

FIBA POST GAME REPORT

BEL vs ISR GP101 2023 FIBA WOMENS EUROBASKET



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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

LICINA,Miodrag (SRB)

	2023 FIBA WOMENS EUROBASKET											
		GROUP PHASE · GP101										
	18:15 15/0	6/2023		TEL AV	/IV ARENA							
	%	Total	Calls	Total	%							
Belgium	N/A	15	Fouls	20	N/A	Israel						
	N/A	7	Violations	8	N/A							
BEL	N/A	6	OOB	6	N/A	ISR						
108	N/A	0	Fake	0	N/A	59						
	N/A	0	DOG	0	N/A							
	N/A	22	Total	28	NA							

Quarters	Quar	ter 1	Quar	ter 2	Quarter 3		Quar	ter 4	4 TOTA	
Score	28	18	33	16	24	09	23	16	108	59
Duration	00:1	5:42	00:22:01		00:1	8:34	00:1	9:55	01:16:12	
Fouls	3	4	5	5	2	6	5	5	15	20
Violations	1	2	2	3	0	2	4	1	7	8
OOB	1	2	1	3	0	0	4	1	6	6
Fake	0	0	0	0	0	0	0	0	0	0
DOG	0	0	0	0	0	0	0	0	0	0
	Ţ	_	_	_	_	•	_	_		0

	Reportoon yasya tor	
MARQUES, Paulo (POR)	BAKI, Kerem (TUR)	ZUPANCIC, Blaz (SLO)
Referee Instructor	Stand-by Referee Instructor	Video Operator

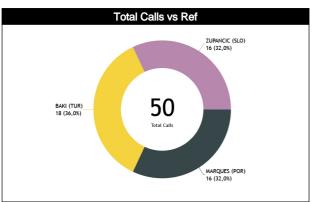
N/A

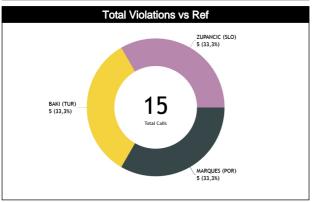
LÓPEZ, Txus (ESP)

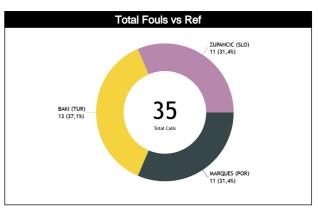


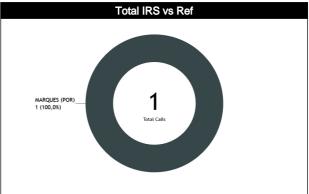
Calls Summary vs Referee

CALLS 6 (38%) 10 (63%) 9 (50%) 9 (50%) 7 (44%) 9 (56%) 22 (44%) 28	
	<u>3 (56%)</u>
16 (32%) 18 (36%) 16 (32%) 50	
FOULS 4 (36%) 7 (64%) 7 (54%) 6 (46%) 4 (36%) 7 (64%) 15 (43%) 20	0 (57%)
11 (31%) 13 (3/%) 11 (31%) 35	
DEFENSIVE 4 (36%) 7 (64%) 5 (50%) 5 (50%) 3 (33%) 6 (67%) 12 (40%) 18	0 0
11 (37%) 10 (33%) 9 (30%) 30	(100)
	(40%)
0 3 (60%) 2 (40%) 5	(1000()
I DOUBLE FOUL	(100%)
1 (100%) 0 0 1	(100%)
UNSPORTSMANLIKE 1 (100%) 0 0 1	0 0
	0
TECHNICAL 0 0 0 0	0 0
4 (36%) 7 (64%) 5 (50%) 5 (50%) 3 (33%) 6 (67%) 12 (40%) 18	3 (60%)
DISQUALIFYING 11 (37%) 10 (33%) 9 (30%) 30	0 0
0 0 2 (67%) 1 (33%) 1 (50%) 1 (50%) 3 (60%) 2	(40%)
OOB 0 3 (60%) 2 (40%) 5	0 0
STEP ON SIDE LINE 2 (40%) 3 (60%) 2 (40%) 3 (60%) 2 (40%) 7 (47%) 8	(53%)
5 (33%) 5 (33%) 5 (33%) 15	0 0
NIULD	(100%)
0 1 (100%) 0 1	•
VIOLATIONS	(50%)
b (36%) 4 (29%) 5 (36%) 14	
I DAVETING	(57%)
6 (43%) 4 (29%) 4 (29%) 14	
OTHER 0 0 0 0 0 0 0	0 0
0 0 0 0	
Fake 0 0 0 0 0 0 0	0 0
	0
DOG	0 0
	0
	0 0
	0
HCC 0 0 0	0 0





