

FIBA Game Stats

CIV vs UGA GP203 2023 FIBA WCQ W6 AFRICA



Contents

Note about the data:	3
Global Evaluation:	3
Quality and Consistency:	4
Game – General Information:	5
General Calls Evaluation	6
Plays Situation Breakdown	6
Regular Call vs. L2M & OT Accuracy	
Accuracy by Quarter	7
Calls Summary	8
Calls by Referee	9
Calls by Zone and Position	10
Call Types by Referee	11



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 publicised. 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 parties

Global Evaluation:

To obtain a final global assessment of referree performance during a game or competition, some non-tangible variables must be taken into consideration. Data is never an absolute within the contextof 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 is used to:

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



Quality and 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:





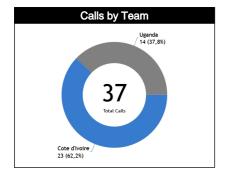
Game – General Information:

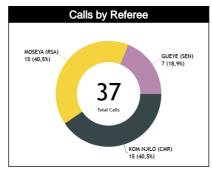
Competition		2023 FIBA WC	Q W6 AFRICA	
Game	CIV			UGA
Score	89	31-10 / 19-11 /	17-13 / 22-10	44
Duration	00:15:50	00:19:07 00:15	5:47 00:20:47	01:11:31
Fouls (IRS)	18 (1)			9 (1)
	(SAME INFORMATIO	N	
Stage/Round		GP WINDOW 6		GP203
Date		16:30 25/	02/2023	
Place		ARE	NA	
		REFEREEING STAFF		
KOM NJILO, (CMR	Arnaud)	MOSEYA, Arnold (RSA)	GUEY	/E, Babacar (SEN)
		Figs		
Referee Ins	tructor S	tand-by Referee Instruc	tor Vide	o Operator
JULIEN, Ch (FRA)	nantal)	N/A		TXUS

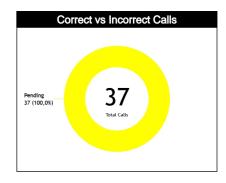


General Calls Evaluation

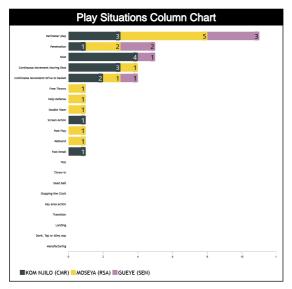
Refs	Teams		-	Cote d'Iv	olre 89					Ugano	da 44			TOTALS					
Reis	Assessment	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M?	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M?	Correct	Incorrect	Inconcl.	L2M C	L2M I	L2M?
сс	KOM NJILO, Arnaud (CMR)	0	0	8	0	0	0	0	0	7	0	0	0	0	0	15	0	0	0
U1	J1 MOSEYA, Arnold (RSA)		0	9	0	0	0	0	0	6	0	0	0	0	0	15	0	0	0
U2	GUEYE, Babacar (SEN)	0	0	6	0	0	0	0	0	1	0	0	0	0	0	7	0	0	0
	TOTAL		23 (62,16%)					14 (37,84%)								37 (10	00%)		
	CORRECT			0				0						0					
	INCORRECT			0				0						0					
	INCONCLUSIVE			23 (62	,16%)					14 (37	,84%)			37 (100%)					
	L2M C			0						C				0					
	L2M I			0	1					0	1					0			
	L2M?			0						0				0					







