	,7%)				
	L2M I	N/A								N	/A				
	L2M ?	N/A							N/A						

Rei	Assessment		TOTALS																		
\$	1550551110114	CCM	CM ICCM INCO L2M C L2M I L2M ? CCM ICCM INCO L2M C L2M I L2M ? CCM ICCM INCO L2M C L2M I L2M ?																		
CC	CONDE RUIZ, Antonio Rafael (ESP)	11	N/A	N/A	0	N/A	N/A	15	N/A	N/A	1	N/A	N/A	26	N/A	N/A	1	N/A	N/A	champ.	FIBA
U1	KATO, Takaki (JPN)	11											AVG	AVG							
U2	ATTARD, Beniamino Manuel (ITA)	10	D N/A N/A 0 N/A N/A 10 N/A 10 N/A N/A 1 N/A N/A 20 N/A N/A 1 N/A N/A																		
	TOTAL	64 (100%)																			
	ССМ									64 (1	00%)										
	ICCM									N,	/A										
	INCO									N,	/A										
	L2M C		3 (4,7%)																		
	L2M I		N/A																		
	L2M ? N/A																				

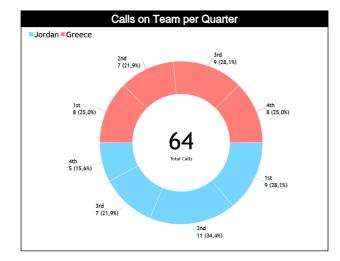


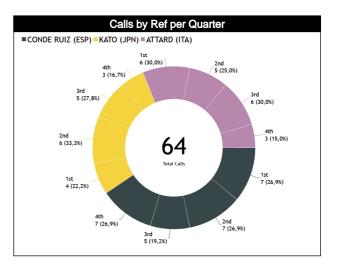
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#### **Calls vs Referee**

Quarters		Qua	ter 1			Quar	ter 2			Quar	ter 3				Que	arter 4				701																		
3 Referees		5	1	0'		5	1	D'		5'	10		***	5'		10'	La	st 2'	10	TAL																		
CONDE RUIZ, Antonio Rafael	1 50%	1 50%	3 75%	1 25%	3 43%	4 57%	2 100%	0	1 33%	2 67%	1 25%	3 75%	0	4 100%	0	1 100%	0	0	11 41%	16 59%																		
(ESP)	-	<u>2</u> %		4 i%	26	7 6%	-	2 %		3  %	4 159	%		4 i%		1 4%		0		7 1%																		
KATO, Takaki (JPN)	1 50%	1 50%	0	2 100%	6 100%	0	0	1 100%	2 50%	2 50%	1 100%	0	1 50%	1 50%	0	1 100%	0	0	11 58%	8 42%																		
(JPN)	: 11	2 %		2  %		6 ?%	5	1 %		4 %	1 5%	0		2  %	!	1 5%		0	-	9 %																		
ATTARD, Benlamino M <u>anu</u> el	2 50%	2 50%	2 100%	0	2 40%	3 60%	2 67%	1 33%	0	3 100%	2 100%	0	0	1 100%	0	1 100%	0	0	10 48%	11 52%																		
Manuel (ITA)		1 1%		2 1%		5  %		3  %	3 14%		2 10%				1 5%		1 5%		1 5%		1 5%		1 5%		1 5%		1 5%		1 5%		1		!	1 5%		0		1 %
TOTOL	4 50%	4 50%	5 63%	3 38%	11 61%	7 39%	4 67%	2 33%	3 30%	7 70%	4 57%	3 43%	1 14%	6 86%	0	3 100%	0	0	32 48%	35 52%																		
TOTAL	ہ 12	3 :%		B !%	-	8 '%		6 %		0 i%	7 109	%	10	7 1%		3 4%		0	6	7																		







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

		Play Situa	tions Table					
Concepts	CONDE RU Rafae	<b>IZ, Antonio ol (ESP)</b>	KATO, Ta	kaki (JPN)		Benlamino el (ITA)	To	tais
	JOR	GRE	JOR	GRE	JOR	GRE	JOR	GRE
Continuous Movement/Drive to basket	3	3	2	1	1	1	6	5
Continuous Movement/Moving Shot	1	0	0	0	0	1	1	1
Shot	2	0	1	2	2	3	5	5
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	1	0	0	0	0	0	1
Perimeter play	0	2	0	1	1	1	1	4
Fast break	0	0	0	0	0	0	0	0
Transition	0	1	0	0	0	0	0	1
Rebound	1	0	0	1	1	0	2	1
Post Play	0	0	1	0	2	0	3	0
Key area action	0	0	0	0	0	0	0	0
Screen Action	0	0	1	0	0	0	1	0
Double Team	0	0	0	0	0	0	0	0
Help Defense	0	1	0	0	0	0	0	1
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	1	0	1
Toss	0	0	0	0	0	0	0	0
Totals	7	:	5	5	7	7	19	20

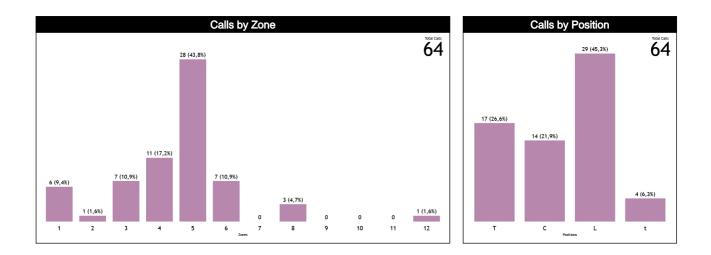


### Call Average vs Game



#### **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
G1	1 (17%)	0 (0%)	0 (0%)	0 (0%)	3 (50%)	2 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
63	0 (0%)	0 (0%)	2 (25%)	1 (13%)	5 (63%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8	0.0	0.0
п	4 (40%)	1 (10%)	1 (10%)	0 (0%)	2 (20%)	2 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
T3	0 (0%)	0 (0%)	4 (57%)	2 (29%)	1 (14%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	6 (40%)	8 (53%)	1 (7%)	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%)	2 (14%)	9 (64%)	2 (14%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (7%)	14	0.0	0.0
Ct	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2	0.0	0.0
π	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2	0.0	0.0
Lt.	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
TOTAL	6	1	7	11	28	7	0	3	0	0	0	1	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		





#### IRS vs Game

IRS	TOPICS	ii ii	S	INIT	<b>TIAL</b>	FOOTAGE			L DURATION		'OCOL
SITUATIONS	IUPIGS	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
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**

