



# FIBA POST GAME REPORT

FLA vs HEB GP101 2024 BCLA W1

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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

2024 BCLA W1						
FLAMENGO	WINDOWS 1 · GP101					Hebraica
	21:10 13/12/2023			RIO DE JANEIRO		
	%	Total	Calls	Total	%	
	N/A	19	Fouls	18	N/A	
	N/A	1	Violations	3	N/A	
	FLA	N/A	9	OOB	5	
<b>92</b>	N/A	0	Fake	0	<b>87</b>	
	N/A	0	DOG	0	N/A	
<b>N/A</b>		<b>29</b>	<b>Total</b>	<b>26</b>	<b>N/A</b>	

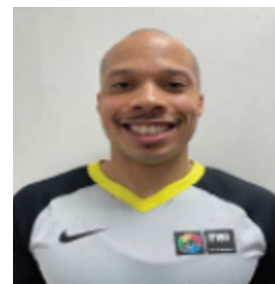
Quarters	Quarter 1		Quarter 2		Quarter 3		Quarter 4		TOTAL	
Score	25	22	15	31	28	16	24	18	92	87
Duration	00:18:46		00:21:46		00:19:28		00:19:19		01:47:20	
Fouls	5	4	3	4	4	4	5	3	19	18
Violations	1	0	0	1	0	0	0	2	1	3
OOB	3	0	0	2	1	3	5	0	9	5
Fake	0	0	0	0	0	0	0	0	0	0
DOG	0	0	0	0	0	0	0	0	0	0

## REFEREEING STAFF

DOMINGUEZ, Krishna  
(MEX)

VELEZ, Carlos  
(COL)

STIELL, Jayson  
(CAN)



Referee Instructor

Stand-by Referee Instructor

Video Operator

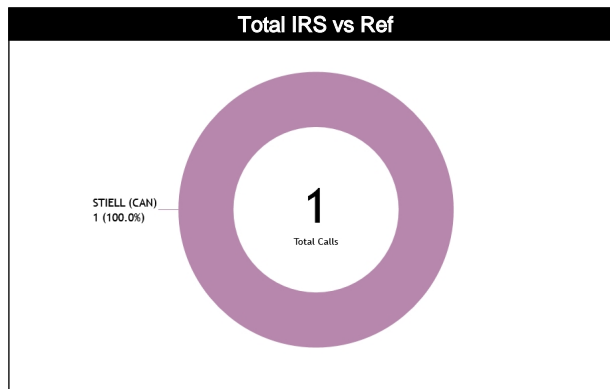
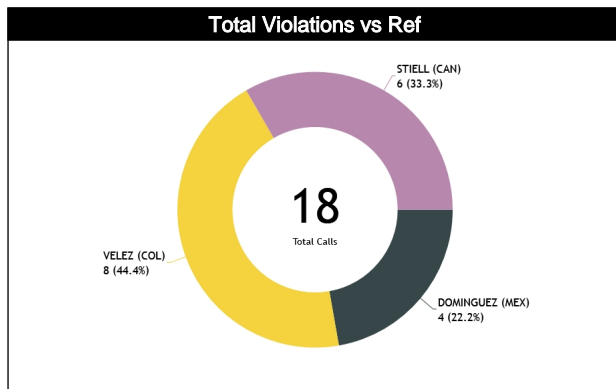
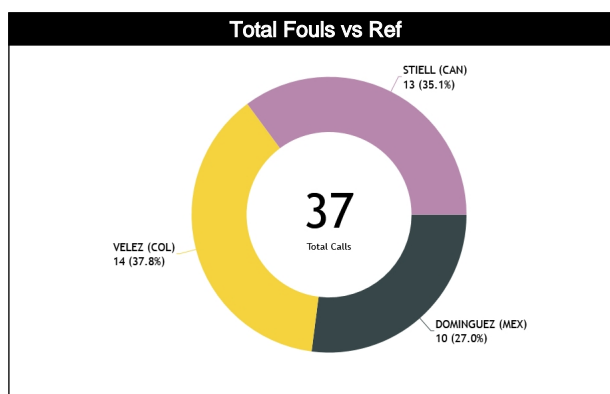
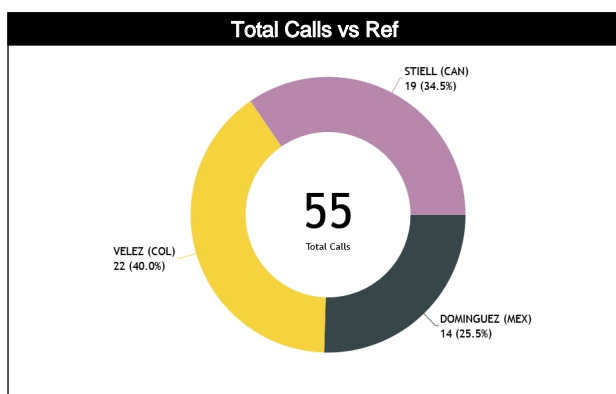
MARANHO, Cristiano  
(BRA)

