

FIBA POST GAME REPORT

QSA vs SPF GP207 2024 BCLA W1



Contents

Note about the data	3
Global Evaluation	
Quality and Consistency	4
Game Information	5
Calls Summary vs Referee	6
Calls vs Teams	7
Calls vs Referee	
Play Situations Break-down	9
Call Average vs Game	10
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

	2024 BCLA W1												
		WINDOW 1 · GP207											
	20:40 16/12	2/2023	SANTIAGO										
	%	Total	Calls	Total	%								
Quimsa	N/A	16	Fouls	20	N/A	SAO PAULO							
	N/A	3	Violations	1	N/A								
QSA	N/A	8	OOB	3	N/A	SPF							
112	N/A	0	Fake	0	N/A	65							
	N/A	0	DOG	0	N/A								
	N/A	27	Total	24	N/A								

Quarters	Quar	ter 1	Qua	rter 2	Qua	rter 3	Quar	ter 4	TOTAL		
Score	24	12	24	24	39	10	25	19	112	65	
Duration	00:1	5:53	00:1	9:20	00:2	2:41	00:1	6:52	01:14:46		
Fouls	1	4	7	3	4	10	4	3	16	20	
Violations	0	0	1	0	1	0	1	1	3	1	
OOB	3	1	0	2	1	0	4	0	8	3	
Fake	0	0	0	0	0	0	0	0	0	0	
DOG	0	0	0	0	0	0	0	0	0	0	

REFEREEING STAFF

PAEZ, Kristian (ECU)

ANAYA, Julio (PAN)



Referee Instructor

MARANHO, Cristiano (BRA)



Stand-by Referee Instructor

N/A

Video Operator

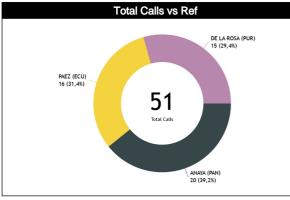
DE LA ROSA, Carmelo (PUR)

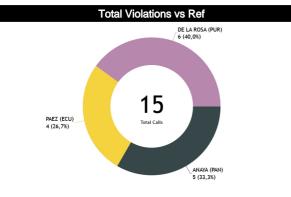
BOELAERT, Federico (ARG)

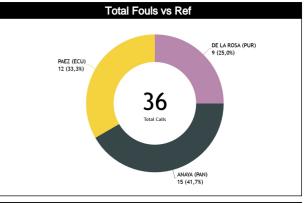


Calls Summary vs Referee

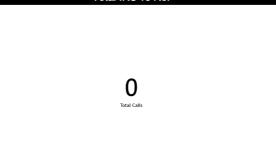
Types/Referees	C	C	U	11	ι	12	TO	TAL	CHAMPIONSHIP	FIBA
CALLS	12 (60%)	8 (40%) 39%)	8 (50%) 16 (3	8 (50%)	7 (47%)	8 (53%) 29%)	27 (53%)	24 (47%)	0	0
FOULS	8 (53%) 7 (47%)		5 (42%)	7 (58%)	3 (33%)	6 (67%)	16 (44%)	20 (56%)	0	0
DEFENSIVE	15 (4 8 (53%)	42%) 7 (47%)	12 (3 4 (36%)	33%) 7 (64%)	9 (2 3 (38%)	5%) 5 (63%)	3 15 (44%)	6 19 (56%)	0	0
DEFENSIVE	· · · ·	14%)	11 (3	32%)	· · ·	4%)		4	U	<u> </u>
OFFENSIVE	0	0	1 (100%)	0	0	1 (100%)	1 (50%)	1 (50%)	0	0
	0	0	1 (5 1 (50%)	0%) 1 (50%)	1 (t	0%) 0	1 (50%)	2		
DOUBLE FOUL	-	0	2 (10		-	0		2	0	0
UNSPORTSMANLIKE	0	0	0	0	0	0	0	0	0	0
))		0)		`
TECHNICAL	0	0	0	1 (100%)	0	1 (100%) 0%)	0	2 (100%) 2	0	0
	0	0	0	0%)	0	0 %)	0	0		
DISQUALIFYING	-	0	-	0	-	0	-)	0	0
OOB	3 (75%)	1 (25%)			3 (60%) 2 (40%)		8 (73%) 3 (27%)		0	0
	4 (36%)		2 (1		5 (45%)		1	-		
STEP ON SIDE LINE	0	0	0 0		1 (100%) 0 1 (100%)		1 (100%) 0 1		0	0
	3 (75%)) 1 (25%)	2 (100%)	0	2 (50%)	2 (50%)	7 (70%)	3 (30%)		
OTHER	4 (4		2 (10070)	-	2 (50%) 2 (50%) 4 (40%)		10		0	0
VIOLATIONS	1 (100%)	0	1 (50%)	1 (50%)	1 (100%)	0	3 (75%)	1 (25%)	0	0
VIOLATIONS	1 (2	5%)	2 (5	0%)		:5%)		4	•	
TRAVELING	0	0	0	0	1 (100%)	0	1 (100%)	0	0	0
	1 (100%)	0	1 (50%)) 1 (50%)	0	00%)	2 (67%)	1 (33%)		
OTHER	1 (100%)		2 (6		-	0		3	0	0
Fake	0	0	0	0	0	0	0	0	0	0
Fake		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		
IRS		0	•	U				<u> </u>	0	0
HCC	0	0	0	0	0	0	0	0	0	0
		0		0		0)		







