

FIBA POST GAME REPORT

CAP vs ICC FP306 2023 LSB SUPER6



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

		20	23 LSB SUPE	R6		
			FINAL · FP306			
	21:40 30/1	1/2023		MOI	NTEVIDEO	
	%	Total	Calls	Total	%	
Penarol	N/A	17	Fouls	21	N/A	IACC
	N/A	3	Violations	2	N/A	
CAP	N/A	4	OOB	6	N/A	ICC
52	N/A	0	Fake	0	N/A	64
	N/A	0	DOG	0	N/A	
	N/A	24	Total	29	N/A	

Quarters	Qua	rter 1	Quai	rter 2	Qua	rter 3	Qua	rter 4	TOTAL		
Score	13	16	10	10	17	20	12	18	52	64	
Duration	00:1	4:50	00:2	1:52	00:2	6:06	00:2	2:19	01:25:07		
Fouls	3	3	2	5	7	9	5	4	17	21	
Violations	2	0	0	0	1	0	0	2	3	2	
OOB	2	1	0	2	0	2	2	1	4	6	
Fake	0	0	0	0	0	0	0	0	0	0	
DOG	0	0	0	0	0	0	0	0	0	0	

Ì			J				ľ			
- 1			- 1	П				•		
	_			_	I N	 _	•	• 1	_	_

DOMINGUEZ, Krishna (MEX)



DOS SANTOS, Alan (BRA)



Referee Instructor

TRA PRA

Stand-by Referee Instructor



Video Operator

MARANHO, Cristiano (BRA)

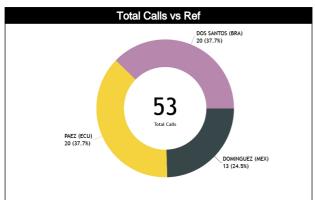
N/A

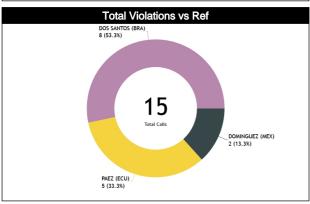
BOELAERT, Federico (ARG)

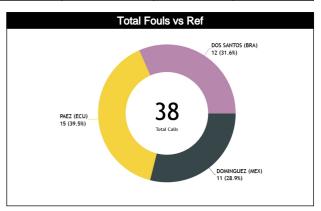


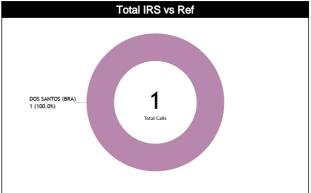
Calls Summary vs Referee

Types/Referees	C	C		J1	L	12	TO.	ΓAL	CHAMPIONSHIP	FIBA
CALLS	5 (38%)	8 (62%)	8 (40%)	12 (60%)	11 (55%)		24 (45%)		0	0
	13 (2			38%)		38%)	_	3		
FOULS	3 (27%) 11 (2	8 (73%)	6 (40%)	9 (60%) 39%)	8 (67%)	4 (33%)		21 (55%) 8	0	0
	3 (33%)	6 (67%)	4 (36%)	7 (64%)	8 (73%)	32%) 3 (2 7 %)	_	16 (52%)		
DEFENSIVE	9 (2			35%)		1 <u>3 (21%)</u> 35%)	15 (46%)		0	0
	0	2 (100%)	2 (50%)	2 (50%)	0	1 (100%)	2 (29%)	5 (71%)		
OFFENSIVE	2 (2			57%)		4%)		<u> </u>	0	0
	0	0	0	0	0	0	0	0		
DOUBLE FOUL				0))	0	0
	0	0	0	0	0	0	0	0		_
UNSPORTSMANLIKE)		0))	0	0
TEOLINIOAL	0	0	0	1 (100%)	0	0	0	1 (100%)		
TECHNICAL)	1 (1	00%)	(5		1	0	0
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
DISQUALIFYING	()		0		כ)	U	· ·
ООВ	1 (100%)	0	0	2 (100%)	3 (43%)	4 (57%)	4 (40%)	6 (60%)	0	0
008	1 (1	0%)		20%)	7 (7	0%)	1	0	•	•
STEP ON SIDE LINE	0	0	0	0	0	0	0	0	0	0
OTEL ON OIDE LINE	(0))		
OTHER	1 (100%)	0	0	2 (100%)	3 (43%)	4 (57%)	4 (40%)	6 (60%)	0	0
	1 (1			20%)	7 (7			0	·	
VIOLATIONS	1 (100%)	0	2 (67%)	1 (33%)	0	1 (100%)	3 (60%)	2 (40%)	0	0
	1 (2			50%)		0%)	_	5		
TRAVELING	0	0	0	0	0	0	0	0	0	0
		0	2 (67%)	0 4 (000()	0	1 (100%)		0 (400()		
OTHER	1 (100%) 1 (2			1 (33%) 60%)		1 (100%) 0%)	3 (60%)	2 (40%) 5	0	0
	0	0%)	0	0	0	0%)	0	0		
Fake	_)		0))	0	0
	0	0	0	0	0	0	0	0		
DOG)		0))	0	0
	0	0	0	0	0	1 (100%)	0	1 (100%)		
IRS				0	1 (10	00%)		1	0	0
НСС	0	0	0	0	0	1 (100%)	0	1 (100%)	0	
HCC	(0	1 (10	00%)		1	0	0





