

FIBA POST GAME REPORT

GRE vs MNE FP275 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 - FP275			
	16:40 03/09/2	2023			MALL OF ASIA	
	%	Total	Calls	Total	%	1.30
Greece	N/A	23	Fouls	23	N/A	Montenegro
	N/A	0	Violations	5	N/A	
GRE	N/A	7	00B	6	N/A	MNE
69	N/A	0	Fake	0	N/A	73
	N/A	1	DOG	0	N/A	
	N/A	31	Total	34	N/A	

12 14	27 23	69 73
00:22:24	00:28:07	01:31:02
8 4	6 7	23 23
0 1	0 2	0 5
1 4	2 1	7 6
0 0	0 0	0 0
0 0	0 0	1 0
	00:22:24 8 4 0 1 1 4 0 0	00:22:24 00:28:07 8 4 6 7 0 1 0 2 1 4 2 1 0 0 0 0

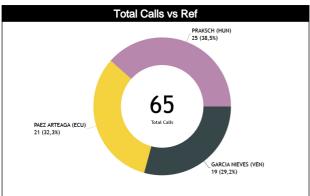
	REFEREEING STAFF	
GARCIA NIEVES, Daniel Alberto (VEN)	PAEZ ARTEAGA, Kristian (ECU)	PRAKSCH, Péter (HUN)
Example 2 Control of the Control of	Company of the compan	The second secon
Referee Instructor	Stand-by Referee Instructor	Video Operator

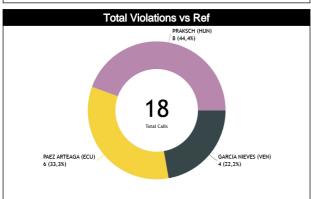
UEDA, Atsuhiro (JPN) N/A MITJANA, Roger (ESP)

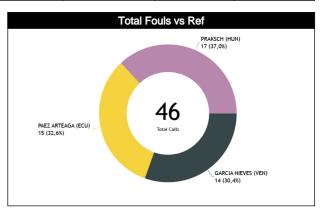


Calls Summary vs Referee

Types/Referees	C	C		J1	U	12	TO	TAL	CHAMPIONSHIP	FIBA
CALLS	10 (53%)	9 (47%)	5 (24%)	16 (76%)	16 (64%)	9 (36%)	31 (48%)	34 (52%)		
CALLS	19 (2	9%)	21 (32%)	25 (3	38%)	6	5	0	0
FOULS	6 (43%)	8 (57%)	5 (33%)	10 (67%)	12 (71%)	5 (29%)	23 (50%)	23 (50%)	0	0
FUULS	14 (3			33%)		37%)	4		•	<u> </u>
DEFENSIVE	6 (46%)	7 (54%)	4 (31%)	9 (69%)	9 (69%)	4 (31%)	19 (49%)	20 (51%)	0	0
52,2,10,72	13 (3			33%)		33%)	3			
OFFENSIVE	0	1 (100%)	1 (50%)	1 (50%)	3 (75%)	1 (25%)	4 (57%)	3 (43%)	0	0
	1 (14			29%)		7%)	7			
DOUBLE FOUL	0	0	0	0	0 0		0	0	0	0
	0			0		0	(
UNSPORTSMANLIKE	0	0	0	0	0	0	0	0	0	0
	0			0		0	0 (500()			
TECHNICAL	0 1/0	1 (100%)	1 (50%)	1 (50%)	1 (100%)	0	2 (50%)	2 (50%)	0	0
	1 (2			50%)		5%)				
DISQUALIFYING	0 0	0	0	0	0	0 D	0	0	0	0
	3 (75%)	1 (25%)	0	3 (100%)	4 (67%)	2 (33%)	7 (54%)	6 (46%)		
00B	3 (7570) 4 (31		3 (23%)			6%)	7 (3470)		0	0
	0	0	0	0	0	0 /0/	0	0		
STEP ON SIDE LINE	0	•		0)	0		0	0
	3 (75%)	1 (25%)	0	3 (100%)	4 (67%)	2 (33%)	7 (54%)	6 (46%)		
OTHER	4 (31		•	23%)		6%)	1 (0470)		0	0
	0	0	0	3 (100%)	0	2 (100%)	0	5 (100%)		
VIOLATIONS	0	•		60%)		0%)		5 (1.0070)	0	0
	0	0	0	1 (100%)	0	0	0	1 (100%)		
TRAVELING	Ö		1 (1	00%)		0	,	1 (10070)	0	0
OTHER	0	0	0	2 (100%)	0	2 (100%)	0	4 (100%)		
OTHER	0		2 (5	50%)	2 (5	0%)	-		0	0
False	0	0	0	0	0	0	0	0		
Fake	Ö			Ö	(0	()	0	0
DOG	1 (100%)	0	0	0	0	0	1 (100%)	0	0	0
DOG	1 (10	0%)		Ö		Ò	1			
IRS	0	0	0	0	0	0	0	0	0	0
ino	0)		0		0	()		
HCC	0	0	0	0	0	0	0	0	0	0
HCC	0			0		0	()	·	,







