

# **FIBA POST GAME REPORT**

LTU vs SRB FP381 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	l-ina									
		Quarter-Finals · FP381											
	16:45 05/09/2	16:45 05/09/2023 INDONESIA											
	%	Total	Calls	Total	%	***							
Lithuania	N/A	19	Fouls	21	N/A	Serbia							
	N/A	2	Violations	2	N/A								
LTU	N/A	6	00B	6	N/A	SRB							
68	N/A	0	Fake	2	N/A	87							
	N/A	0	DOG	0	N/A								
	N/A	27	Total	30	N/A								

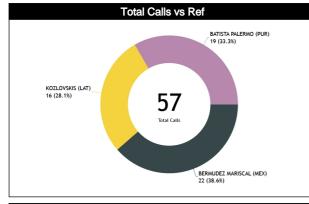
Quarters	Quarter 1		Quar	<b>ter 2</b>	Quar	<b>ter 3</b>	Quar	<b>ter 4</b>	TOTAL		
Score	25	24	13	25	17	24	13	14	68	87	
Duration	00:1	4:50	00:2	8:43	00:1	7:39	00:2	4:38	01:2	5:50	
Fouls	3	2	6	8	4	5	6	6	19	21	
Violations	0	1	1	0	0	0	1	1	2	2	
00B	0	1	2	2	0	1	4	2	6	6	
Fake	0	1	0	1	0	0	0	0	0	2	
DOG	0	0	0	0	0	0	0	0	0	0	

	<b>REFEREEING STAFF</b>	
BERMUDEZ MARISCAL, Omar (MEX)	KOZLOVSKIS, Martins (LAT)	BATISTA PALERMO, Johnny (PUR)
Referee Instructor	Stand-by Referee Instructor	Video Operator
THOMSON, Michael Gordon (CAN)	N/A	BOELAERT, Federico (ARG)

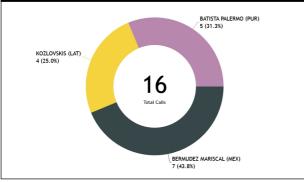


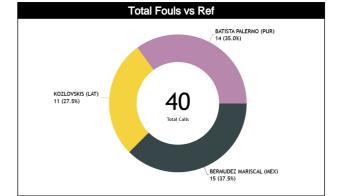
#### **Calls Summary vs Referee**

Types/Referees	6	C	l	11	l	2	TŨ	TAL	CHAMPIONSHIP	FIBA
04110	11 (50%)	11 (50%)	8 (50%)	8 (50%)	8 (42%)	11 (58%)	27 (47%)	30 (53%)		
CALLS	22 (	39%)	16 (:	28%)	19 (	33%)	5	7	0	0
FOULS	7 (47%)	8 (53%)	5 (45%)	6 (55%)	7 (50%)	7 (50%)	19 (48%)	21 (53%)	0	0
FOOLS	15 (:	38%)	11 (;	28%)	14 (	35%)	4	ю		•
DEFENSIVE	6 (55%)	5 (45%)	4 (40%)	6 (60%)	7 (50%)	7 (50%)	17 (49%)	18 (51%)	0	0
DEFENSIVE	11 (:	31%)	10 (29%)		14 (40%)		3	5		U
OFFENSIVE	1 (25%)	3 (75%)	1 (100%)	0	0	0	2 (40%)	3 (60%)	0	0
	4 (8	0%)	1 (20%)			0		5		U
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
DODDEETOOE		0		0		0		0		
UNSPORTSMANLIKE	0	0	0	0	0	0	0	0	0	0
		0		p		0		0		
TECHNICAL	1 (33%)	2 (67%)	0	0	0	0	1 (33%)	2 (67%)	0	0
		00%)		0		0		3		
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
2102071201100	0			0		0		0		
00B	3 (50%)	3 (50%)	3 (75%)	1 (25%)	0	2 (100%)	6 (50%)	6 (50%)	0	0
		0%)	4 (33%)		2 (17%)		12			
STEP ON SIDE LINE	0	0	1 (100%) 0		0 0		1 (100%) 0		0	0
		0		00%)		0	- (			
OTHER	3 (50%)	3 (50%)	2 (67%)	1 (33%)	0	2 (100%)	5 (45%)	6 (55%)	0	0
	- 1-	5%)		7%)	- •	8%)		1		
VIOLATIONS	1 (100%)	0	0	0	1 (33%)	2 (67%)	2 (50%)	2 (50%)	0	0
		5%)		0		5%)		4		
TRAVELING	0	0	0	0	0	0	0	0	0	0
		0		0				0		
OTHER	1 (100%)	0	0	0	1 (33%)	2 (67%)	2 (50%)	2 (50%)	0	0
		5%)		0		5%)		4		
Fake	0	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	0	0
		0%)		0%)		0		2		
DOG	0	0	0	0	0	0	0	0	0	0
		0		0		0		0		
IRS	0	0	0	0	0	0	0	0	0	0
		0		0		0		0		
НСС	0 0		0 0		0 0		0 0		0	0
	0			J		U		U		



