

FIBA POST GAME REPORT

HEB vs BOC GP102 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												
	WINDOWS 1 · GP102												
	21:10 14/1	21:10 14/12/2023 RIO DE JANEIRO											
	%	Total	Calls	Total	%								
Hebraica	N/A	19	Fouls	16	N/A	Boca Juniors							
	N/A	4	Violations	4	N/A								
HEB	N/A	7	OOB	6	N/A	BOC							
69	N/A	0	Fake	0	N/A	62							
	N/A	0	DOG	0	N/A								
	N/A	30	Total	26	N/A								

Quarters	Quar	ter 1	Quai	ter 2	Quarter 3		Qua	rter 4	TOTAL		
Score	24	16	12	11	15	21	18	14	69	62	
Duration	00:1	5:43	00:2	3:24	00:2	3:15	00:2	5:47	01:2	8:09	
Fouls	3	2	4	5	7	4	5	5	19	16	
Violations	2	0	1	2	0	1	1	1	4	4	
OOB	1	2	4	0	0	2	2	2	7	6	
Fake	0	0	0	0	0	0	0	0	0	0	
DOG	0	0	0	0	0	0	0	0	0	0	

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- 4	 	 1,11		

DOMINGUEZ, Krishna (MEX)

STIELL, Jayson (CAN)

MARQUES, Ramiro (BRA)



Referee Instructor Stand-by Referee Instructor

CROWLEY, Nadine (CAN)

N/A

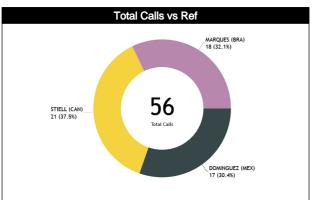
COLL, Axel (PUR)

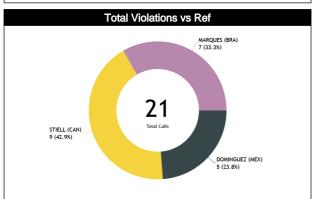
Video Operator

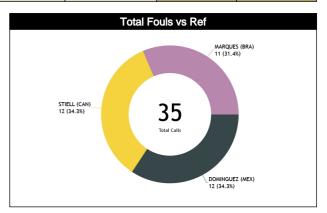


Calls Summary vs Referee

Types/Referees	СС	U1	U2	TOTAL	CHAMPIONSHIP	FIBA
CALLS	8 (47%) 9 (53%)	14 (67%) 7 (33%)	8 (44%) 10 (56%)	30 (54%) 26 (46%) 56	0	0
	17 (30%) 6 (50%) 6 (50%)	21 (38%) 8 (67%) 4 (33%)	18 (32%) 5 (45%) 6 (55%)	19 (54%) 16 (46%)		
FOULS	12 (34%)	12 (34%)	11 (31%)	35	0	0
DEFENSIVE	5 (50%) 5 (50%)	7 (70%) 3 (30%)	5 (50%) 5 (50%)	17 (57%) 13 (43%)	0	0
	10 (33%) 1 (50%) 1 (50%)	10 (33%) 1 (50%) 1 (50%)	10 (33%) 0 1 (100%)	30 2 (40%) 3 (60%)		
OFFENSIVE	2 (40%)	2 (40%)	1 (20%)	5	0	0
DOUBLE FOUL	0 0	0 0	0 0	0 0	0	0
DOUBLE FOUL	0	0	0	0	U	•
UNSPORTSMANLIKE	0 0	0 0	0 0	0 0	0	0
	1 (100%) 0	1 (100%) 0	0 0	2 (100%) 0		
TECHNICAL	1 (50%)	1 (50%)	0	2	0	0
DISQUALIFYING	0 0	0 0	0 0	0 0	0	0
DIOQOALII TINO	0	0	0	0	·	
ООВ	2 (50%) 2 (50%) 4 (31%)	5 (83%) 1 (17%) 6 (46%)	0 3 (100%) 3 (23%)	7 (54%) 6 (46%) 13	0	0
	0 0	0 0	0 0	0 0		
STEP ON SIDE LINE	0	0	0	0	0	0
OTHER	2 (50%) 2 (50%)	5 (83%) 1 (17%)	0 3 (100%)	7 (54%) 6 (46%)	0	0
OTTLER	4 (31%)	6 (46%)	3 (23%)	13		
VIOLATIONS	0 1 (100%) 1 (13%)	1 (33%) 2 (67%) 3 (38%)	3 (75%) 1 (25%) 4 (50%)	4 (50%) 4 (50%)	0	0
	0 0	0 1 (100%)	2 (67%) 1 (33%)	2 (50%) 2 (50%)		
TRAVELING	0	1 (25%)	3 (75%)	4	0	0
OTHER	0 1 (100%)	1 (50%) 1 (50%)	1 (100%) 0	2 (50%) 2 (50%)	0	0
OTTLER	1 (25%)	2 (50%)	1 (25%)	4		
Fake	0 0	0 0	0 0	0 0	0	0
200	0 0	0 0	0 0	0 0		
DOG	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		
HCC	0	0	0 0	0	0	0
	•		•			