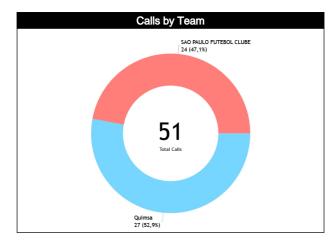
Total IRS vs Ref

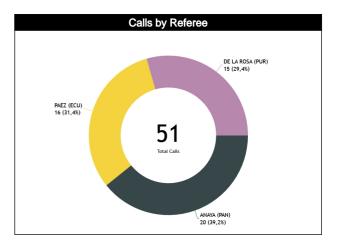


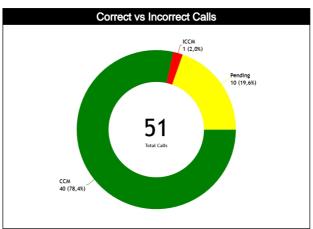


Calls vs Team

Re	Teams			QSA	• 112					SPF	· 65					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 ?		
сс	ANAYA, Julio (PAN)	12	N/A	N/A	0	N/A	N/A	8	N/A	N/A	0	N/A	N/A	20	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	8	N/A	N/A	1	N/A	N/A	16	N/A	N/A	1	N/A	N/A	AVG	AVG
U2	DE LA ROSA, Carmelo (PUR)	7	N/A	N/A	0	N/A	N/A	8	N/A	N/A	0	N/A	N/A	15	N/A	N/A	0	N/A	N/A		
	TOTAL			27 (52	2,9%)			24 (47,1%)					51 (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		



