

FIBA POST GAME REPORT

CZE vs GRE FP425 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	
Calls vs Referee	8
Play Situations Break-down	9
Call Average vs Game	
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

LICINA,Miodrag (SRB)

	2023 FIBA WOMENS EUROBASKET												
		FP · FP425											
	18:00 19/0												
	%	Total	Calls	Total	%								
Czech Republic	N/A	20	Fouls	17	N/A	Greece							
	N/A	9	Violations	16	N/A								
CZE	N/A	4	OOB	12	N/A	GRE							
<i>7</i> 9	N/A	0	Fake	0	N/A	76							
	N/A	0	DOG	0	N/A								
	N A	29	Total	33	NA								

Quarters	Quarter 1		Quarter 2		Quar	ter 3	Quar	ter 4	TOTAL		
Score	22	22	19	20	20	19	18	15	79	76	
Duration	00:20:55		00:23:30		00:1	8:44	00:2	8:13	01:31:22		
Fouls	6	3	3	5	6	3	5	6	20	17	
Violations	3	5	4	6	1	2	1	3	9	16	
OOB	1	4	3	6	0	1	0	1	4	12	
Fake	0	0	0	0	0	0	0	0	0	0	
DOG	0	0	0	0	0	0	0	0	0	0	
230		<u> </u>	J	3			J	J			

	RODDRODNASTAUR	
FORSBERG, Maj (DEN)	MARQUES, Paulo (POR)	MÄNNISTE, Mihkel (EST)
		FBR
Referee Instructor	Stand-by Referee Instructor	Video Operator

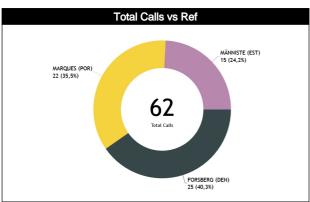
N/A

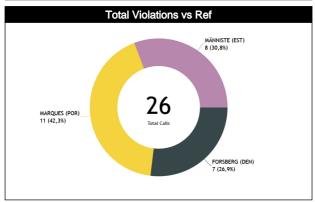
ARESTE, Eva (ESP)

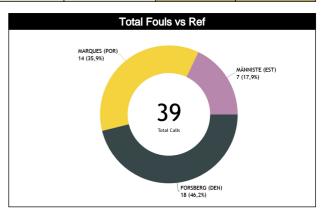


Calls Summary vs Referee

Types/Referees	cc	u	U2	TOTAL	CHAMPIONSHIP	FIBA
CALLS	12 (48%) 13 (52%)	11 (50%) 11 (50%)	6 (40%) 9 (60%)	29 (47%) 33 (53%)	0	0
CALLS	25 (40%)	22 (35%)	15 (24%)	62	•	•
FOULS	10 (56%) 8 (44%)	6 (50%) 6 (50%)	4 (57%) 3 (43%)	20 (54%) 17 (46%)	0	0
	18 (49%)	12 (32%)	7 (19%)	37	·	
DEFENSIVE	10 (56%) 8 (44%)	6 (50%) 6 (50%)	4 (57%) 3 (43%)	20 (54%) 17 (46%)	0	0
	18 (49%)	12 (32%)	7 (19%)	37		
OFFENSIVE	0 0	0 0	0 0	0 0	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 0	0 0		
UNSPORTSMANLIKE	0	0	0	0	0	0
	0 0	0 0	0 0	0 0		
TECHNICAL	0	0	0	0	0	0
	10 (56%) 8 (44%)	6 (50%) 6 (50%)	4 (57%) 3 (43%)	20 (54%) 17 (46%)		
DISQUALIFYING	18 (49%)	12 (32%)	7 (19%)	37	0	0
000	0 0	0 0	0 0	0 0		_
OOB	Ö	Ö	Ó	Ö	0	0
STEP ON SIDE LINE	2 (29%) 5 (71%)	5 (50%) 5 (50%)	2 (25%) 6 (75%)	9 (36%) 16 (64%)	0	0
STEP ON SIDE LINE	7 (28%)	10 (40%)	8 (32%)	25	U U	•
OTHER	0 0	0 0	1 (100%) 0	1 (100%) 0	0	0
OTHER	0	0	1 (100%)	1		
VIOLATIONS	2 (29%) 5 (71%)	5 (50%) 5 (50%)	1 (14%) 6 (86%)	8 (33%) 16 (67%)	0	0
VIODATIONS	7 (29%)	10 (42%)	7 (29%)	24		
TRAVELING	0 4 (100%)	4 (50%) 4 (50%)	0 4 (100%)	4 (25%) 12 (75%)	0	0
	4 (25%)	8 (50%)	4 (25%)	16	-	
OTHER	0 0	0 0	0 0	0 0	0	0
	0 0	0 0	0 0	0 0		
Fake	0 0	0 0	0 0	0 0	0	0
	0 0	0 0	0 0	0 0		
DOG	0	0	0	0	0	0
17.0	0 0	0 0	0 0	0 0		
IRS	0	0	0	0	0	0
HCC	0 0	0 0	0 0	0 0	0	
HCC	0	Ö	0	0	U	•





