

FIBA POST GAME REPORT

CUB vs COL FP415 2023 PANAM WOMENS



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

	2023 PANAM WOMENS											
	17:30 28/1	17:30 28/10/2023 SANTIAGO										
	%	Total	Calls	Total	%							
Cuba	N/A	19	Fouls	15	N/A	Colombia						
	N/A	5	Violations	6	N/A							
CUB	N/A	7	OOB	9	N/A	COL						
48	N/A	0	Fake	0	N/A	73						
	N/A	0	DOG	0	N/A							
	N/A	31	Total	30	N/A							

Quarters	Quai	ter 1	Quarter 2		Qua	rter 3	Qua	rter 4	TOTAL	
Score	16	17	12	28	10	12	10	16	48	73
Duration	00:1	5:04	00:2	6:08	00:1	8:41	00:2	0:14	01:2	0:07
Fouls	7	0	7	4	2	4	3	7	19	15
Violations	1	2	2	2	2	1	0	1	5	6
OOB	2	1	2	3	3	3	0	2	7	9
Fake	0	0	0	0	0	0	0	0	0	0
DOG	0	0	0	0	0	0	0	0	0	0

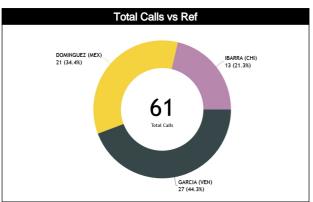
	REFEREEING STAFF	
GARCIA, Daniel (VEN)	DOMINGUEZ, Krishna (MEX)	IBARRA, Felipe (CHI)
		Trail

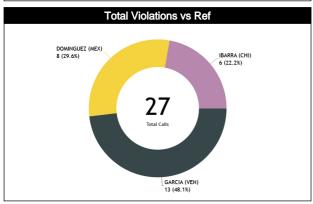
Referee Instructor	Stand-by Referee Instructor	Video Operator
MOORE, Terry (USA)	N/A	VELASCO, Fab (BRA)