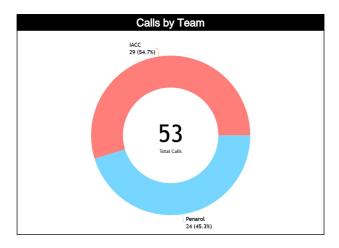


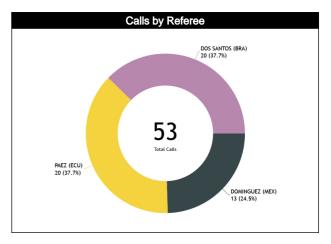


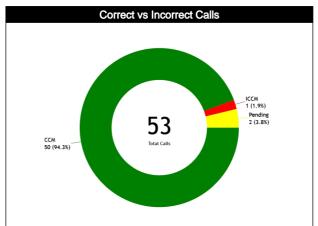


Calls vs Team

Re	Teams			CAP	- 52					ICC	- 64			TOTALS							
fs	Assessment	Corre	Incorr	Incon	L2M	L2M I	L2M ?	Corre	Incorr	Incon	L2M	L2M I	L2M ?	Corre	Incorr	Incon	L2M	L2M I	L2M ?		
cc	DOMINGUEZ, Krishna (MEX)	5	N/A	N/A	0	N/A	N/A	8	N/A	N/A	0	N/A	N/A	13	N/A	N/A	0	N/A	N/A	CHA MP.	FIBA
U1	PAEZ, Kristian (ECU)	8	N/A	N/A	0	N/A	N/A	12	N/A	N/A	0	N/A	N/A	20	N/A	N/A	0	N/A	N/A	AVG	AVG
U2	DOS SANTOS, Alan (BRA)	11	N/A	N/A	4	N/A	N/A	9	N/A	N/A	1	N/A	N/A	20	N/A	N/A	5	N/A	N/A		
	TOTAL			24 (4	5.3%)					29 (5	4.7%)					53 (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		



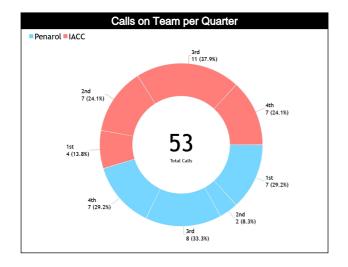


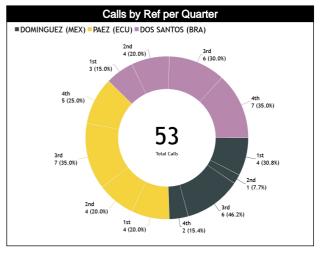




Calls vs Referee

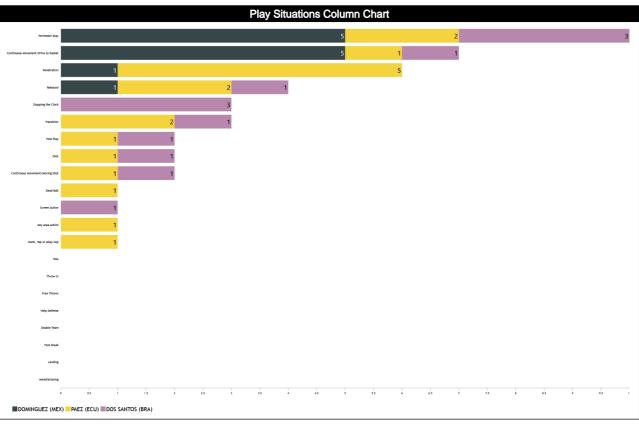
Quarters		Quai	ter 1			Quai	rter 2			Qua	rter 3		Quarter 4						TO	-AI
3 Referees	5	5"	1	0'		5'	10	0"	ŧ	5 ⁴	1	0'	Ę	5'	1	0'	Las	st 2"	2	AL
DOMINGUEZ Krishna	1 50%	1 50%	1 50%	1 50%	0	1 100%	0	0	1 33%	2 67%	2 67%	1 33%	0	1 100%	0	1 100%	0	0	5 38%	8 62%
Krishna (MEX)		2 5%		2 5%	8	1 %	0		3 23%		3 23%		8'	1 %	8	1 %	()		3 5%
PAEZ Kristian (ECU)	2 100%	0	1 50%	1 50%	0	3 100%	0	1 100%	1 33%	2 67%	2 50%	2 50%	2 67%	1 33%	0	2 100%	0	0	8 40%	12 60%
(ECU)		2)%	_	2)%	1	3 5%	5°	l %		3 5%	l	4)%	1	3 5%		2)%)		0 8%
DOS SANTOS Alan (BRA)	1 100%	0	1 50%	1 50%	1 100%	0	1 33%	2 67%	1 33%	2 67%	1 33%	2 67%	1 100%	0	4 67%	2 33%	4 80%	1 20%	11 55%	9 45%
Alan (BRA)	5	1 %	_	2)%	5	1 %	1 7	3 5%		3 5%		3 5%	5	1 %		6)%		5 5%	2 38	0 8%
TOTAL	4 80%	1 20%	3 50%	3 50%	1 20%	4 80%	1 25%	3 75%	3 33%	6 67%	5 50%	5 50%	3 60%	2 40%	4 44%	5 56%	4 80%	1 20%	24 45%	29 55%
TOTAL		5 %		6 %		5 %	8'	4 %) '%		0 9%		5 %		9 7%		5 %	5	3







