

# FIBA POST GAME REPORT

MNE vs ITA FP426 2023 FIBA WOMENS EUROBASKET



### 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**

	2023 FIBA WOMENS EUROBASKET										
		GROUP PHASE · FP426									
	21:00 19/0	6/2023		TEL A\	/IV ARENA						
	%	Total	Calls	Total	%						
Montenegro	N/A	15	Fouls	21	N/A	Italy					
	N/A	18	Violations	6	N/A						
MNE	N/A	11	OOB	6	N/A	ITA					
63	N/A	0	Fake	0	N/A	<b>49</b>					
	N/A	0	DOG	0	N/A						
	N⁄A	33	Total	27	N/A						

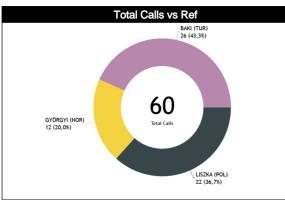
Quarters	Quar	rter 1	Quarter 2		Quar	ter 3	Quarter 4		TUTAL	
Score	22	08	13	14	13	09	15	18	63	49
Duration	00:1	9:03	00:2	0:15	00:1	8:44	00:2	5:54	01:2	3:56
Fouls	6	3	2	4	6	6	1	8	15	21
Violations	8	3	4	2	3	0	3	1	18	6
OOB	6	3	2	2	1	0	2	1	11	6
Fake	0	0	0	0	0	0	0	0	0	0
DOG	0	0	0	0	0	0	0	0	0	0

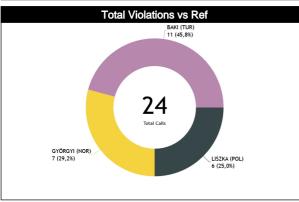
		REDEDREDNICSTANDE	
Liszka, \ (PC	Wojciech DL)	GYÖRGYI, Gizella Viola (NOR)	BAKI, Kerem (TUR)
Referee I	nstructor St	and-by Referee Instructor	Video Operator
HERCEG (CR	G, Sinisa (O)	N/A	LÓPEZ, Txus (ESP)

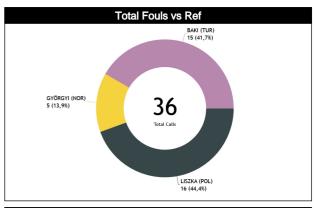


#### Calls Summary vs Referee

Types/Referees	00	u	U2	TOTAL	CHAMPIONSHIP	FIBA
CALLS	14 (64%) 8 (36%			33 (55%) 27 (45%)	0	0
	22 (37%)	12 (20%)	26 (43%)	60		
FOULS	10 (63%) 6 (38%		5 (33%) 10 (67%)		0	0
	16 (44%) 10 (71%) 4 (29%	5 (14%)	15 (42%) 5 (33%) 10 (67%)	36		
DEFENSIVE		) 0 5 (100%) 5 (15%)		15 (44%) 19 (56%) 34	0	0
	14 (41%) 0 2 (1009	• •	15 (44%)	0 2 (100%)		
OFFENSIVE	2 (100%)		0	2	0	0
	0 0	0 0	0 0	0 0		
DOUBLE FOUL	0	0	0	0	0	0
	0 0	0 0	0 0	0 0		
UNSPORTSMANLIKE	0	0	0	0	0	0
TECHNICAL	0 0	0 0	0 0	0 0		
TECHNICAL	Ó	0	Ó	0	0	0
DISQUALIFYING	10 (63%) 6 (38%	) 0 5 (100%)	5 (33%) 10 (67%)	15 (42%) 21 (58%)	0	0
DISQUALIFTING	16 (44%)	5 (14%)	15 (42%)	36		V
OOB	0 0	0 0	0 0	0 0	0	0
	0	0	0	0		
STEP ON SIDE LINE	4 (67%) 2 (33%		9 (82%) 2 (18%)	18 (75%) 6 (25%)	0	0
	6 (25%)	7 (29%)	11 (46%)	24		
OTHER	0 0	0 0	0 0	0 0	0	0
	4 (67%) 2 (33%	<u> </u>	9 (82%) 2 (18%)	18 (75%) 6 (25%)		
VIOLATIONS	6 (25%)	7 (29%)	11 (46%)	24	0	0
	4 (67%) 2 (33%)		5 (71%) 2 (29%)	11 (65%) 6 (35%)		
TRAVELING	6 (35%)	4 (24%)	7 (41%)	17	0	0
	0 0	0 0	0 0	0 0		
OTHER	0	0	0	0	0	0
<b>F</b> -1	0 0	0 0	0 0	0 0		
Fake	Ö	0	Ó	Ö	0	0
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		
HCC	0 0	0 0	0 0	0 0	0	0
	0	0	0	0		