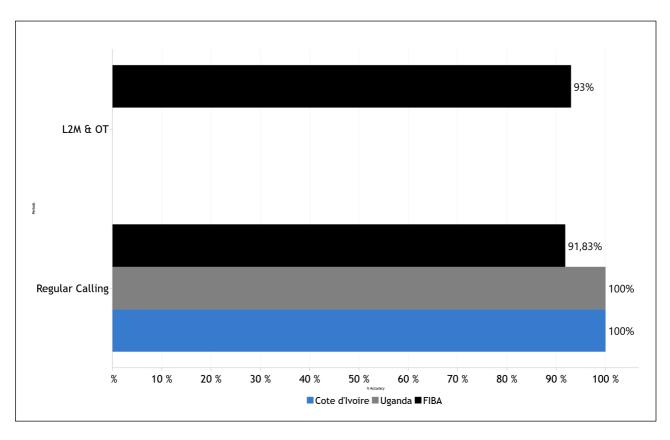
Plays Situation Breakdown



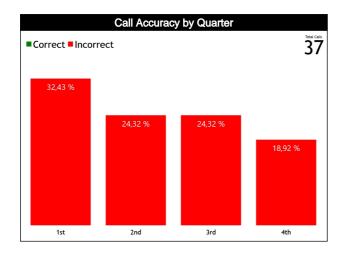
Play Situations Table																
0	Totals				KOI	M NJIL (CN		aud	MOS	EYA, A	mold	(RSA)	GUEYE, Babacar (SEN)			
Concepts	Cor	rect	Inco	rrect	Cor	rect	Incorrect		Correct		Incorrect		Correct		Incorrect	
	CIV	UGA	CIV	UGA	CIV	UGA	CIV	UGA	CIV	UGA	CIV	UGA	CIV	UGA	CIV	UGA
Continuous Movement/Drive	0	0	2	2	0	0	0	2	0	0	1	0	0	0	1	0
Continuous	0	0	2	2	0	0		1	0	0	0	1	0	0	0	0
Shot	0	0	4	1	0	0	3	1	0	0	0	0	0	0	1	0
Manufacturing	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dunk, Tap or Alley oop	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Landing	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Penetration	0	0	3	2	0	0	0	1	0	0	1	1	0	0	2	0
Perimeter play	0	0	6	5	0	0	1	2	0	0	3	2	0	0	2	1
Fast break	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0
Transition	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Rebound	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0
Post Play	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0
Key area action	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Screen Action	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0
Double Team	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0
Help Defense	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0
Stopping the Clock	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dead Ball	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Free Throws	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0
Throw-in	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Toss	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Totals	0	0	23	13	0	0	8	7	0	0	9	5	0	0	6	1

