



# FIBA POST GAME REPORT

USA vs CAN FP891 2023 FIBA WC PHI-JPN-INA

# Contents

Note about the data.....	3
Global Evaluation.....	3
Quality and Consistency .....	4
Game Information .....	5
Calls Summary vs Referee.....	6
Calls vs Teams .....	7
Calls vs Referee .....	8
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:

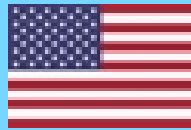

- Improve referees' personal officiating skills.
- Create/adapt different training methods.
- Secure FIBA standard criteria.
- Know your level compared to FIBA standard

## 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

2023 FIBA WC PHI-JPN-INA						
	3rd Place - FP891					MALL OF ASIA
	16:30 10/09/2023					
	%	Total	Calls	Total	%	
USA	N/A	21	Fouls	24	N/A	Canada
	N/A	3	Violations	3	N/A	
USA	N/A	8	OOB	7	N/A	CAN
<b>118</b>	N/A	0	Fake	0	N/A	<b>127</b>
	N/A	0	DOG	0	N/A	
	<b>N/A</b>	<b>32</b>	<b>Total</b>	<b>34</b>	<b>N/A</b>	

Quarters	Quarter 1		Quarter 2		Quarter 3		Quarter 4		TOTAL	
Score	25	34	31	24	26	33	36	36	118	127
Duration	00:17:01		00:21:11		00:22:46		00:17:01		01:45:39	
Fouls	3	5	4	6	5	4	5	6	21	24
Violations	0	0	1	0	1	1	0	1	3	3
OOB	0	0	3	2	1	3	0	1	8	7
Fake	0	0	0	0	0	0	0	0	0	0
DOG	0	0	0	0	0	0	0	0	0	0

### REFEREEING STAFF

CONDE RUIZ, Antonio Rafael  
(ESP)

ANAYA FREILE, Julio Cesar  
(PAN)

KATO, Takaki  
(JPN)



Referee Instructor

Stand-by Referee Instructor

Video Operator

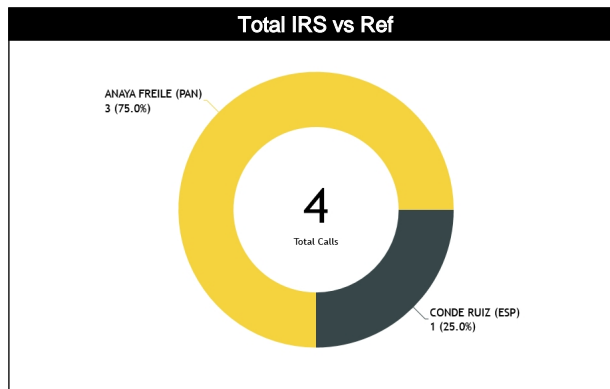
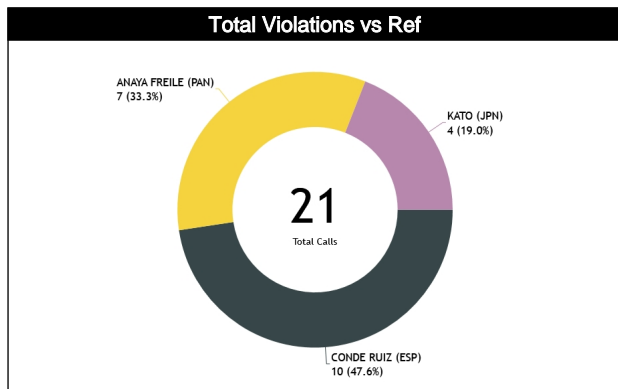
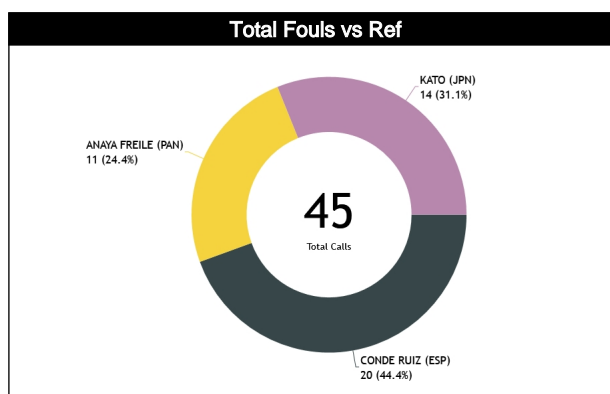
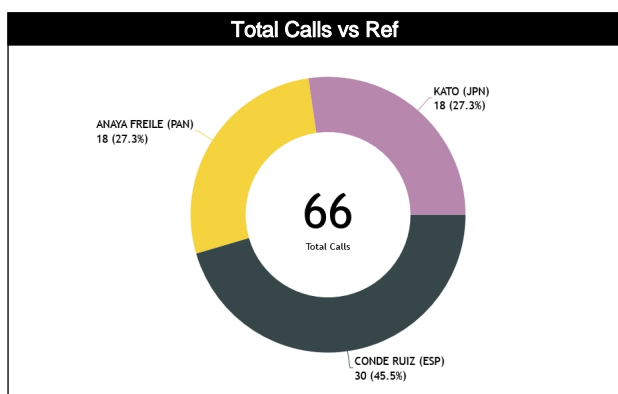
JOSEPH, Albert John  
(AUS)