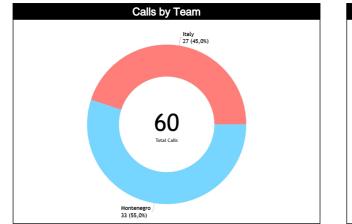


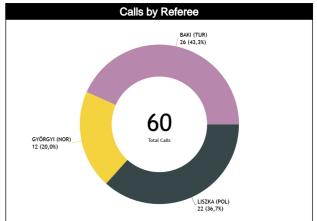


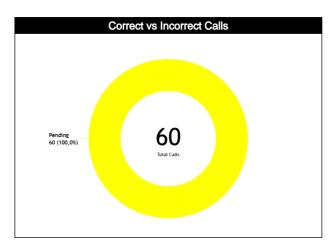


#### **Calls vs Team**

Ref	Teams			MNE	• 63					ITA	· 49					TOT	'ALS				
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	LISZKA, Wojclech (POL)	14	N/A	N/A	0	N/A	N/A	8	N/A	N/A	1	N/A	N/A	22	N/A	N/A	1	N/A	N/A	CHAMP.	FIBA
U1	GYÖRGYI, Gizella Viola (NOR)	5	N/A	N/A	0	N/A	N/A	7	N/A	N/A	0	N/A	N/A	12	N/A	N/A	0	N/A	N/A	AVG	AVG
U2	BAKI, Kerem (TUR)	14	N/A	N/A	1	N/A	N/A	12	N/A	N/A	1	N/A	N/A	26	N/A	N/A	2	N/A	N/A		
	TOTAL			33 (8	55%)					27 (	45%)					60 (1	00%)			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



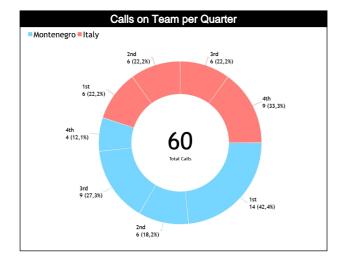


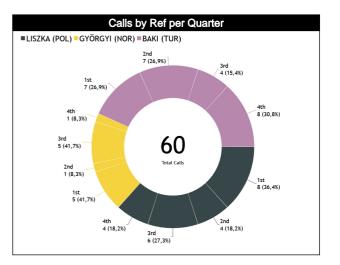




#### **Calls vs Referee**

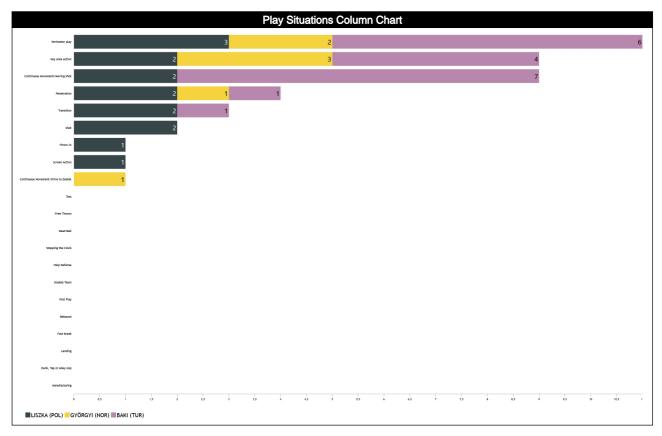
Quarters	Quar	ter 1	Quar	ter 2	Quar	ter 3		Quarter 4		TUTAL
3 Referees	5	10'	5	10'	5	10'	5	10'	last 2'	TOTAL
- UNZKA Wojciech (POI)	4 100% 0	3 1 75% <mark>25%</mark>	2 2 50% 50%	2 1 67% 33%	3 100% 0	0 1 100%	0 3 100%	0 <mark>1</mark> 100%	0 0	14 9 61% 39%
(100)	4 4 17% 17%		4 3 17% 13%		3 13%	1 4%	3 13%	1 4%	0	23 37%
GYÜRGYI Gzella Viola (NUR)	1 2 33% 67%	1 1 50% <mark>50%</mark>	1 100% 0	1 100% 0	1 3 25% 75%	0 0	0 1 100%	0 0	0 0	5 7 42% 58%
(NOR)	3 2 25% 17%		1 8%	1 8%	4 33%	0	1 8%	0	0	12 19%
BAKI Kerem (TUR)	5 100% 0	0 <mark>2</mark> 100%	3 4 43% 57%	2 2 50% <mark>50%</mark>	0 0	1 2 33% 67%	3 2 60% 40%	1 1 50% 50%	0 0	15 13 54% 46%
(IUR)	5 18%	2 7%	7 25%	4 14%	0	3 11%	5 18%	2 7%	0	28 44%
TOTAL	10 2 83% 17%	4 4 50% 50%	6 50% 6 50%	5 3 63% 38%	4 3 57% 43%	1 3 25% 75%	3 6 33% 67%	1 2 33% 67%	0 0	34 29 54% 46%
TOTAL	12 19%	8 13%	12 19%	8 13%	7 11%	4 6%	9 14%	3 5%	0	63







