

# FIBA POST GAME REPORT

AUS vs GEO FP274 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	
Calls vs Referee	8
Play Situations Break-down	9
Call Average vs Game	
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	I-INA									
	FP · FP274												
	16:30 03/09/2	2023			OKINAWA								
	%	Total	Calls	Total	%								
Australia	N/A	18	Fouls	24	N/A	Georgia							
	N/A	3	<b>Violations</b>	2	N/A								
AUS	N/A	14	00B	7	N/A	GE0							
100	N/A	0	Fake	1	N/A	84							
	N/A	0	DOG	1	N/A								
	N/A	35	Total	35	N/A								

Quarters	Quarter 1		Quar	ter 2	Quar	rter 3	Quai	ter 4	TOTAL		
Score	23	17	31	20	25	30	21	17	100	84	
Duration	00:1	5:13	00:2	2:34	00:2	2:00	00:2	3:12	01:22:59		
Fouls	2	4	3	4	8	7	5	9	18	24	
Violations	1	0	0	0	0	1	2	1	3	2	
00B	3	4	7	0	3	1	1	2	14	7	
Fake	0	1	0	0	0	0	0	0	0	1	
DOG	0	0	0	0	0	1	0	0	0	1	

	REFEREEING STAFF	
KALLIO, Matthew Leigh (CAN)	BURNS, Blanca Cecilia (USA)	LISZKA, Wojciech (POL)
© □ Hand was the state of the		THE TOTAL TO

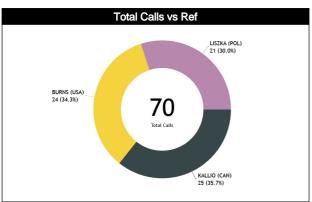
Referee Instructor Stand-by Referee Instructor Video Operator

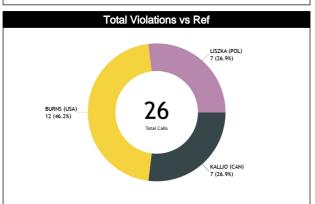
THOMSON, Michael Gordon (CAN) N/A KAUPPINEN, Hannu (FIN)

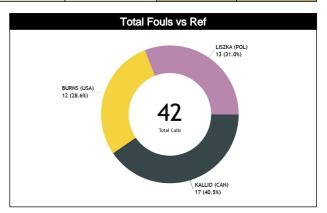


## **Calls Summary vs Referee**

Types/Referees	(	C C	Į	Л	U	2	TO	TAL	CHAMPIONSHIP	FIBA
CALLS	10 (40%)	15 (60%)	12 (50%)	12 (50%)	13 (62%)	8 (38%)	35 (50%)	35 (50%)		
CALLS	25 (	36%)	24 (	34%)	21 (3	30%)	7	0	0	0
FOULS	5 (29%)	12 (71%)	6 (50%)	6 (50%)	7 (54%)	6 (46%)	18 (43%)	24 (57%)	0	0
FUULS		40%)		29%)	13 (3			12		U U
DEFENSIVE	5 (33%)	10 (67%)	6 (60%)	4 (40%)	6 (67%)	3 (33%)	17 (50%)	17 (50%)	0	0
DEI ENGIVE		44%)		29%)	9 (2			34	•	•
OFFENSIVE	0	2 (100%)	0	2 (100%)	1 (25%)	3 (75%)	1 (13%)	7 (88%)	0	0
3112110112		5%)	2 (25%)		4 (5			8		
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
3002221002		0		0		)		0		
UNSPORTSMANLIKE	0	1 (100%)	0	0	0	0	0	1 (100%)	0	0
		00%)		0		0 (750/)	4 (470()	1		
TECHNICAL	0	2 (100%)	0	0	1 (25%)	3 (75%)	1 (17%)	5 (83%)	0	0
		3%)		0	4 (6			6		
DISQUALIFYING	0	0	0	0 D	0	0	0	0	0	0
	5 (83%)	0 1 (17%)	4 (44%)	5 (56%)	5 (83%)	1 (17%)	14 (67%)	7 (220/ \		
00В		1 (1 <i>/%)</i> 19%)		3%)	6 (2			7 (33%) 21	0	0
	1 (100%)	.570)	0	0	0 0		1 (100%)	0		
STEP ON SIDE LINE	1 (100%)		0		0		1 (100 /0/	1	0	0
	4 (80%)	1 (20%)	4 (44%)	5 (56%)	5 (83%)	1 (17%)	13 (65%)	7 (35%)		
OTHER		25%)		5%)	6 (3		20		0	0
	0	1 (100%)	2 (67%)	1 (33%)	1 (100%)	0	3 (60%)	2 (40%)		
VIOLATIONS		20%)		0%)	1 (20%)		5		0	0
	0	0	0	0	0	0	0	0		
TRAVELING		0		0	(	)		0	0	0
OTHER	0	1 (100%)	2 (67%)	1 (33%)	1 (100%)	0	3 (60%)	2 (40%)		
OTHER	1 (2	0%)	3 (6	0%)	1 (2	0%)		5	0	0
Fake	0	0	0	0	0	1 (100%)	0	1 (100%)		
rake		Ö		Ó	1 (10	00%)		1	0	0
DOG	0	1 (100%)	0	0	0	0	0	1 (100%)	0	0
DUG	1 (10	00%)		0	(	)		1		
IRS	0	0	0	0	0	0	0	0	0	0
mo		0		0		)		0		
HCC	0	0	0	0	0	0	0	0	0	0
1100		0		0		)		0		