N/A

BOELAERT, Federico  
(ARG)

## Calls Summary vs Referee

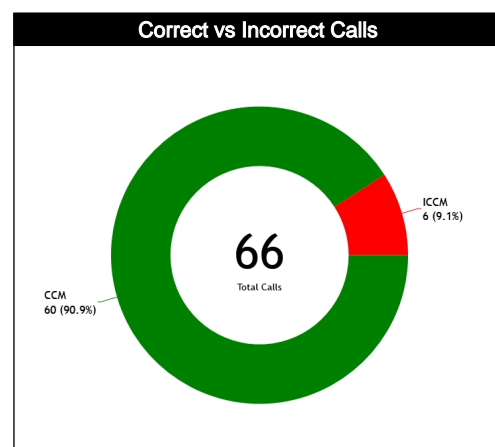
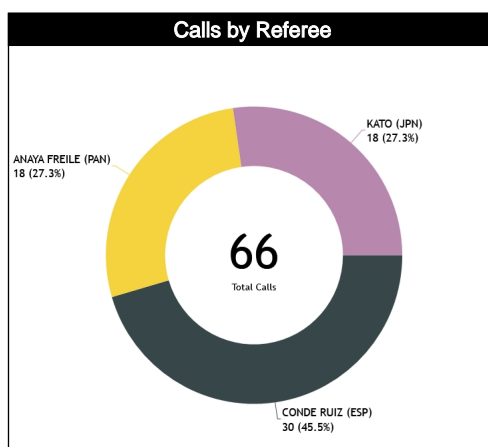
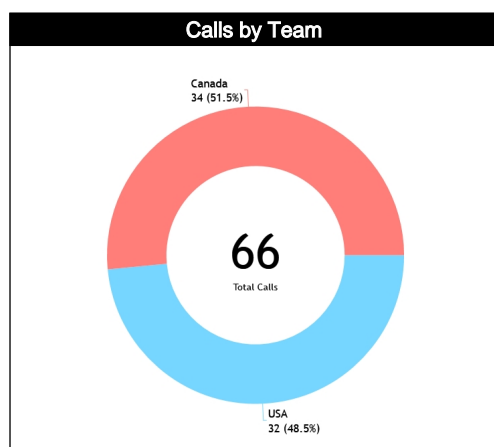
Types/Referees	CC		U1		U2		TOTAL		CHAMPIONSHIP	FIBA
CALLS	15 (50%)	15 (50%)	10 (56%)	8 (44%)	7 (39%)	11 (61%)	32 (48%)	34 (52%)	0	0
	30 (45%)		18 (27%)		18 (27%)		66			
FOULS	10 (50%)	10 (50%)	6 (55%)	5 (45%)	5 (36%)	9 (64%)	21 (47%)	24 (53%)	0	0
	20 (44%)		11 (24%)		14 (31%)		45			
DEFENSIVE	9 (47%)	10 (53%)	5 (56%)	4 (44%)	5 (36%)	9 (64%)	19 (45%)	23 (55%)	0	0
	19 (45%)		9 (21%)		14 (33%)		42			
OFFENSIVE	1 (100%)	0	1 (50%)	1 (50%)	0	0	2 (67%)	1 (33%)	0	0
	1 (33%)		2 (67%)		0		3			
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
UNSPORTSMANLIKE	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	0	0	0
	1 (50%)		1 (50%)		0		2			
TECHNICAL	0	0	0	0	0	0	0	0	0	0
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
OOB	5 (63%)	3 (38%)	2 (50%)	2 (50%)	1 (33%)	2 (67%)	8 (53%)	7 (47%)	0	0
	8 (53%)		4 (27%)		3 (20%)		15			
STEP ON SIDE LINE	1 (100%)	0	0	0	0	0	1 (100%)	0	0	0
	1 (100%)		0		0		1			
OTHER	4 (57%)	3 (43%)	2 (50%)	2 (50%)	1 (33%)	2 (67%)	7 (50%)	7 (50%)	0	0
	7 (50%)		4 (29%)		3 (21%)		14			
VIOLATIONS	0	2 (100%)	2 (67%)	1 (33%)	1 (100%)	0	3 (50%)	3 (50%)	0	0
	2 (33%)		3 (50%)		1 (17%)		6			
TRAVELING	0	0	0	1 (100%)	1 (100%)	0	1 (50%)	1 (50%)	0	0
	0		1 (50%)		1 (50%)		2			
OTHER	0	2 (100%)	2 (100%)	0	0	0	2 (50%)	2 (50%)	0	0
	2 (50%)		2 (50%)		0		4			
Fake	0	0	0	0	0	0	0	0	0	0
DOG	0	0	0	0	0	0	0	0	0	0
IRS	0	0	2 (67%)	1 (33%)	0	0	2 (67%)	1 (33%)	0	0
HCC	0	0	3 (100%)	0	0	0	3	0	0	0
	0		1 (50%)		1 (50%)		2			