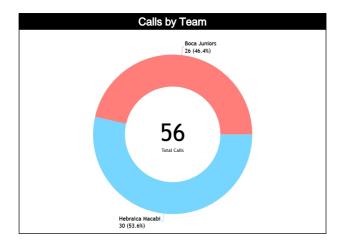


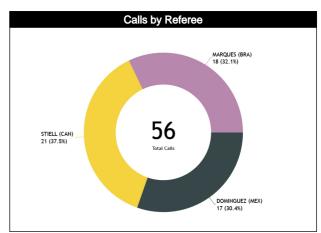


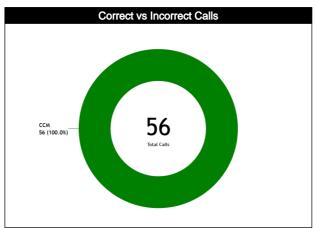


Calls vs Team

Re	Teams			HEB	- 69					BOC	- 62					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	DOMINGUEZ, Krishna (MEX)	8	N/A	N/A	0	N/A	N/A	9	N/A	N/A	1	N/A	N/A	17	N/A	N/A	1	N/A	N/A	CHA MP.	FIBA
U1	STIELL, Jayson (CAN)	14	N/A	N/A	0	N/A	N/A	7	N/A	N/A	2	N/A	N/A	21	N/A	N/A	2	N/A	N/A	AVG	AVG
U2	MARQUES, Ramiro (BRA)	8	N/A	N/A	1	N/A	N/A	10	N/A	N/A	0	N/A	N/A	18	N/A	N/A	1	N/A	N/A		
	TOTAL			30 (5	3.6%)			26 (46.4%)					56 (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				