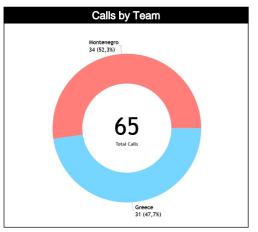


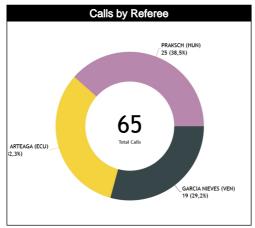


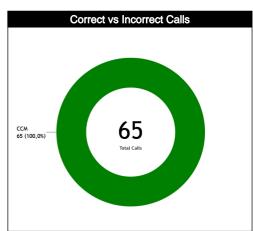
Calls vs Team

Dofo	Teams			GRE	- 69			MNE · 73							
Refs	Assessment	CCM	ICCM	INCO	L2M C	L2M I	L2M?	CCM	ICCM	INCO	L2M C	L2M I	L2M?		
CC	GARCIA NIEVES, Daniel Alberto (VEN)	10	N/A	N/A	1	N/A	N/A	9	N/A	N/A	0	N/A	N/A		
U1	PAEZ ARTEAGA, Kristian (ECU)	5	N/A	N/A	0	N/A	N/A	16	N/A	N/A	0	N/A	N/A		
U2	PRAKSCH, Péter (HUN)	16	N/A	N/A	1	N/A	N/A	9	N/A	N/A	0	N/A	N/A		
	TOTAL			31 (4	7,7%)		34 (52,3%)								
	ССМ			31 (4	7,7%)			34 (52,3%)							
	ICCM			N	/A			N/A							
	INCO			N	/A					N	/A				
	L2M C	2 (3,1%)									0				
	L2M I	N/A							N/A						
	L2M ?	N/A							N/A						

Ref	0									TOT	ALS										
S	Assessment	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	GARCIA NIEVES, Daniel Alberto (VEN)	10	N/A	N/A	1	N/A	N/A	9	N/A	N/A	0	N/A	N/A	19	N/A	N/A	1	N/A	N/A	СНАМР.	FIBA
U1	PAEZ ARTEAGA, Kristian (ECU)	5	N/A	N/A	0	N/A	N/A	16	N/A	N/A	0	N/A	N/A	21	N/A	N/A	0	N/A	N/A	AVG	AVG
U2	PRAKSCH, Péter (HUN)	16	N/A	N/A	1	N/A	N/A	9	N/A	N/A	0	N/A	N/A	25	N/A	N/A	1	N/A	N/A		
	TOTAL									65 (1	00%)										
	ССМ									65 (1	00%)										
	ICCM									N,	/A										
	INCO									N,	/A										
	L2M C		2 (3,1%)																		
	L2M I		N/A																		
	L2M ?		N/A																		