# Calls vs Team

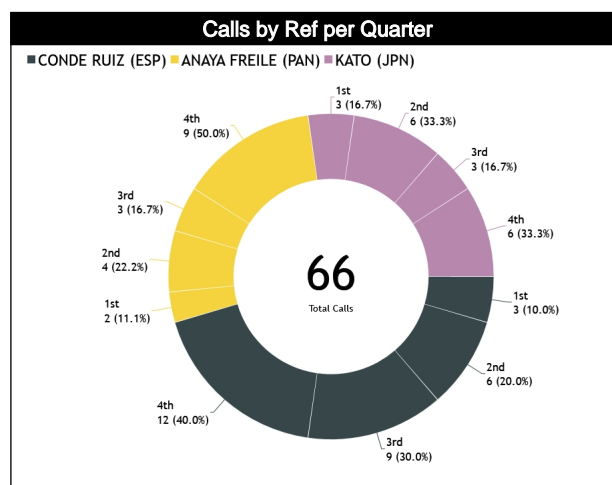
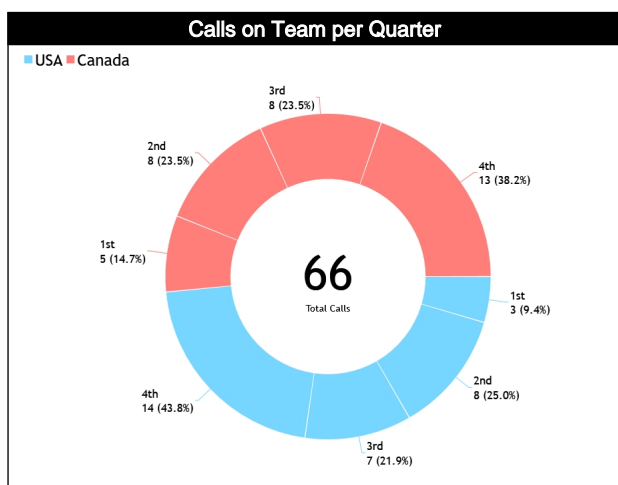
Refs	Teams	USA - 118						CAN - 127					
	Assessment	CCM	ICCM	INCO	L2M C	L2M I	L2M ?	CCM	ICCM	INCO	L2M C	L2M I	L2M ?
CC	CONDE RUIZ, Antonio Rafael (ESP)	15	N/A	N/A	5	N/A	N/A	15	N/A	N/A	2	N/A	N/A
U1	ANAYA FREILE, Julio Cesar (PAN)	10	N/A	N/A	3	N/A	N/A	8	N/A	N/A	1	N/A	N/A
U2	KATO, Takaki (JPN)	7	N/A	N/A	1	N/A	N/A	11	N/A	N/A	0	N/A	N/A
TOTAL		32 (48.5%)						34 (51.5%)					
CCM		32 (48.5%)						34 (51.5%)					
ICCM		N/A						N/A					
INCO		N/A						N/A					
L2M C		9 (13.6%)						3 (4.5%)					
L2M I		N/A						N/A					
L2M ?		N/A						N/A					