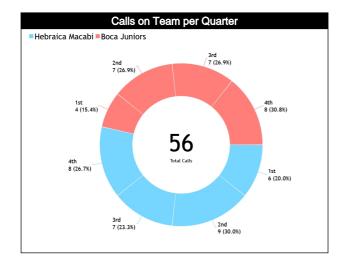


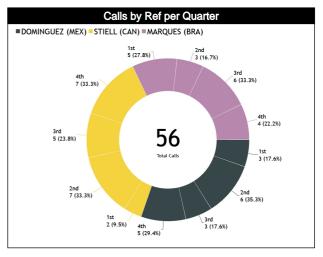




Calls vs Referee

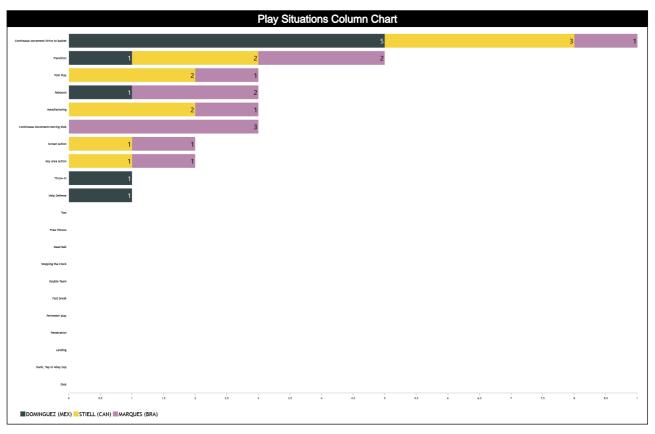
Quarters		Quar	ter 1			Quai	ter 2			Qua	rter 3				Qua	rter 4			TO	TAI
3 Referees	5	,	1	0'		5"	10'		5	,	1	10' 5'		10'		Last 2'		10	IAL	
DOMINGUEZ Krishna (MEX)	1 100%	0	1 50%	1 50%	1 25%	3 75%	1 50%	1 50%	1 100%	0	2 100%	0	1 50%	1 50%	0	3 100%	0	1 100%	8 47%	9 53%
(MEX)		1 2 6% 12%		4 2 24% 12%		6	l %	· -	2 12%		2 12%		3 3%	6	1 %		7)%			
STIELL Jayson (CAN)	2 100%	0	0	0	4 80%	1 20%	1 50%	1 50%	1 100%	0	1 25%	3 75%	3 100%	0	2 50%	2 50%	0	2 100%	14 67%	7 33%
(CAN)	2 10% 0		5 2 24% 10%		1 5%		l	4)%		3 %		4 9%		2)%		21 3%				
MARQUES Ramiro	2 50%	2 50%	0	1 100%	1 100%	0	1 50%	1 50%	1 50%	1 50%	1 25%	3 75%	1 33%	2 67%	1 100%	0	1 100%	0	8 44%	10 56%
Ramiro (BRA)	22	! !%	6	1 %	6	1 %		2 %	11	_	l	4 2%		3 '%	6	1 %	6	1 %		8 2%
TOTAL	5 71%	2 29%	1 33%	2 67%	6 60%	4 40%	3 50%	3 50%	3 75%	1 25%	4 40%	6 60%	5 63%	3 38%	3 38%	5 63%	1 25%	3 75%	30 54%	26 46%
TOTAL	7 3 13% 5%			10 6 18% 11%				-				_					4 %	5	6	







Play Situations Break-down



Play Situations Table												
Concepts		IGUEZ, a (MEX)		, Jayson AN)		S, Ramiro RA)	To	tals				
	HEB	BOC	HEB	BOC	HEB	BOC	HEB	вос				
Continuous Movement/Drive to basket	3	2	2	1	1	0	6	3				
Continuous Movement/Moving Shot	0	0	0	0	1	2	1	2				
Shot	0	0	0	0	0	0	0	0				
Manufacturing	0	0	1	1	0	1	1	2				
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	0	0	0	0				
Perimeter play	0	0	0	0	0	0	0	0				
Fast break	0	0	0	0	0	0	0	0				
Transition	0	1	1	1	2	0	3	2				
Rebound	0	1	0	0	0	2	0	3				
Post Play	0	0	1	1	1	0	2	1				
Key area action	0	0	1	0	1	0	2	0				
Screen Action	0	0	1	0	0	1	1	1				
Double Team	0	0	0	0	0	0	0	0				
Help Defense	0	1	0	0	0	0	0	1				
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	3	6	7	4	6	6	16	16				

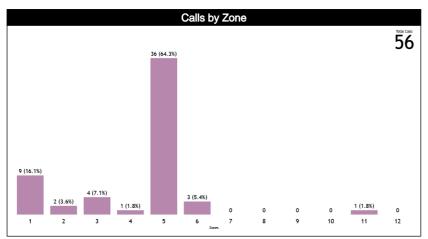


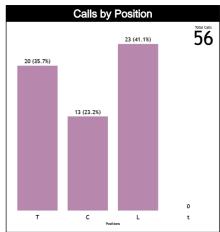
Call Average vs Game



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 (22%)	0 (0%)	0 (0%)	0 (0%)	7 (78%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	0.0	0.0
C3	0 (0%)	0 (0%)	0 (0%)	1 (25%)	3 (75%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	4	0.0	0.0
T1	7 (50%)	2 (14%)	0 (0%)	0 (0%)	4 (29%)	1 (7%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	14	0.0	0.0
Т3	0 (0%)	0 (0%)	4 (67%)	0 (0%)	2 (33%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8 (73%)	2 (18%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	1 (9%)	0 (0%)	11	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 (100%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	12	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	0	0	0	0	0	0	0	0	0	0	0	0.0	0.0
TOTAL	9	2	4	1	36	3	0	0	0	0	1	0	56	0.0	0.0
СНАМР.	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	IR	S	INIT	TAL .	FOOTA	FIN	IAL	DURATI PROTOC		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
(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	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