Total Violations vs Ref







0

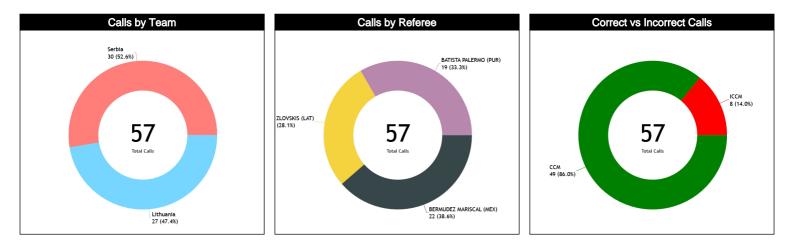
-Total Calls



#### Calls vs Team

Defe	Teams			LTU	· 68			SRB • 87							
Hers	Assessment	CCM	ICCM	INCO	L2M C	L2M I	L2M ?	CCM	ICCM	INCO	L2M C	L2M I	L2M ?		
CC	BERMUDEZ MARISCAL, Omar (MEX)	11	N/A	N/A	1	N/A	N/A	11	N/A	N/A	1	N/A	N/A		
U1	KOZLOVSKIS, Martins (LAT)	8	N/A	N/A	1	N/A	N/A	8	N/A	N/A	0	N/A	N/A		
U2	BATISTA PALERMO, Johnny (PUR)	8	N/A	N/A	1	N/A	N/A	11	N/A	N/A	0	N/A	N/A		
	TOTAL			27 (4	7.4%)		30 (52.6%)								
	CCM			27 (4	7.4%)			30 (52.6%)							
	ICCM			N	/A			N/A							
	INCO			N	/A					N	/A				
	L2M C	3 (5.3%)								1 (1	.8%)				
	L2M I	N/A								N	/A				
	L2M ?	N/A						N/A							

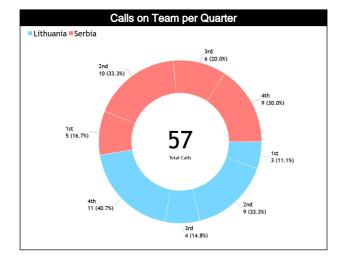
Røf	Assessment		TOTALS																		
8	noocooliidiir	CCM	ICCM	INCO	L2M C	L2M	L2M ?	CCM	ICCM	INCO	L2M C	L2M I	L2M ?	CCM	ICCM	INCO	L2M C	L2M I	L2M ?		
CC	BERMUDEZ MARISCAL, Omar (MEX)	11	N/A	N/A	1	N/A	N/A	11	N/A	N/A	1	N/A	N/A	22	N/A	N/A	2	N/A	N/A	CHAMP.	FIBA
U1	KOZLOVSKIS, Martins (LAT)	8	N/A	N/A	1	N/A	N/A	8	N/A	N/A	0	N/A	N/A	16	N/A	N/A	1	N/A	N/A	AVG	AVG
U2	BATISTA PALERMO, Johnny (PUR)	8	· N/A N/A 1 N/A N/A 11 N/A N/A 0 N/A 0 N/A N/A 19 N/A N/A 1 N/A N/A																		
	TOTAL									57 (1	00%)										
	ССМ									57 (1	00%)										
	ICCM									N,	/A										
	INCO									N,	/A										
	L2M C		4 (7%)																		
	L2M I		N/A																		
	L2M ?		N/A																		