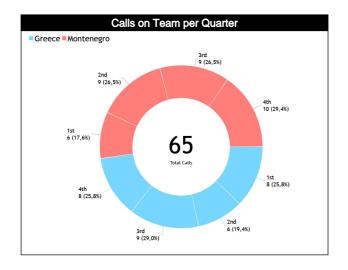


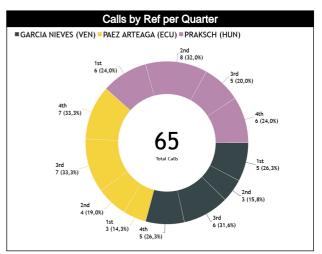




Calls vs Referee

Quarters		Quai	ter 1			Quar	ter 2			Quai	ter 3				Quar	ter 4			TOTOL	
3 Referees	5	j"	1	D'		5"	1)		j ^u	1	D'	5'		10	י	Las	st 2'	TOTAL	
GARCIA NIEVES, Daniel Alberto	2 100%	0	2 67%	1 33%	0	2 100%	0	1 100%	4 67%	2 33%	0	3 100%	2 100%	0	1 100%	0	0	0	11 9 55% 45%	
(VEN)	VEN) 2		2 3 10% 15%		2 10%		1 5%		6 30%		3 15%		2 10%		1 5%		0		20 30%	
PAEZ ARTEAGA, Kristian (ECV)	1 100%	0	0	2 100%	0	2 100%	1 50%	1 50%	2 29%	5 71%	1 17%	5 83%	0 1	1 100%	0	0	0	0	5 16 24% 76%	
(ECU)	5°	1 2 5% 10%		2 2 10% 10%		-	7 33%		6 29%		1 5%	ò	ď)		0	21 31%			
PRAKSCH, Péter	1 50%	1 50%	2 50%	2 50%	3 60%	2 40%	2 67%	1 33%	3 60%	2 40%	3 75%	1 25%	2 100%	0	1 100%	0	0	0	17 9 65% 35%	
(HUN)	2 89	_	15	‡ i%		5)%	12	3 !%		5 1%	l	4 15%)	1 49	 %		0	26 39%	
TOTOL	4 80%	1 20%	4 44%	5 56%	3 33%	6 67%	3 50%	3 50%	9 50%	9 50%	4 31%	9 69%	4 80%	1 20%	2 100%	0	0	0	33 34 49% 51%	
TOTAL	79	5 %	13	9 8%		9 8%	9'	•	1 27		1 19	3 %	5 7%		2 39	-		0	67	







Play Situations Break-down

		Play Situa	tions Table					
Concepts	GARCIA NIE Albert	VES, Daniel o (VEN)		IGA, Kristian CV)	PRAKSCH, I	Péter (HUN)	Tol	als
	GRE	MNE	GRE	MNE	GRE	MNE	GRE	MNE
Continuous Movement/Drive to basket	0	0	0	1	1	0	1	1
Continuous Movement/Moving Shot	1	1	2	1	2	1	5	3
Shot	0	2	0	0	1	0	1	2
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	1	0	2	0
Perimeter play	1	2	0	1	2	1	3	4
Fast break	0	0	0	0	0	0	0	0
Transition	0	0	0	1	0	1	0	2
Rebound	0	1	1	1	2	0	3	2
Post Play	1	1	0	2	0	0	1	3
Key area action	0	0	0	0	0	0	0	0
Screen Action	1	0	1	1	2	1	4	2
Double Team	0	0	0	0	0	0	0	0
Help Defense	0	0	0	0	0	1	0	1
Stopping the Clock	1	0	0	0	0	0	1	0
Dead Ball	0	0	0	1	0	0	0	1
Free Throws	0	0	0	0	0	0	0	0
Throw-in	0	0	0	1	0	0	0	1
Toss	0	0	0	0	0	0	0	0
Totals	6	7	4	10	11	5	21	22

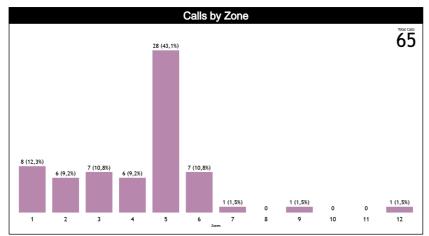


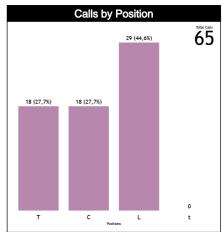
Call Average vs Game



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	4 (40%)	1 (10%)	0 (0%)	0 (0%)	3 (30%)	2 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
C3	0 (0%)	1 (13%)	2 (25%)	1 (13%)	4 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8	0.0	0.0
TI	4 (44%)	3 (33%)	0 (0%)	0 (0%)	0 (0%)	2 (22%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	0.0	0.0
Т3	0 (0%)	1 (11%)	5 (56%)	0 (0%)	1 (11%)	0 (0%)	1 (11%)	0 (0%)	1 (11%)	0 (0%)	0 (0%)	0 (0%)	9	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	4 (31%)	9 (69%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	13	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 (6%)	11 (69%)	3 (19%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (6%)	16	0.0	0.0
Ct	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
Tt	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	8	6	7	6	28	7	1	0	1	0	0	1	65	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	TODIOO	(F	is .	INI	rial .	FOOTAGE	FIN	IAL	DURATION PROTO		OCOL
SITUATIONS	TOPICS	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 TIME	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