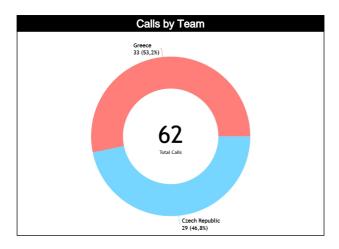


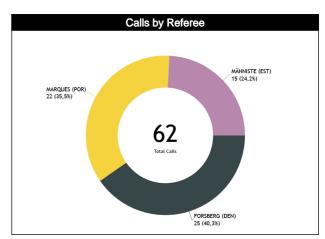


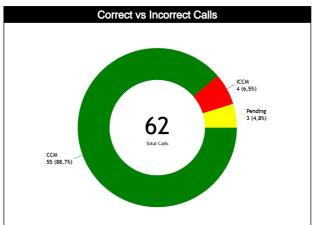


Calls vs Team

Ref	Teams			CZE	· 79					GRE	· 76					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?		
cc	FORSBERG, Maj (DEN)	12	N/A	N/A	1	N/A	N/A	13	N/A	N/A	3	N/A	N/A	25	N/A	N/A	4	N/A	N/A	CHAMP.	FIBA
U1	MARQUES, Paulo (POR)	11	N/A	N/A	0	N/A	N/A	11	N/A	N/A	0	N/A	N/A	22	N/A	N/A	0	N/A	N/A	AVG	AVG
U2	MÄNNISTE, Mihkel (EST)	6	N/A	N/A	0	N/A	N/A	9	N/A	N/A	0	N/A	N/A	15	N/A	N/A	0	N/A	N/A		
	TOTAL			29 (4	6,8%)			33 (53,2%)					62 (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		