N/A

COLL, Axel  
(PUR)

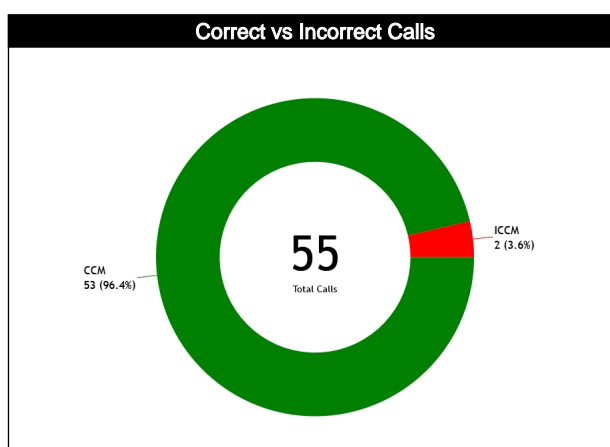
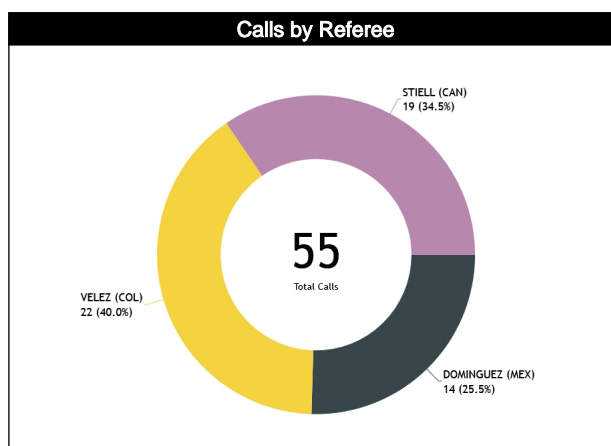
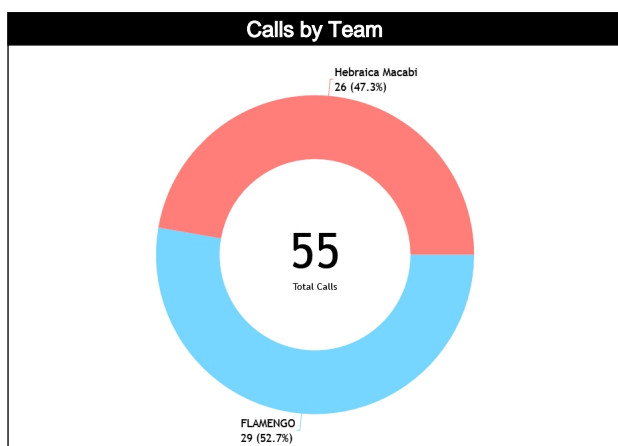
## Calls Summary vs Referee

Types/Referees	CC		U1		U2		TOTAL		CHAMPIONSHIP	FIBA
CALLS	8 (57%)	6 (43%)	11 (50%)	11 (50%)	10 (53%)	9 (47%)	29 (53%)	26 (47%)	0	0
	14 (25%)		22 (40%)		19 (35%)		55			
FOULS	5 (50%)	5 (50%)	7 (50%)	7 (50%)	7 (54%)	6 (46%)	19 (51%)	18 (49%)	0	0
	10 (27%)		14 (38%)		13 (35%)		37			
DEFENSIVE	5 (50%)	5 (50%)	7 (54%)	6 (46%)	6 (55%)	5 (45%)	18 (53%)	16 (47%)	0	0
	10 (29%)		13 (38%)		11 (32%)		34			
OFFENSIVE	0	0	0	1 (100%)	1 (50%)	1 (50%)	1 (33%)	2 (67%)	0	0
	0		1 (33%)		2 (67%)		3			
DOUBLE FOUL	0	0	0	0	0	0	0	0	0	0
UNSPORTSMANLIKE	0	0	0	0	0	0	0	0	0	0
TECHNICAL	0	0	1 (100%)	0	0	0	1 (100%)	0	0	0
DISQUALIFYING	0	0	0	0	0	0	0	0	0	0
OOB	3 (100%)	0	4 (57%)	3 (43%)	2 (50%)	2 (50%)	9 (64%)	5 (36%)	0	0
	3 (21%)		7 (50%)		4 (29%)		14			
STEP ON SIDE LINE	0	0	0	0	0	0	0	0	0	0
OTHER	3 (100%)	0	4 (57%)	3 (43%)	2 (50%)	2 (50%)	9 (64%)	5 (36%)	0	0
	3 (21%)		7 (50%)		4 (29%)		14			
VIOLATIONS	0	1 (100%)	0	1 (100%)	1 (50%)	1 (50%)	1 (25%)	3 (75%)	0	0
	1 (25%)		1 (25%)		2 (50%)		4			
TRAVELING	0	0	0	0	0	0	0	0	0	0
OTHER	0	1 (100%)	0	1 (100%)	1 (50%)	1 (50%)	1 (25%)	3 (75%)	0	0
	1 (25%)		1 (25%)		2 (50%)		4			
Fake	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	1 (100%)	0	1 (100%)	0	0	0
HCC	0	0	0	0	0	0	0	0	0	0