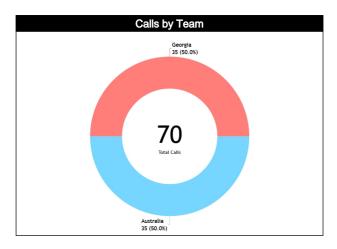


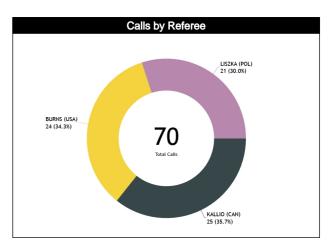


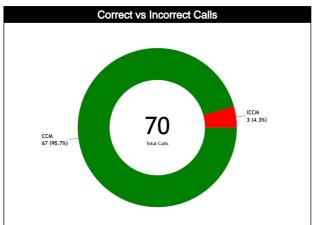


#### **Calls vs Team**

Ref	Teams			AUS	- 100					GEO	- 84			TOTALS							
S	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	KALLIO, Matthew Leigh (CAN)	10	N/A	N/A	0	N/A	N/A	15	N/A	N/A	0	N/A	N/A	25	N/A	N/A	0	N/A	N/A	CHAMP.	FIBA
U1	BURNS, Blanca Cecilia (USA)	12	N/A	N/A	0	N/A	N/A	12	N/A	N/A	0	N/A	N/A	24	N/A	N/A	0	N/A	N/A	AVG	AVG
U2	LISZKA, Wojciech (POL)	13	N/A	N/A	0	N/A	N/A	8	N/A	N/A	0	N/A	N/A	21	N/A	N/A	0	N/A	N/A		
	TOTAL			35 (	50%)			35 (50%)					70 (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	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			



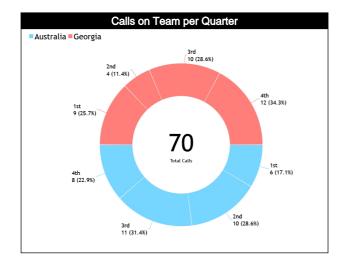


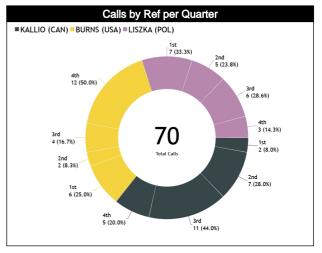




#### Calls vs Referee

Quarters		Quar	ter 1			Quar	ter 2			Quar	ter 3				Qua	rter 4			TOT	'OI																																																					
3 Referees		,	1	ים		5'	11	ים		j'	11	D'	Ę	j'	1	10'	Las	st 2'	TOT	ML																																																					
KALLIO, Matthew Leigh (CAN)	0	0	1 50%	1 50%	3 60%	2 40%	1 50%	1 50%	0	3 100%	4 50%	4 50%	1 25%	3 75%	0	1 100%	0	0	10 40%	15 60%																																																					
(CAN)	0		2 8%		5 20%		2 8%		3 12%			3 !%	16	‡ %	1 4%			0	25 36%																																																						
BURNS, Blanca	1 33%	2 67%	0	3 100%	0	0	2 100%	0	3 100%	0	1 100%	0	2 22%	7 78%	3 100%	0	0	0	12 50%	12 50%																																																					
Cecilia (USA)	,	3 3 13% 13%		0 2 8%		_	3 13%		1 4%		9 38%		3 13%		0		24 34%																																																								
LISZKA, Wojciech (POL)	0	1 100%	4 67%	2 33%	3 75%	1 25%	1 100%	0	1 100%	0	2 40%	3 60%	1 50%	1 50%	1 100%	0	0	0	13 62%	8 38%																																																					
(POL)	5	1 %	29	3 1%	19	4 )%	5	I %	5	1 5%		5  %	10	2 10%		2 10%		2 10%		2 10%		2 10%		1 5%		0	2° 30'																																														
TOTOL	1 25%	3 75%	5 45%	6 55%	6 67%	3 33%	4 80%	1 20%	4 57%	3 43%	7 50%	7 50%	4 27%	11 73%	4 80%	1 20%	0	0	35 50%	35 50%																																																					
TOTAL		4 6%		1 %		9 5 3% 7%		7 10%																						•		• •										•		•				•						•		•		•		15 21%									5 '%		0	7(	0