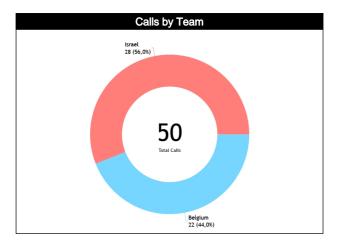


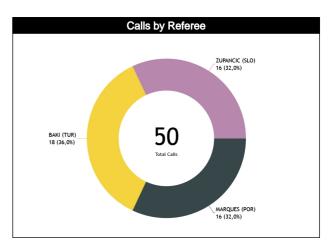


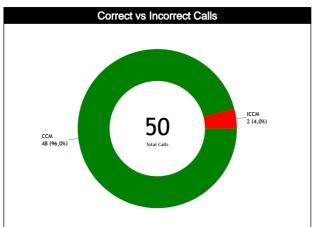


Calls vs Team

Ref	Teams			BEL -	108					ISR	· 59			TOTALS							
S	Assessment	Correc	Incorr	Inconc	L2M C	L2M I	L2M?	Correc	Incorr	Inconc	L2M C	L2M I	L2M?	Correc	Incorr	Inconc	L2M C	L2M I	L2M?		
СС	MARQUES, Paulo (POR)	6	N/A	N/A	1	N/A	N/A	10	N/A	N/A	0	N/A	N/A	16	N/A	N/A	1	N/A	N/A	CHAMP.	FIBA
U1	BAKI, Kerem (TUR)	9	N/A	N/A	1	N/A	N/A	9	N/A	N/A	0	N/A	N/A	18	N/A	N/A	1	N/A	N/A	AVG	AVG
U2	ZUPANCIC, Blaz (SLO)	7	N/A	N/A	1	N/A	N/A	9	N/A	N/A	0	N/A	N/A	16	N/A	N/A	1	N/A	N/A		
	TOTAL			22 (4	14%)			28 (56%)				50 (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			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



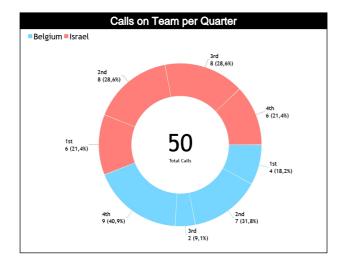


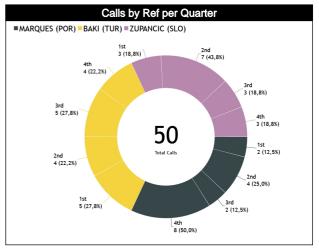




Calls vs Referee

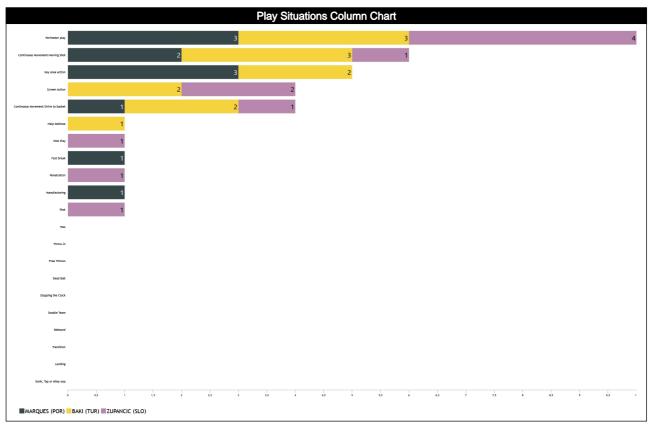
Quarters	Quar	ter 1	Quar	ter 2	Quar	ter 3		Quarter 4		TUTAL
3 Referees	5'	10'	5' 10'		5	10'	5'	10'	Iast 2'	IUIAL
MARQUES Paulo (POR)	0 0	0 2 100%	1 1 50% 50%	1 1 50% 50%	0 2 100%	0 0	2 50% 50%	2 2 50% 50%	1 100% 0	6 10 38% 63%
(rus)	0	2 13%	2 13%	2 13%	2 13%	0	4 25%	4 25%	1 6%	16 32%
RAKI Kerem (TUR)	1 2 33% 67%	2 100% 0	1 100% 0	1 2 33% 67%	0 3 100%	1 1 50% 50%	2 1 67% 33%	1 100% 0	1 100% 0	9 50% 50%
(TUR)	3 17%			3 17%	3 17%	2 11%	3 17%	1 6%	1 6%	18 36%
ZUPANCIC; Blaz (SIO)	1 100% 0	0 2 100%	2 40% 60%	1 1 50% 50%	0 1 100%	1 1 50% 50%	0 1 100%	2 100% 0	1 100% 0	7 9 44% 56%
(SIO)	1 6%	2 13%	5 31%	2 13%	1 6%	2 13%	1 6%	2 13%	1 6%	16 32%
TROUGAT	2 50% 50%	2 33% 67%	4 4 50% 50%	3 4 43% 57%	0 6 100%	2 50% 50%	4 4 50% 50%	5 2 71% 29%	3 100% 0	22 28 44% 56%
TOTAL	4 8%	6 12%	8 16%	7 14%	6 12%	4 8%	8 16%	7 14%	3 6%	50