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



			Play Situat	tions Table				
Concepts	LISZKA, WQ	j ciech (POL)	GYÖRGYI, Gizel	lla Viola (NOR)	BAKI, Kei	rem (TUR)	Tot	als
	MNE	ITA	MNE	ITA	MNE	ITA	MNE	ITA
Continuous Movement/Drive to basket	0	0	0	1	0	0	0	1
Continuous Movement/Moving Shot	1	1	0	0	3	4	4	5
Shot	2	0	0	0	0	0	2	0
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	2	0	0	1	1	0	3	1
Perimeter play	1	2	0	2	3	3	4	7
Fast break	0	0	0	0	0	0	0	0
Transition	1	1	0	0	0	1	1	2
Rebound	0	0	0	0	0	0	0	0
Post Play	0	0	0	0	0	0	0	0
Key area action	2	0	2	1	2	2	6	3
Screen Action	0	1	0	0	0	0	0	1
Double Team	0	0	0	0	0	0	0	0
Help Defense	0	0	0	0	0	0	0	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	1	0	0	0	0	0	1
Toss	0	0	0	0	0	0	0	0
Totals	9	6	2	5	9	10	20	21

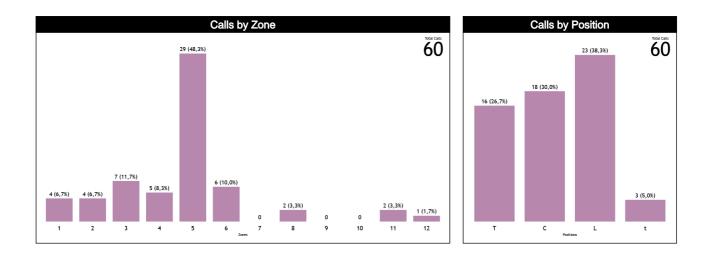


### Call Average vs Game



#### **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	TUTAL	CHAMP.	K PA
C1	2 (25%)	1 (13%)	0 (0%)	0 (0%)	3 (38%)	2 (25%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8	0.0	0.0
C3	0 (0%)	1 (10%)	2 (20%)	2 (20%)	5 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
п	2 (33%)	1 (17%)	0 (0%)	0 (0%)	2 (33%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
<b>T</b> 3	0 (0%)	1 (10%)	5 (50%)	1 (10%)	2 (20%)	0 (0%)	0 (0%)	1 (10%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
14	0 (0%)	0 (0%)	0 (0%)	1 (10%)	9 (90%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	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%)	1 (8%)	8 (62%)	3 (23%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (8%)	0 (0%)	13	0.0	0.0
Ct	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1	0.0	0.0
Tt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (50%)	1 (50%)	2	0.0	0.0
lt	0	0	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
TUTAL	4	4	7	5	29	6	0	2	0	0	2	1	60	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		
FBA	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**

<b>I</b> IS		1	<b>I</b> IS		TAL.	FOOTAGE	D.	AL.	DURATION	PROI	OCOL
SITUATIONS	TURIS	ROF	HCC	ССМ	ICCM	INCO	ССМ	ICCM	JURATION   AVG   0	ССМ	ICCM
	<b>IRS</b> vs <b>COMPENIION</b>										
500	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
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
L2M (4)	Shot Clock Violation &	0	0	0	0	0	0"	0	0	0	0
(4)	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
	<b>IR</b> S vs GAM										



#### **Regular Call vs I2M&OT Accuracy**