Refs	Assessment	TOTALS																		CHAMP. AVG	FIBA AVG
		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	CONDE RUIZ, Antonio Rafael (ESP)	15	N/A	N/A	5	N/A	N/A	15	N/A	N/A	2	N/A	N/A	30	N/A	N/A	7	N/A	N/A		
U1	ANAYA FREILE, Julio Cesar (PAN)	10	N/A	N/A	3	N/A	N/A	8	N/A	N/A	1	N/A	N/A	18	N/A	N/A	4	N/A	N/A		
U2	KATO, Takaki (JPN)	7	N/A	N/A	1	N/A	N/A	11	N/A	N/A	0	N/A	N/A	18	N/A	N/A	1	N/A	N/A		
TOTAL		66 (100%)																			
CCM		66 (100%)																			
ICCM		N/A																			
INCO		N/A																			
L2M C		12 (18.2%)																			
L2M I		N/A																			
L2M ?		N/A																			



# Calls vs Referee

Quarters	Quarter 1				Quarter 2				Quarter 3				Quarter 4				TOTAL									
	5'		10'		5'		10'		5'		10'		5'		10'				Last 2'							
3 Referees	1	1	1	0	3	3	2	2	2	3	1	1	5	5	5	2	0	0	20	17						
	50%	50%	100%	0	50%	50%	50%	50%	40%	60%	50%	50%	50%	50%	71%	29%	0	0	54%	46%						
CONDE RUIZ, Antonio Rafael (ESP)	2	1	6	4	5	2	10	7	0	0	37															
	5%	3%	16%	11%	14%	5%	27%	19%	0	0	47%															
ANAYA FREILE, Julio Cesar (PAN)	1	0	3	1	1	1	1	2	4	2	3	1	0	0	13	9										
	100%	0	75%	25%	0	100%	50%	50%	33%	67%	67%	33%	75%	25%	0	0	59%	41%								
KATO, Takaki (JPN)	1	1	4	1	2	3	6	4	0	0	22															
	5%	5%	18%	5%	9%	14%	27%	18%	0	0	28%															
TOTAL	2	2	1	3	8	8	2	4	5	4	3	5	11	8	9	3	0	0	41	37						
	50%	50%	25%	75%	50%	50%	33%	67%	56%	44%	38%	63%	58%	42%	75%	25%	0	0	53%	47%						
																4	4	16	6	9	8	19	12	0	0	78
																5%	5%	21%	8%	12%	10%	24%	15%	0	0	





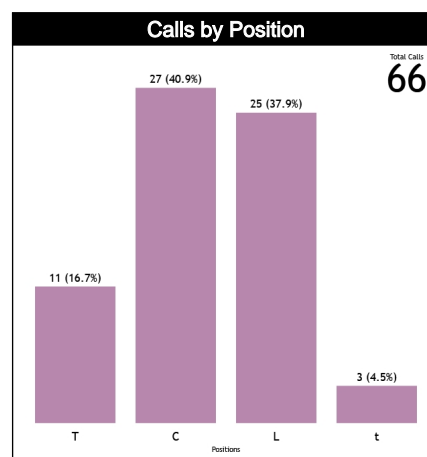
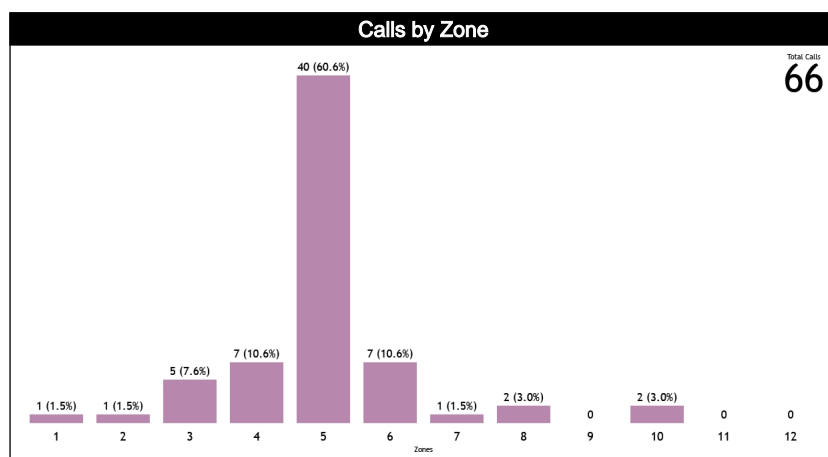
## Play Situations Break-down