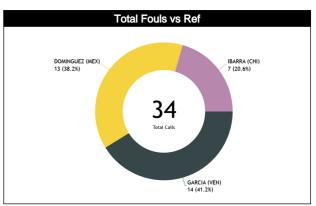


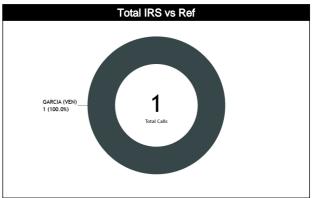
Calls Summary vs Referee

CALLS 11 (41%) 16 (59%) 12 (57%) 9 (43%) 8 (62%) 5 (38%) 31 (51%) 30 (49%) FOULS 7 (50%) 7 (50%) 8 (62%) 5 (38%) 4 (57%) 3 (43%) 19 (68%) 15 (44%) 14 (41%) 13 (38%) 7 (21%) 34 34 34 DEFENSIVE 7 (50%) 7 (50%) 6 (55%) 5 (45%) 3 (60%) 2 (40%) 16 (53%) 14 (47%) 14 (47%) 11 (37%) 5 (17%) 3 (50%) 1 (50%) 3 (75%) 1 (25%) DOUBLE FOUL 0	Types/Referees	C	C	u	И	L	12	TO.	ΓAL	CHAMPIONSHIP	FIBA
FOULS 7 (50%) 7 (50%) 8 (62%) 5 (38%) 4 (57%) 3 (43%) 19 (56%) 15 (44%) 14 (41%) 13 (38%) 7 (721%) 16 (53%) 14 (47%) 14 (47%) 11 (37%) 5 (17%) 30 OFFENSIVE 0 0 2 (100%) 0 1 (50%) 1 (50%) 3 (75%) 1 (25%) DOUBLE FOUL 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	CALLS									0	0
DEFENSIVE										•	
DEFENSIVE	FOULS									0	0
DEFENSIVE 14 (47%) 0 0 2 (100%) 0 1 (50%) 1 (50%) 1 (50%) 2 (50%) 2 (50%) 4 DOUBLE FOUL 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0								_			
OFFENSIVE O O O O O O O O O O O O O	DEFENSIVE				No. 100 (100 (100 (100 (100 (100 (100 (100					0	0
DOUBLE FOUL											
DOUBLE FOUL DOUBLE FOUL O	OFFENSIVE	-								0	0
UNSPORTSMANLIKE 0	DOLIDI E EQUI	0	0				_	0	0		
TECHNICAL O O O O O O O O O	DOUBLE FOUL	Ö	1		,	(,	()	0	U
TECHNICAL 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	LINEDORTEMANILIKE	0	0	0	1 (100%)	0	0	0	1 (100%)	_	0
TECHNICAL O	UNOFURIONIANLINE	0			00%)	()			0	
DISQUALIFYING O O O O O O O O O O O O O	TECHNICAL					0	0			0	0
DISQUALIFYING OOB 3 (43%) 4 (57%) 1 (20%) 4 (80%) 3 (75%) 1 (25%) 7 (44%) 9 (56%) 7 (44%) 5 (31%) 4 (25%) 16 STEP ON SIDE LINE 0	12011110712				i		i				
OOB 3 (43%) 4 (57%) 1 (20%) 4 (80%) 3 (75%) 1 (25%) 7 (44%) 9 (56%) 7 (44%) 5 (31%) 4 (25%) 16 STEP ON SIDE LINE 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	DISQUALIFYING		-		_					0	0
OOB 7 (44%) 5 (31%) 4 (25%) 16 STEP ON SIDE LINE 0		,								•	
STEP ON SIDE LINE 0	OOB					- (- ()	0	0
STEP ON SIDE LINE 0								_			
OTHER 3 (43%) 4 (57%) 1 (20%) 4 (80%) 3 (75%) 1 (25%) 7 (44%) 9 (56%) 7 (44%) 5 (31%) 4 (25%) 16 VIOLATIONS 1 (17%) 5 (83%) 3 (100%) 0 1 (50%) 1 (50%) 5 (45%) 6 (55%) 6 (55%) 3 (27%) 2 (18%) 11 TRAVELING 0 1 (100%) 2 (100%) 0 0 0 0 2 (67%) 1 (33%) 1 (33%) 2 (67%) 0 3 OTHER 1 (20%) 4 (80%) 1 (100%) 0 1 (50%) 1 (50%) 3 (38%) 5 (63%) 5 (63%) 1 (13%) 2 (25%) 8 Fake 0 0 0 0 0 0 0 0 0 0 0 0 DOG 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	STEP ON SIDE LINE		-							0	0
OTHER 7 (44%) 5 (31%) 4 (25%) 16 VIOLATIONS 1 (17%) 5 (83%) 3 (100%) 0 1 (50%) 1 (50%) 5 (45%) 6 (55%) 6 (55%) 3 (27%) 2 (18%) 11 TRAVELING 0 1 (100%) 2 (100%) 0 0 2 (67%) 1 (33%) 1 (33%) 2 (67%) 0 3 (38%) 5 (63%) 0 OTHER 1 (20%) 4 (80%) 1 (100%) 0 1 (50%) 1 (50%) 3 (38%) 5 (63%) 5 (63%) 1 (13%) 2 (25%) 8 0		·									
VIOLATIONS 6 (55%) 3 (27%) 2 (18%) 11 TRAVELING 0 1 (100%) 2 (100%) 0 0 0 2 (67%) 1 (33%) 1 (33%) 2 (67%) 0 3 OTHER 1 (20%) 4 (80%) 1 (100%) 0 1 (50%) 1 (50%) 3 (38%) 5 (63%) 5 (63%) 1 (13%) 2 (25%) 8 O DOG 0 0 0 0 0 0 0 0 0 DOG IRS 0 0 0 0 0 0 0 0 0 0 IRS 0 0 0 0 0 0 0 0 0 0 0 IRS 0 0 0 0 0 0 0 0 0 0 0 0 IRS	OTHER									0	0
VIOLATIONS 6 (55%) 3 (27%) 2 (18%) 11 TRAVELING 0 1 (100%) 2 (100%) 0 0 0 0 0 0 0 0 0	VIOLATIONS	1 (17%)	5 (83%)	3 (100%)	0	1 (50%)	1 (50%)	5 (45%)	6 (55%)		
TRAVELING 1 (33%) 2 (67%) 0 3 OTHER 1 (20%) 4 (80%) 1 (100%) 0 1 (50%) 1 (50%) 3 (38%) 5 (63%) 5 (63%) 1 (13%) 2 (25%) 8 O O O O O O O O O DOG O O O O O O O O O IRS O O O O O O O O O O O IRS O O O O O O O O O O O O O O O O O O O	VIOLATIONS	6 (55	5%)	3 (2	7%)	2 (1	8%)	1	1	U U	U
OTHER 1 (33%) 2 (67%) 0 3 1 (20%) 4 (80%) 1 (100%) 0 1 (50%) 3 (38%) 5 (63%) 5 (63%) 1 (13%) 2 (25%) 8 Fake 0 0 0 0 0 0 0 0 0 DOG 0 0 0 0 0 0 0 0 0 IRS 0 0 0 0 0 0 0 0 0 0 IRS 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 IRS	TRAVELING	0	1 (100%)	2 (100%)	0	0	0	2 (67%)	1 (33%)	•	
THER 5 (63%) 1 (13%) 2 (25%) 8 0 0 0 0 0 0 0 0 0 0 DOG 0 0 0 0 0 0 0 0 0 0 IRS 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 0 0 0 0 0	TRAVELING				7%)					•	
Fake 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	OTHER									0	0
DOG 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	• · · · <u>· · · · · · · · · · · · · · · ·</u>									·	<u>_</u>
DOG 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Fake	,			_		_		_	0	0
IRS 0 0 0 0 0 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 0 0 0 0 0	DOG		•							0	0
HCC 0 0 0 0 0 0 0 0 0					ī		ī				
0 0 0 0 0 0	IRS		•							0	0
		·									
	HCC	,	•		5					0	0