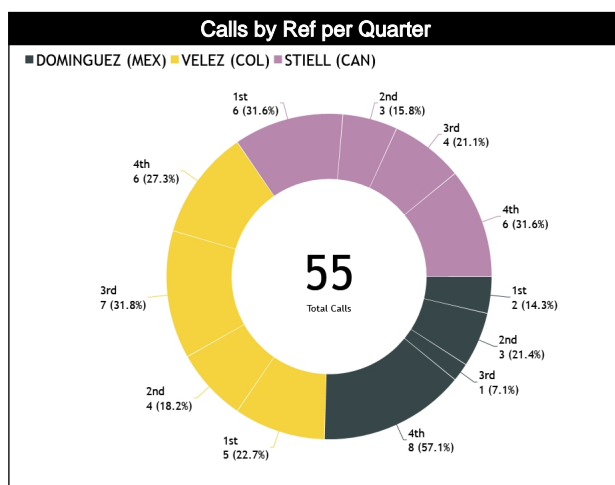
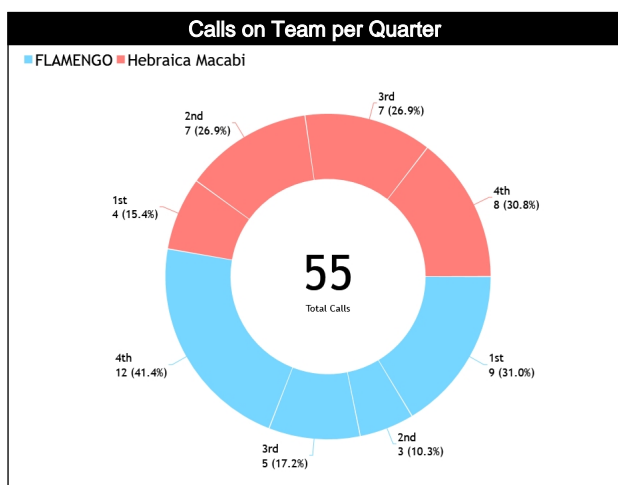
# Calls vs Team

Refs	Teams	FLA - 92						HEB - 87						TOTALS						CHA MP. AVG	FIBA AVG
		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)	8	N/A	N/A	2	N/A	N/A	6	N/A	N/A	0	N/A	N/A	14	N/A	N/A	2	N/A	N/A	0.0	0.0
U1	VELEZ, Carlos (COL)	11	N/A	N/A	2	N/A	N/A	11	N/A	N/A	0	N/A	N/A	22	N/A	N/A	2	N/A	N/A		
U2	STIELL, Jayson (CAN)	10	N/A	N/A	1	N/A	N/A	9	N/A	N/A	2	N/A	N/A	19	N/A	N/A	3	N/A	N/A		
<b>TOTAL</b>		<b>29 (52.7%)</b>						<b>26 (47.3%)</b>						<b>55 (100%)</b>							
<b>CORRECT</b>		N/A						N/A						N/A						0.0	0.0
<b>INCORRECT</b>		N/A						N/A						N/A						0.0	0.0
<b>INCONCLUSIVE</b>		N/A						N/A						N/A						0.0	0.0
<b>L2M C</b>		N/A						N/A						N/A						0.0	0.0
<b>L2M I</b>		N/A						N/A						N/A						0.0	0.0
<b>L2M ?</b>		N/A						N/A						N/A						0.0	0.0