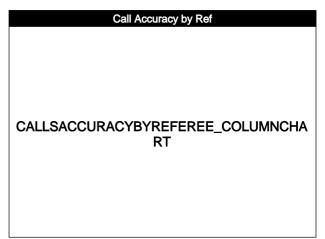


Regular Call vs. L2M & OT Accuracy



Accuracy by Quarter

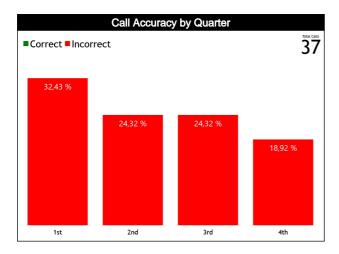


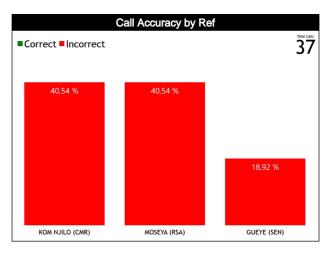


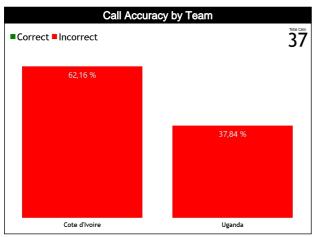


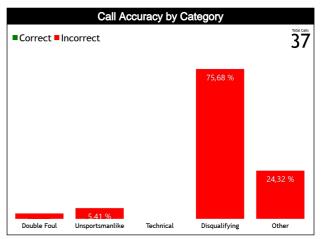
Calls Summary

Quarters	1st Q	uarter	2nd C	luarter	3rd Q	uarter	4th Q	uarter	То	tal
Duration	00:1	5:50	00:1	9:07	00:1	5:47	00:2	0:47	01:11:31	
Calls	8 (67%)	4 (33%)	4 (44%)	5 (56%)	5 (56%)	4 (44%)	6 (86%)	1 (14%)	23 (62%)	14 (38%)
Calls	12 (3	32%)	9 (24%)		9 (2	4%)	7 (1	9%)	37 (100%)	
Fouls	5 (71%)	2 (29%)	4 (50%)	4 (50%)	4 (67%)	2 (33%)	5 (83%)	1 (17%)	18 (67%)	9 (33%)
rouis	7 (26%)		8 (3	30%)	6 (2	2%)	6 (2	2%)	27 (73%)	
Travelling	3 (60%)	2 (40%)	0	0	0	0	1 (100%)	0	4 (67%)	2 (33%)
Travelling	5 (8	3%)		0)	1 (1	7%)	6 (1	6%)
Other Violations	0	0	0	1 (100%)	1 (33%)	2 (67%)	0	0	1 (25%)	3 (75%)
Other violations	()	1 (2	25%)	3 (7	'5%)	()	4 (1	1%)
Inc	0	0	0	1 (100%)	0	0	1 (100%)	0	1 (50%)	1 (50%)
IRS	()	1 (5	50%)	()	1 (5	0%)	2 (5	5%)
No Call CNC/ICNC	0	0	0	0	0	0	0	0	0	0
	()	(0	(Ó	()	0	





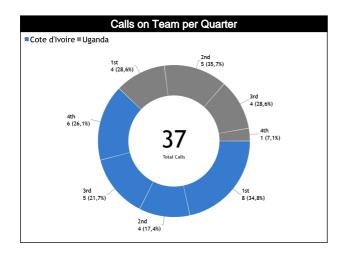


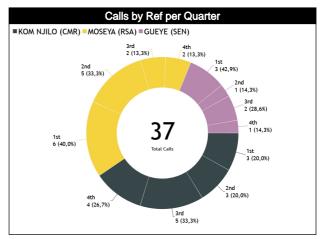




Calls by Referee

Quarters		Quar	ter 1			Quar	ter 2			Quai	rter 3				Quai	rter 4			TO	TAI
3 Referees	Ę	5'	1	0'	5' 10'		0'	5		1	0'	5		1	0'	Las	t 2'	10	IAL	
KOM NJILO	1 100%	0	0	2 100%	1 50%	1 50%	0	1 100%	1 100%	0	2 50%	2 50%	2 67%	1 33%	1 100%	0	0	0	8 53%	7 47%
Arnaud (CMR)	1 7%		1 2 7% 13%		2 1 13% 79		1 %	1 7%		4 27%		3 20%		1 7%		0		15 41%		
MOSEYA	0	1 100%	4 80%	1 20%	1 33%	2 67%	1 50%	1 50%	1 50%	1 50%	0	0	2 100%	0	0	0	0	0	9 60%	6 40%
Arnold (RSA)	7'	1 %		5 3%	20			2 3%	_	2 3%	()	13		()	()	1 41	5 %
GUEYE Rahacar	2 100%	0	1 100%	0	1 100%	0	0	0	1 100%	0	0	1 100%	0	0	1 100%	0	0	0	6 86%	1 14%
Babacar (SEN)		2 1 29% 14%		1 %	14	1 %	Ú)	1 14%		1 14%		0		1 14%		0		7 19%	
TOTAL	3 75%	1 25%	5 63%	3 38%	3 50%	3 50%	1 33%	2 67%	3 75%	1 25%	2 40%	3 60%	4 80%	1 20%	2 100%	0	0	0	23 62%	14 38%
TOTAL		4 1%		3	16	5		3		1 %	14	5 %	14	e e	_	2 %	()	3	7