Play Situations Break-down



Play Situations Table												
Concepts	MARQUES,	Paulo (POR)	BAKI, Ke	rem (TUR)	ZUPANCIC,	Blaz (SLO)	Tot	tals				
,	BEL	ISR	BEL	ISR	BEL	ISR	BEL	ISR				
Continuous Movement/Drive to basket	0	1	2	0	0	1	2	2				
Continuous Movement/Moving Shot	1	1	0	3	0	1	1	5				
Shot	0	0	0	0	0	1	0	1				
Manufacturing	0	1	0	0	0	0	0	1				
Dunk, Tap or Alley oop	0	0	0	0	0	0	0	0				
Landing	0	0	0	0	0	0	0	0				
Penetration	0	0	0	0	1	0	1	0				
Perimeter play	2	1	1	2	3	1	6	4				
Fast break	0	1	0	0	0	0	0	1				
Transition	0	0	0	0	0	0	0	0				
Rebound	0	0	0	0	0	0	0	0				
Post Play	0	0	0	0	0	1	0	1				
Key area action	1	2	1	1	0	0	2	3				
Screen Action	0	0	1	1	0	2	1	3				
Double Team	0	0	0	0	0	0	0	0				
Help Defense	0	0	1	0	0	0	1	0				
Stopping the Clock	0	0	0	0	0	0	0	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				
Totals	4	7	6	7	4	7	14	21				

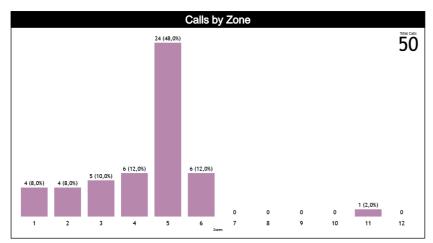


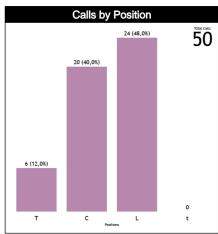
Call Average vs Game



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.	FIFA
C1	3 (27%)	3 (27%)	0 (0%)	0 (0%)	4 (36%)	1 (9%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11	0.0	0.0
СЗ	0 (0%)	1 (11%)	2 (22%)	2 (22%)	4 (44%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	0.0	0.0
n	1 (100%)	0 (0%)	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
Т3	0 (0%)	0 (0%)	3 (60%)	1 (20%)	1 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5	0.0	0.0
14	0 (0%)	0 (0%)	0 (0%)	3 (23%)	9 (69%)	1 (8%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	13	0.0	0.0
15	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
16	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6 (55%)	4 (36%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (9%)	0 (0%)	11	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
It	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
TOTAL	4	4	5	6	24	6	0	0	0	0	1	0	50	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		
RBA	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		







RS vs Game

PS	TOTAL	1	85	INI	TAL	FOOTAGE	FI	VAIL.	DURATION PROTOCOL		OCOL
SITUATIONS	TOPES	ROU	HCC	CCM	ICCM	INCO	ССМ	ICCM	AVG	CCM	ICCM
	IRS vs COMPERIION										
	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
	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
	Goaltending / Basket	0	0	0	0	0	0"	0	0	0	0
L2M	OOB	0	0	0	0	0	0"	0	0	0	0
(4)	Shot Clock Violation &	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
4407774	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 CAM										



Regular Call vs I2M&OTAccuracy