Play Situations Break-down



Play Situations Table													
Concepts	DOMIN Krishna	IGUEZ, a (MEX)	PAEZ, Kris	stian (ECU)	DOS SAN (BI	TOS, Alan RA)	Tot	tals					
	CAP	ICC	CAP	ICC	CAP	ICC	CAP	ICC					
Continuous Movement/Drive to basket	1	4	1	0	1	0	3	4					
Continuous Movement/Moving Shot	0	0	0	1	1	0	1	1					
Shot	0	0	1	0	0	1	1	1					
Manufacturing	0	0	0	0	0	0	0	0					
Dunk, Tap or Alley oop	0	0	0	1	0	0	0	1					
Landing	0	0	0	0	0	0	0	0					
Penetration	1	0	3	2	0	0	4	2					
Perimeter play	2	3	1	1	2	1	5	5					
Fast break	0	0	0	0	0	0	0	0					
Transition	0	0	0	2	0	1	0	3					
Rebound	0	1	0	2	0	1	0	4					
Post Play	0	0	1	0	1	0	2	0					
Key area action	0	0	1	0	0	0	1	0					
Screen Action	0	0	0	0	0	1	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	3	0	3	0					
Dead Ball	0	0	0	1	0	0	0	1					
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	8	8	10	8	5	20	23					

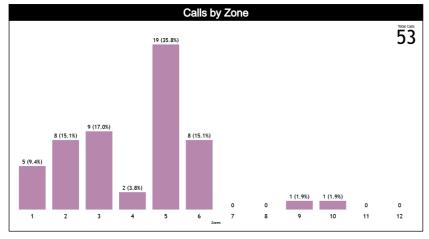


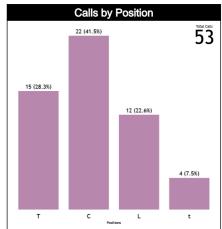
Call Average vs Game



Calls vs Zone and Position

Pos/Zon	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	2 (18%)	1 (9%)	0 (0%)	0 (0%)	6 (55%)	2 (18%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	11	0.0	0.0
С3	0 (0%)	2 (18%)	2 (18%)	0 (0%)	6 (55%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (9%)	0 (0%)	0 (0%)	11	0.0	0.0
T1	1 (20%)	2 (40%)	0 (0%)	0 (0%)	0 (0%)	2 (40%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5	0.0	0.0
Т3	0 (0%)	2 (20%)	7 (70%)	1 (10%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	1 (14%)	5 (71%)	1 (14%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7	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%)	2 (40%)	3 (60%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	5	0.0	0.0
Ct	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
Tt	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (50%)	0 (0%)	0 (0%)	0 (0%)	2	0.0	0.0
Lt	0 (0%)	1 (100%)	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
TOTAL	5	8	9	2	19	8	0	0	1	1	0	0	53	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		
FIBA	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		







IRS vs Game

IRS	TODICO	IF	RS	INIT	TAL .	FOOTA	FIN	IAL	DURATI	PROT	OCOL
SITUATIO	TOPICS	REF	HCC	CCM	ICCM	INCO	CCM	ICCM	AVG	CCM	ICCM
	IRS vs COMPETITION										
	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
(6)	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	ООВ	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
A N D C T IN 4 F	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 GAME										



Regular Call vs L2M & OT Accuracy