Play Situations Table								
Concepts	CONDE RUIZ, Antonio Rafael (ESP)		ANAYA FREILE, Julio Cesar (PAN)		KATO, Takaki (JPN)		Totals	
	USA	CAN	USA	CAN	USA	CAN	USA	CAN
Continuous Movement/Drive to basket	2	1	2	2	0	1	4	4
Continuous Movement/Moving Shot	4	3	0	1	2	2	6	6
Shot	0	2	1	0	0	2	1	4
Manufacturing	0	0	0	0	0	0	0	0
Dunk, Tap or Alley oop	1	0	0	0	0	1	1	1
Landing	0	0	0	0	0	0	0	0
Penetration	1	0	0	0	0	1	1	1
Perimeter play	1	1	2	1	0	0	3	2
Fast break	0	0	1	0	0	0	1	0
Transition	0	0	1	0	1	0	2	0
Rebound	0	1	1	0	1	1	2	2
Post Play	0	1	0	0	0	0	0	1
Key area action	1	3	0	1	0	0	1	4
Screen Action	0	0	0	1	0	0	0	1
Double Team	0	0	0	0	0	0	0	0
Help Defense	0	0	0	0	0	1	0	1
Stopping the Clock	0	0	0	0	1	0	1	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	0	0	0
Toss	0	0	0	0	0	0	0	0
<b>Totals</b>	<b>10</b>	<b>12</b>	<b>8</b>	<b>6</b>	<b>5</b>	<b>9</b>	<b>23</b>	<b>27</b>

## 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	1 (8%)	1 (8%)	0 (0%)	0 (0%)	8 (62%)	3 (23%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	13	0.0	0.0
C3	0 (0%)	0 (0%)	2 (14%)	4 (29%)	6 (43%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2 (14%)	0 (0%)	0 (0%)	14	0.0	0.0
T1	0 (0%)	0 (0%)	1 (14%)	0 (0%)	3 (43%)	2 (29%)	0 (0%)	1 (14%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7	0.0	0.0
T3	0 (0%)	0 (0%)	2 (50%)	2 (50%)	0 (0%)	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%)	1 (11%)	7 (78%)	1 (11%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	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%)	0 (0%)	15 (94%)	1 (6%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	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%)	1 (50%)	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2	0.0	0.0
Lt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1	0.0	0.0
<b>TOTAL</b>	<b>1</b>	<b>1</b>	<b>5</b>	<b>7</b>	<b>40</b>	<b>7</b>	<b>1</b>	<b>2</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>0</b>	<b>66</b>	<b>0.0</b>	<b>0.0</b>
<b>CHAMP.</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>
<b>FIBA</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>



## IRS vs Game

IRS SITUATIONS	TOPICS	IRS		INITIAL		FOOTAGE	FINAL		DURATION	PROTOCOL	
		REF	HCC	CCM	ICCM	INCO	CCM	ICCM	AVG	CCM	ICCM
<b>IRS vs COMPETITION</b>											
EOQ (5)	8" Violation	0	0	0	0	0	0"	0	0	0	0
	Basket or not	0	0	0	0	0	0"	0	0	0	0
	Foul or Not	0	0	0	0	0	0"	0	0	0	0
	OOB Shooter	0	0	0	0	0	0"	0	0	0	0
	Shot Clock Violation	0	0	0	0	0	0"	0	0	0	0
L2M (4)	Goaltending / Basket	0	0	0	0	0	0"	0	0	0	0
	OOB	0	0	0	0	0	0"	0	0	0	0
	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
ANY TIME (11)	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
	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
<b>IRS vs GAME</b>											

## Regular Call vs L2M & OT Accuracy