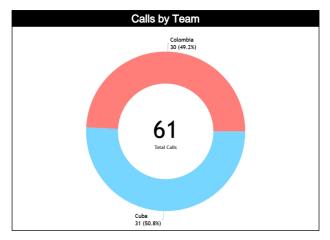


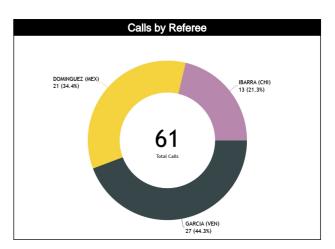


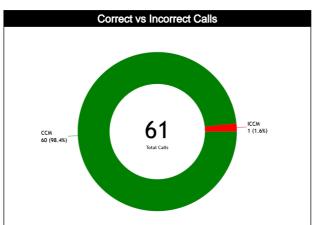


Calls vs Team

Re	Teams			CUB	- 48				COL · 73						ТОТ	ALS					
fs	Assessment	Corre	Incorr	Incon	L2M	L2M I	L2M ?	Corre	Incorr	Incon	L2M	L2M I	L2M ?	Corre	Incorr	Incon	L2M	L2M I	L2M ?		
CC	GARCIA, Daniel (VEN)	11	N/A	N/A	0	N/A	N/A	16	N/A	N/A	2	N/A	N/A	27	N/A	N/A	2	N/A	N/A	CHA MP.	FIBA
U1	DOMINGUEZ, Krishna (MEX)	12	N/A	N/A	0	N/A	N/A	9	N/A	N/A	0	N/A	N/A	21	N/A	N/A	0	N/A	N/A	AVG	AVG
U2	IBARRA, Felipe (CHI)	8	N/A	N/A	0	N/A	N/A	5	N/A	N/A	0	N/A	N/A	13	N/A	N/A	0	N/A	N/A		
	TOTAL			31 (5	0.8%)				30 (49.2%) 61 (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