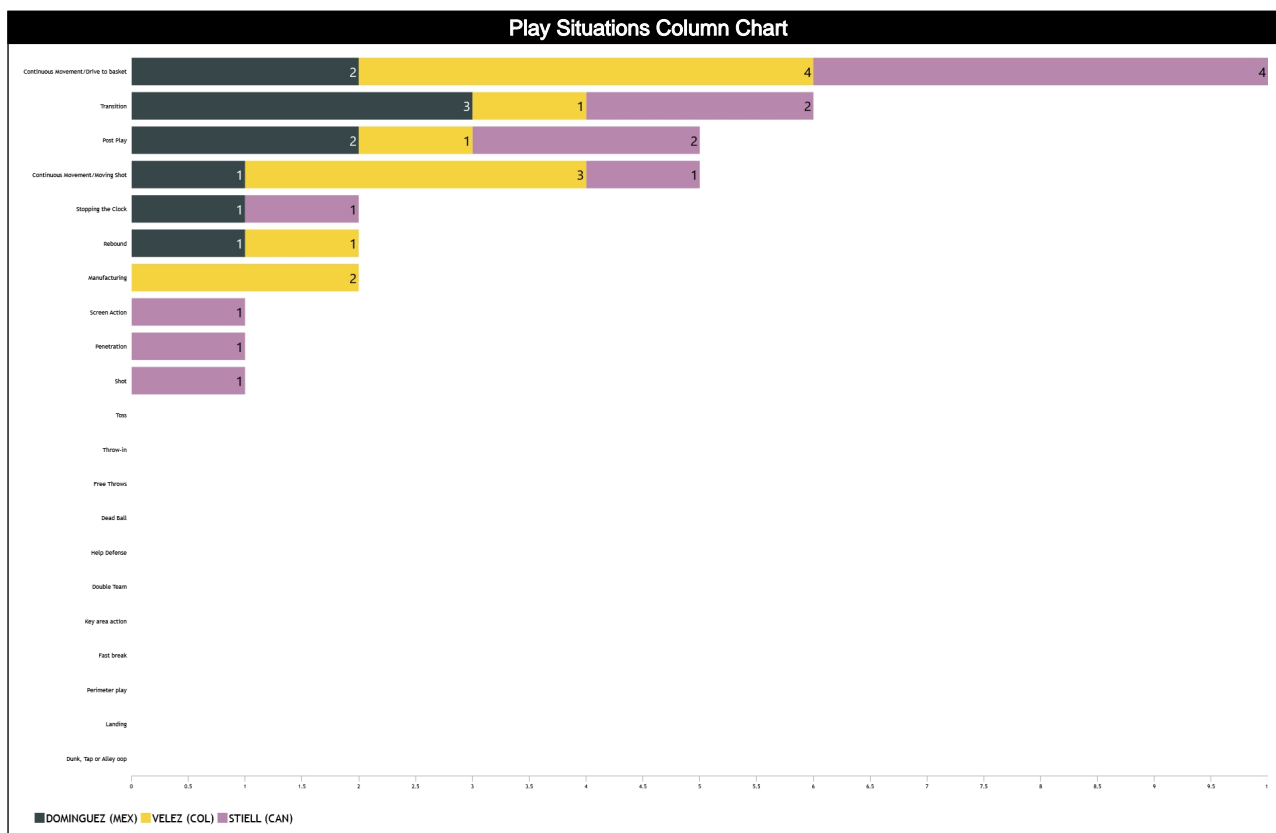
# Calls vs Referee

Quarters	Quarter 1				Quarter 2				Quarter 3				Quarter 4				TOTAL	
	5'		10'		5'		10'		5'		10'		Last 2'					
DOMINGUEZ Krishna (MEX)	1	0	1	0	1	1	1	0	2	1	3	2	2	0	8	6		
	100%	0	100%	0	100%	50%	50%	100%	0	0	67%	33%	60%	40%	100%	0		
VELEZ Carlos (COL)	1	2	1	1	0	0	1	3	0	1	3	3	2	0	11	11		
	33%	67%	50%	50%	0	0	25%	75%	0	100%	50%	50%	100%	0	50%	50%		
STIELL Jayson (CAN)	2	0	4	0	0	1	1	1	0	2	1	1	0	2	10	9		
	100%	0	100%	0	0	100%	50%	50%	0	100%	50%	50%	0	100%	53%	47%		
TOTAL	4	2	5	2	0	2	3	5	1	3	4	4	4	3	29	26		
	67%	33%	71%	29%	0	100%	38%	63%	25%	75%	50%	50%	57%	43%	53%	47%		
	6	7	2	8	4	8	7	13	7	13	24	7	13	55				
	11%	13%	4%	15%	7%	15%	13%	24%	13%									