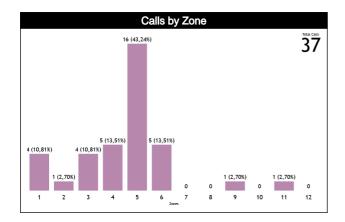


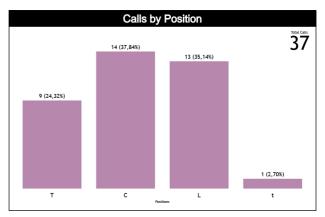




Calls by Zone and Position

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
C1	2 (25%)	1 (13%)	0 (0%)	0 (0%)	2 (25%)	3 (38%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8
C3	0 (0%)	0 (0%)	0 (0%)	2 (33%)	4 (67%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6
T1	2 (67%)	0 (0%)	0 (0%)	0 (0%)	1 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	3
Т3	0 (0%)	0 (0%)	4 (67%)	2 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6
L4	0 (0%)	0 (0%)	0 (0%)	1 (17%)	5 (83%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6
L5	0	0	0	0	0	0	0	0	0	0	0	0	0
L6	0 (0%)	0 (0%)	0 (0%)	0 (0%)	4 (57%)	2 (29%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (14%)	0 (0%)	7
Ct	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%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	1
Lt	0	0	0	0	0	0	0	0	0	0	0	0	0
TOTAL	4	1	4	5	16	5	0	0	1	0	1	0	37







Call Types by Referee

	Types/Referees	KOM NJILO A	Arnaud (CMR)	MOSEYA A	rnold (RSA)	GUEYE Bal	bacar (SEN)	TOTAL			
	CALLS	8 (53%)	7 (47%)	9 (60%)	6 (40%)	6 (86%)	1 (14%)	23 (62%)	14 (38%)		
	CALLS	15 (4	41%)	15 (41%)	7 (1	9%)	3	7		
	FOULS	7 (64%)	4 (36%)	6 (55%)	5 (45%)	5 (100%)	0	18 (67%)	9 (33%)		
	1000	11 (4	41%)	11 (41%)	5 (19%)		2	7		
	DEFENSIVE	6 (60%)	4 (40%)	5 (56%)	4 (44%)	5 (100%)	0	16 (67%)	8 (33%)		
	DEI ENSIVE	10 (4	42%)	9 (3	38%)	5 (2	21%)	2	4		
	OFFENSIVE	1 (100%)	0	1 (50%)	1 (50%)	0	0	2 (67%)	1 (33%)		
	OFFENSIVE	1 (3	3%)	2 (6	57%)	(0	:	3		
	DOUBLE FOUL	1 (100%) 0		0	0	0	0	1 (100%) 0			
	DOUBLETOOL		00%)	(0	(0		1		
FOULS	UNSPORTSMANLIKE	1 (100%)	0	0	1 (100%)	0	0	1 (50%)	1 (50%)		
Ю	O1451 OKTSIVIAI4LIKE	1 (5	0%)	1 (5	0%)	(0	2	2		
	TECHNICAL	0 0		0	0	0	0	0	0		
	TECHNICAL		<u> </u>		0	(0	0			
	DISQUALIFYING	6 (60%)	4 (40%)	5 (56%)	4 (44%)	5 (100%)	0	16 (67%)	8 (33%)		
	DISCOALII TING		42%)	9 (3	38%)	5 (2	21%)	24			
	OTHER	1 (100%)	0	1 (50%)	1 (50%)	0	0	2 (67%)	1 (33%)		
	OTTER		3%)		7%)		0		3		
	VIOLATIONS	1 (25%)	3 (75%)	3 (75%)	1 (25%)	1 (50%)	1 (50%)	5 (50%)	5 (50%)		
	VIODATIONS		0%)		10%)		20%)	1			
NS	TRAVELING	0	2 (100%)	3 (100%)	0	1 (100%)	0	4 (67%)	2 (33%)		
OII)	HOWEEING		3%)		50%)	·	7%)	(
VIOLATIONS	OTHER	1 (50%)	1 (50%)	0	1 (100%)	0	1 (100%)	1 (25%) 3 (75%)			
>	OTTLEN		0%)		25%)		25%)	4			
	IRS	1 (100%)	0	0	1 (100%)	0	0	1 (50%)	1 (50%)		
		1 (5	60%)	1 (5	50%)	(0	2			