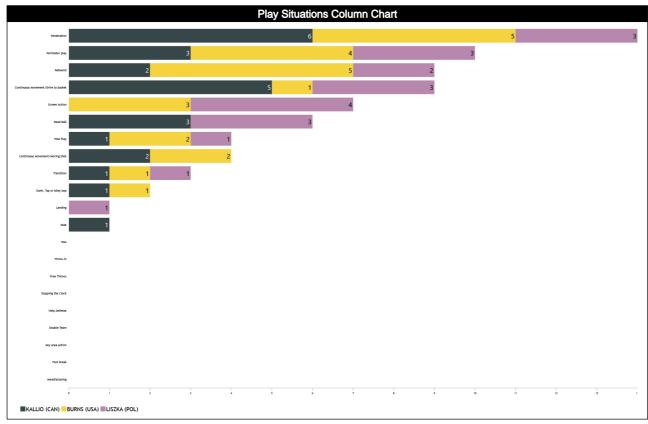








# **Play Situations Break-down**



Play Situations Table													
Concepts	KALLIO, Mo	tthew Leigh (AN)	BURNS, Bio	inca Cecilla SA)	LISZKA, Wo	jclech (POL)	Totals						
	AUS	GEO	AUS	GEO	AUS	GEO	AUS	GEO					
Continuous Movement/Drive to basket	3	2	1	0	2	1	6	3					
Continuous Movement/Moving Shot	0	2	1	1	0	0	1	3					
Shot	0	1	0	0	0	0	0	1					
Manufacturing	0	0	0	0	0	0	0	0					
Dunk, Tap or Alley oop	0	1	0	1	0	0	0	2					
Landing	0	0	0	0	1	0	1	0					
Penetration	5	1	3	2	3	0	11	3					
Perimeter play	0	3	2	2	2	1	4	6					
Fast break	0	0	0	0	0	0	0	0					
Transition	0	1	0	1	0	1	0	3					
Rebound	1	1	3	2	1	1	5	4					
Post Play	1	0	1	1	1	0	3	1					
Key area action	0	0	0	0	0	0	0	0					
Screen Action	0	0	1	2	2	2	3	4					
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	3	0	0	1	2	1	5					
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	10	15	12	12	13	8	35	35					

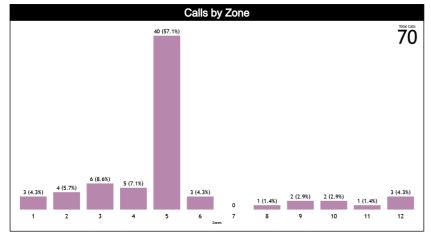


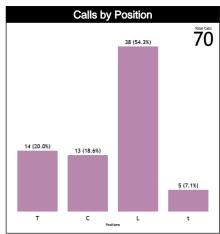
# **Call Average vs Game**



#### **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
<b>C1</b>	1 (9%)	1 (9%)	0 (0%)	0 (0%)	5 (45%)	2 (18%)	0 (0%)	0 (0%)	1 (9%)	0 (0%)	0 (0%)	1 (9%)	11	0.0	0.0
C3	0 (0%)	0 (0%)	0 (0%)	1 (50%)	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2	0.0	0.0
TI	2 (33%)	0 (0%)	0 (0%)	0 (0%)	2 (33%)	0 (0%)	0 (0%)	0 (0%)	1 (17%)	1 (17%)	0 (0%)	0 (0%)	6	0.0	0.0
Т3	0 (0%)	2 (25%)	5 (63%)	0 (0%)	1 (13%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8	0.0	0.0
L4	0 (0%)	1 (5%)	1 (5%)	3 (16%)	14 (74%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	19	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%)	1 (5%)	17 (89%)	1 (5%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	19	0.0	0.0
Ct	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1	0.0	0.0
Tt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (25%)	1 (25%)	2 (50%)	4	0.0	0.0
Lt.	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
TOTAL	3	4	6	5	40	3	0	1	2	2	1	3	70	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	ı	RS	INI	TIAL .	FOOTAGE	FIN	IAL	DURATION PROTOC		OCOL
SITUATIONS	TUPIGS	REF	HCC	CCM	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
A NIV TINAT	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