# Play Situations Break-down

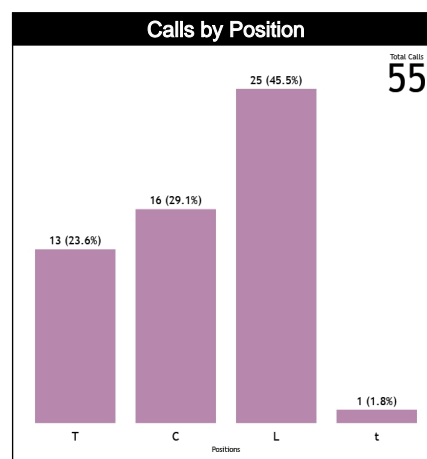
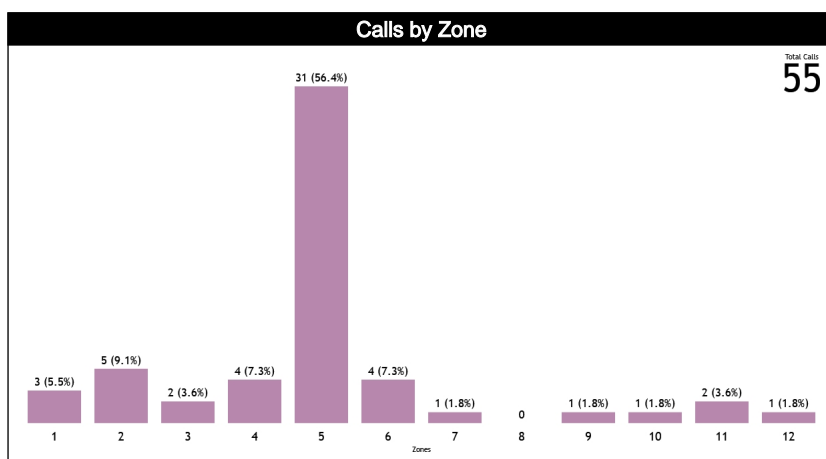


Play Situations Table								
Concepts	DOMINGUEZ, Krishna (MEX)		VELEZ, Carlos (COL)		STIELL, Jayson (CAN)		Totals	
	FLA	HEB	FLA	HEB	FLA	HEB	FLA	HEB
Continuous Movement/Drive to basket	1	1	1	3	2	2	4	6
Continuous Movement/Moving Shot	0	1	2	1	1	0	3	2
Shot	0	0	0	0	0	1	0	1
Manufacturing	0	0	1	1	0	0	1	1
Dunk, 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	0	0	0	0	0	0	0	0
Fast break	0	0	0	0	0	0	0	0
Transition	2	1	1	0	0	2	3	3
Rebound	0	1	0	1	0	0	0	2
Post Play	2	0	0	1	2	0	4	1
Key area action	0	0	0	0	0	0	0	0
Screen Action	0	0	0	0	1	0	1	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	1	0	0	1	0	1	1
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
<b>Totals</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>7</b>	<b>8</b>	<b>5</b>	<b>18</b>	<b>17</b>

## 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 (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
C3	0 (0%)	1 (10%)	1 (10%)	1 (10%)	4 (40%)	0 (0%)	0 (0%)	0 (0%)	1 (10%)	0 (0%)	2 (20%)	0 (0%)	10	0.0	0.0
T1	1 (17%)	1 (17%)	0 (0%)	0 (0%)	1 (17%)	2 (33%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
T3	0 (0%)	1 (14%)	1 (14%)	3 (43%)	2 (29%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	7	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	0 (0%)	10 (83%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (8%)	0 (0%)	1 (8%)	12	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%)	12 (92%)	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	0	0	0	0	0	0	0	0	0	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
<b>TOTAL</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>4</b>	<b>31</b>	<b>4</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>55</b>	<b>0.0</b>	<b>0.0</b>
<b>CHAMP.</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>
<b>FIBA</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>	<b>0.0</b>



## IRS vs Game

IRS SITUATIO	TOPICS	IRS		INITIAL		FOOTA	FINAL		DURATI	PROTOCOL	
		REF	HCC	CCM	ICCM	INCO	CCM	ICCM	AVG	CCM	ICCM
<b>IRS vs COMPETITION</b>											
EOQ (5)	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
	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
L2M (4)	Goaltending / Basket	0	0	0	0	0	0"	0	0	0	0
	OOB	0	0	0	0	0	0"	0	0	0	0
	Shot Clock Violation & Foul away from the shooter	0	0	0	0	0	0"	0	0	0	0
ANY TIME (11)	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
	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>IRS vs GAME</b>											

## Regular Call vs L2M & OT Accuracy