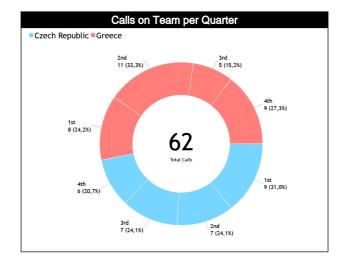


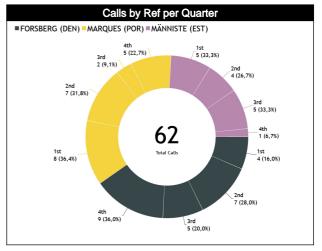




Calls vs Referee

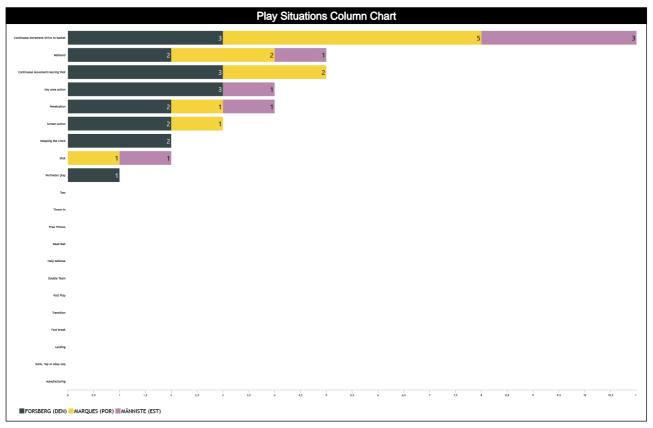
Quarters		Quar	ter 1			Quar	ter 2			Quar	ter 3				Quar	ter 4			700	144
3 Referees	5	ÿ	1	0'	į.	5'	1	ľ	5	1	1	0'	ŧ	7	1	0'	Ias	it 2'	10	TAL.
FORSBERG Maj	3 75%	1 25%	0	0	1 50%	1 50%	0	4 100%	4 100%	0	0	1 100%	1 50%	1 50%	3 38%	5 63%	1 25%	3 75%	12 48%	13 52%
(DEN)	4 16% 0		2 4 8% 16%			4 16%		1 4%		2 8%		8 32%		4 16%		!5)%				
MARQUES Paulo (POR)	2 67%	1 33%	2 40%	3 60%	3 60%	2 40%	1 50%	1 50%	0	0	1 50%	1 50%	2 50%	2 50%	0	1 100%	0	0	11 50%	11 50%
(POR)	3 14%		5 23%		5 23%		2 9%		0		2 9%		4 18%		5	1 %	0			2 5%
MÄNNISTE Mihkel (EST)	2 67%	1 33%	0	2 100%	1 50%	1 50%	0	2 100%	1 100%	0	1 25%	3 75%	1 100%	0	0	0	0	0	6 40%	9 60%
"(EST)"	20	-		2 2 2 13% 13% 13%		2 3%	1 79	%	27	4 7%	7'	l %	(0)		5 1%		
TOTTAT	7 70%	3 30%	2 29%	5 71%	5 56%	4 44%	1 13%	7 88%	5 100%	0	2 29%	5 71%	4 57%	3 43%	3 33%	6 67%	1 25%	3 75%	29 47%	33 53%
TOTAL	10 7			9 5%	8 13%		5 8%						7 11%		7 9 4 6 11% 15% 69			6	2	







Play Situations Break-down



Play Situations Table													
Concepts	FORSBERG	, Maj (DEN)	MARQUES,	Paulo (POR)	MÄNNISTE, 1	Mihkel (EST)	Tot	tals					
	CZE	GRE	CZE	GRE	CZE	GRE	CZE	GRE					
Continuous Movement/Drive to basket	0	3	0	5	2	1	2	9					
Continuous Movement/Moving Shot	2	1	1	1	0	0	3	2					
Shot	0	0	1	0	1	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	1	1	1	0	0	1	2	2					
Perimeter play	1	0	0	0	0	0	1	0					
Fast break	0	0	0	0	0	0	0	0					
Transition	0	0	0	0	0	0	0	0					
Rebound	1	1	2	0	1	0	4	1					
Post Play	0	0	0	0	0	0	0	0					
Key area action	3	0	0	0	0	1	3	1					
Screen Action	2	0	1	0	0	0	3	0					
Double Team	0	0	0	0	0	0	0	0					
Help Defense	0	0	0	0	0	0	0	0					
Stopping the Clock	0	2	0	0	0	0	0	2					
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	10	8	6	6	4	3	20	17					

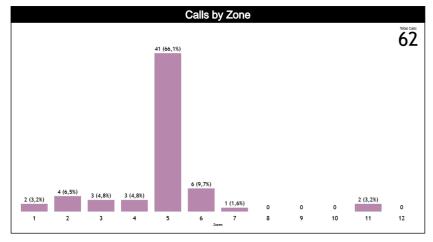


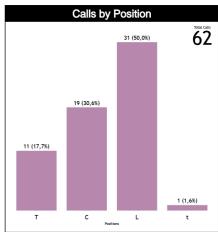
Call Average vs Game



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	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5 (63%)	2 (25%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (13%)	0 (0%)	8	0.0	0.0
СЗ	0 (0%)	0 (0%)	2 (18%)	0 (0%)	9 (82%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11	0.0	0.0
n	2 (40%)	2 (40%)	0 (0%)	0 (0%)	1 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5	0.0	0.0
Т3	0 (0%)	2 (33%)	1 (17%)	1 (17%)	2 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
14	0 (0%)	0 (0%)	0 (0%)	1 (10%)	7 (70%)	1 (10%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (10%)	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 (5%)	17 (81%)	3 (14%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	21	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%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1	0.0	0.0
TOTAL	2	4	3	3	41	6	1	0	0	0	2	0	62	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		
HBA	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 PROT		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
EOQ	Basket or not	0	0	0	0	0	0"	0	0	0	0
(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