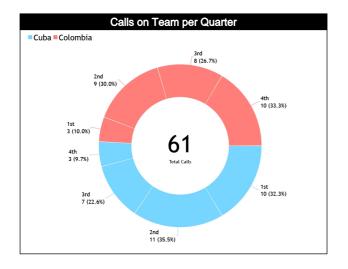


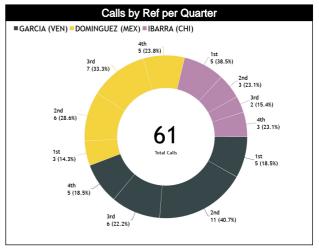




Calls vs Referee

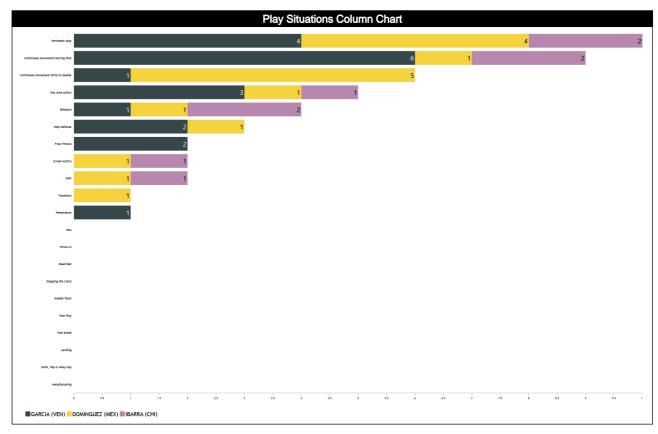
Quarters	Quai	rter 1	Quar	ter 2	Qua	rter 3		Quarter 4		TOTAL
3 Referees	5'	10¹	5'	10'	5'	10'	5'	10¹	Last 2'	IOIAL
GARCIA Daniel (VEN)	1 100% 0	1 3 25% 75%	5 6 45% 55%	3 3 50% 50%	1 1 50% 50%	0 3 100%	0 2 100%	0 0	0 0	11 18 38% 62%
(VEN)	1 4 3% 14%		11 38%	6 21%	2 7%	3 10%	2 7%	0	0	29 46%
DOMINGUEZ Krishna	0 0	3 100% 0	5 1 83% 17%	3 4 43% 57%	0 2 100%	1 2 33% 67%	0 0	0 0	0 0	12 9 57% 43%
DOMINGUEZ Krishna (MEX)	0 3 14%		6 29%	7 33%	2 10%	3 14%	0	0	0	21 33%
IBARRA Felipe (CHI)	3 100% 0	2 100% 0	1 2 33% 67%	1 1 50% 50%	1 1 50% 50%	0 1 100%	0 0	0 0	0 0	8 5 62% 38%
(CHI)	3 23%	2 15%	3 23%	2 15%	2 15%	1 8%	0	0	0	13 21%
TOTAL	4 100% 0	6 3 67% 33%	11 9 55% 45%	7 8 47% 53%	2 33% 67%	1 6 14% 86%	0 2 100%	0 0	0 0	31 32 49% 51%
TOTAL	4 6%			15 24%	6 10%	7 11%	2 3%	0	0	63







Play Situations Break-down



Play Situations Table											
Concepts		Daniel EN)		IGUEZ, a (MEX)	IBARRA, F	elipe (CHI)	To	tals			
	CUB	COL	CUB	COL	CUB	COL	CUB	COL			
Continuous Movement/Drive to basket	0	1	3	2	0	0	3	3			
Continuous Movement/Moving Shot	2	4	0	1	0	2	2	7			
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	0	0	0	0	0	1	0			
Perimeter play	2	2	4	0	1	1	7	3			
Fast break	0	0	0	0	0	0	0	0			
Transition	0	0	0	1	0	0	0	1			
Rebound	0	1	1	0	2	0	3	1			
Post Play	0	0	0	0	0	0	0	0			
Key area action	2	1	1	0	0	1	3	2			
Screen Action	0	0	1	0	1	0	2	0			
Double Team	0	0	0	0	0	0	0	0			
Help Defense	1	1	0	1	0	0	1	2			
Stopping the Clock	0	0	0	0	0	0	0	0			
Dead Ball	0	0	0	0	0	0	0	0			
Free Throws	0	2	0	0	0	0	0	2			
Throw-in	0	0	0	0	0	0	0	0			
Toss	0	0	0	0	0	0	0	0			
Totals	8	12	11	5	5	4	24	21			

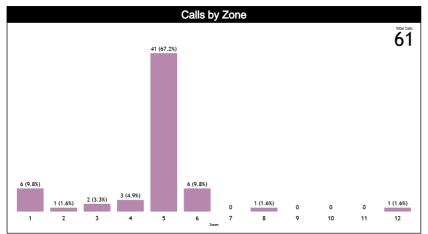


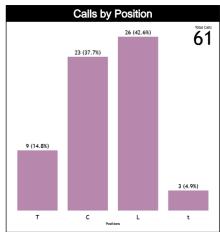
Call Average vs Game



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	3 (30%)	0 (0%)	0 (0%)	0 (0%)	5 (50%)	2 (20%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10	0.0	0.0
C3	0 (0%)	0 (0%)	0 (0%)	1 (8%)	11 (85%)	0 (0%)	0 (0%)	1 (8%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	13	0.0	0.0
T1	3 (43%)	0 (0%)	0 (0%)	0 (0%)	2 (29%)	2 (29%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7	0.0	0.0
Т3	0 (0%)	1 (50%)	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	1 (8%)	11 (85%)	1 (8%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	13	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%)	1 (8%)	11 (85%)	1 (8%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	13	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%)	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (50%)	2	0.0	0.0
Lt	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1	0.0	0.0
TOTAL	6	1	2	3	41	6	0	1	0	0	0	1	61	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	S	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
500	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
(0)	OOB Shooter	0	0	0	0	0	0"	0	0	0	0
EOQ (5)	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 (4)	ООВ	0	0	0	0	0	0"	0	0	0	0
	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
L2M (4)	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
4 N N / TIN 4 F	Shot Clock Adjust	0	0	0	0	0	0"	0	0	0	0
	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