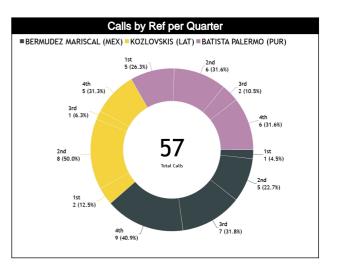




#### **Calls vs Referee**

Quarters		Qua	ter 1			Quar	<b>ter 2</b>			Quar	ter 3				Qua	rtør 4				701
3 Referees		5'	1	0"		5	1	0"	l.	5	1	0"	Ę	;•	1	0"	Las	st 2'	TO	
BERMUDEZ MARISCAL,	0	0	0	1 100%	2 50%	2 50%	0	1 100%	2 100%	0	2 40%	3 60%	1 33%	2 67%	4 67%	2 33%	1 50%	1 50%	11 50%	11 50%
Omar (MEX)		D	5	1 %	4 18	4 18%		1 %		2 5 9% 23%		3 14%		6 27%		2 9%		22 39%		
KOZLOVSKIS, Martins (LAT)	0	1 100%	0	1 100%	3 60%	2 40%	2 67%	1 33%	0	0	0	1 100%	1 50%	1 50%	2 67%	1 33%	1 100%	0	8 50%	8 50%
(LAT)	s 1 6%		6	1 %	؛ 31	5 %		3 9%		0	6	1 %	-	<u>2</u> %		3 9%	6	1 %	-	6 %
BATISTA PALERMO, Johnny (PUR)	1 100%	0	2 50%	2 50%	2 67%	1 33%	0	3 100%	0	1 100%	0	1 100%	2 50%	2 50%	1 50%	1 50%	1 100%	0	8 42%	11 58%
Johnny (PUR)	5	1 %		4 I %		3 6%		3 3%	5	1 %	5	1 %	21	l %		2  %	5	1 %	-	9 %
TOTOL	1 50%	1 50%	2 33%	4 67%	7 58%	5 42%	2 29%	5 71%	2 67%	1 33%	2 29%	5 71%	4 44%	5 56%	7 64%	4 36%	3 75%	1 25%	27 47%	30 53%
TOTAL	-	2 %		6 1%	1 21		12	7 2%		3 %	12	7 2%	9 16	)  %		1 9%	7	4 %	5	7







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

		Play Situa	tions Table					
Concepts		MARISCAL, (MEX)		IS, Martins AT)		PALERMO, y (PUR)	To	als
	LTU	SRB	LTU	SRB	LTU	SRB	LTU	SRB
Continuous Movement/Drive to basket	1	0	1	1	1	1	3	2
Continuous Movement/Moving Shot	0	0	0	1	2	1	2	2
Shot	1	0	0	0	1	1	2	1
Manufacturing	0	0	0	0	0	1	0	1
Dunk, Tap or Alley oop	0	0	0	0	1	0	1	0
Landing	0	0	0	0	0	0	0	0
Penetration	1	1	0	1	0	0	1	2
Perimeter play	2	2	0	0	2	0	4	2
Fast break	0	0	0	0	0	0	0	0
Transition	1	0	2	0	1	1	4	1
Rebound	0	0	0	0	0	0	0	0
Post Play	1	1	2	2	0	2	3	5
Key area action	0	2	0	0	0	1	0	3
Screen Action	0	1	0	1	0	0	0	2
Double Team	0	0	0	1	0	1	0	2
Help Defense	0	0	0	0	0	0	0	0
Stopping the Clock	0	0	0	0	0	0	0	0
Dead Ball	1	1	0	0	0	0	1	1
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	8	8	5	7	8	9	21	24

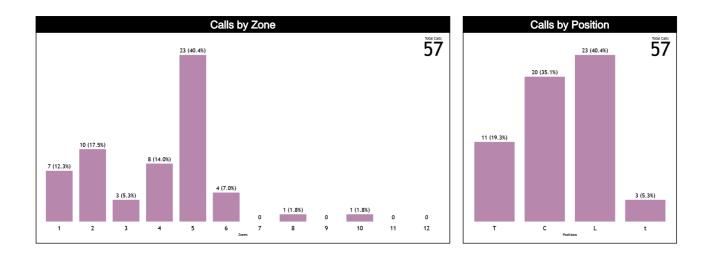


### Call Average vs Game



#### **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	2 (22%)	6 (67%)	0 (0%)	0 (0%)	1 (11%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	0.0	0.0
63	0 (0%)	0 (0%)	3 (27%)	3 (27%)	4 (36%)	0 (0%)	0 (0%)	1 (9%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11	0.0	0.0
п	4 (57%)	1 (14%)	0 (0%)	0 (0%)	1 (14%)	1 (14%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7	0.0	0.0
T3	0 (0%)	2 (50%)	0 (0%)	1 (25%)	1 (25%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	4	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	3 (20%)	12 (80%)	0 (0%)	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%)	1 (13%)	4 (50%)	3 (38%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8	0.0	0.0
Ct	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1	0.0	0.0
π	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (50%)	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	7	10	3	8	23	4	0	1	0	1	0	0	57	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	FIN	ial			'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
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 L2M & OT Accuracy**