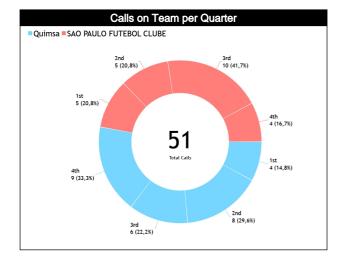


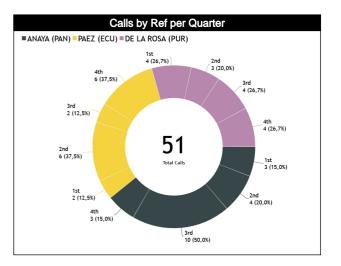




Calls vs Referee

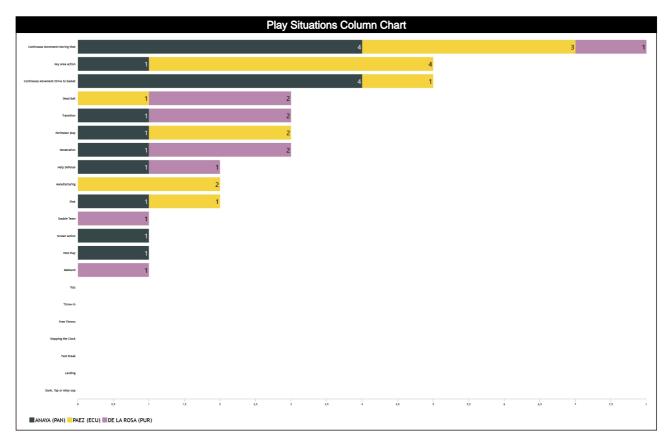
Quarters		Quar	ter 1			Quar	ter 2			Qua	ter 3				Qua	rter 4			TOTAL	
3 Referees	ł	5"	1	0"	5	5'		0"	5	3	1	0"	5	9	1	0"	Las	st 2'		AL
ANAYA Julio (PAN)	1 50%	1 50%	1 100%	0	2 100%	0	1 50%	1 50%	3 60%	2 40%	1 20%	4 80%	2 100%	0	1 100%	0	0	0	12 60%	8 40%
(PAN)	2 10%		5'	1 %	2 10%		2 10%			5 5%		5 5%	2 10	2)%	5	1 %	0		20 39%	
PAEZ Kristian (ECU)	0	0	1 50%	1 50%	2 100%	0	2 50%	2 50%	0	0	1 50%	1 50%	2 67%	1 33%	0	3 100%	0	1 100%	8 50%	8 50%
Kristian (ECU)	0			2 13%		2 13%		4 25%		0		2 13%		3 1%		3 9%	6'	1 %	16 31%	
DE LA ROSA Carmelo (PUR)	0	1 100%	1 33%	2 67%	0	2 100%	1 100%	0	1 100%	0	0	3 100%	3 100%	0	1 100%	0	0	0	7 47%	8 53%
(PUR)		1 %		3)%	-	2 8%	۲	1 %	1 7%		3 20%		3 20%		7	1 %	(0		5 %
TOTAL	1 33%	2 67%	3 50%	3 50%	4 67%	2 33%	4 57%	3 43%	4 67%	2 33%	2 20%	8 80%	7 88%	1 13%	2 40%	3 60%	0	1 100%	27 53%	24 47%
TOTAL		3 6%		6 2%		6 12%		7 14%		6 12%		10 20%		8 16%		5 10%		1 %	5	1







Play Situations Break-down



Play Situations Table												
Concepts	ANAYA, J	ulio (PAN)	PAEZ, Kris	stian (ECU)	DE LA Carmel	ROSA, o (PUR)	Totals					
	QSA	SPF	QSA	SPF	QSA	SPF	QSA	SPF				
Continuous Movement/Drive to basket	2	2	0	1	0	0	2	3				
Continuous Movement/Moving Shot	3	1	1	2	0	1	4	4				
Shot	0	1	0	1	0	0	0	2				
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	1	0	0	1	1	1	2				
Perimeter play	1	0	2	0	0	0	3	0				
Fast break	0	0	0	0	0	0	0	0				
Transition	1	0	0	0	2	0	3	0				
Rebound	0	0	0	0	0	1	0	1				
Post Play	0	1	0	0	0	0	0	1				
Key area action	1	0	2	2	0	0	3	2				
Screen Action	1	0	0	0	0	0	1	0				
Double Team	0	0	0	0	1	0	1	0				
Help Defense	0	1	0	0	0	1	0	2				
Stopping the Clock	0	0	0	0	0	0	0	0				
Dead Ball	0	0	0	1	0	2	0	3				
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	9	7	6	8	4	6	19	21				

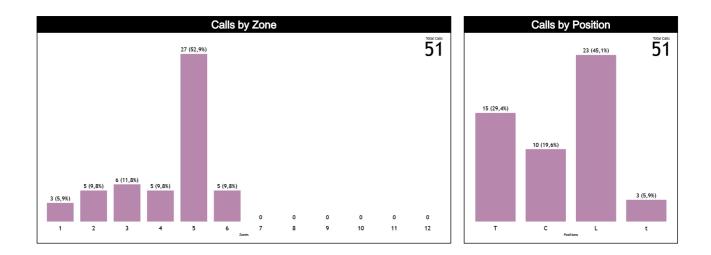


Call Average vs Game



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
C 1	1 (50%)	0 (0%)	0 (0%)	0 (0%)	1 (50%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	2	0.0	0.0
СЗ	0 (0%)	1 (13%)	1 (13%)	0 (0%)	6 (75%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	8	0.0	0.0
T1	2 (33%)	1 (17%)	0 (0%)	2 (33%)	0 (0%)	1 (17%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	6	0.0	0.0
ТЗ	0 (0%)	2 (22%)	4 (44%)	1 (11%)	2 (22%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	0.0	0.0
L4	0 (0%)	0 (0%)	0 (0%)	1 (11%)	8 (89%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	9	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 (7%)	9 (64%)	4 (29%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	0 (0%)	14	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%)	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
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	3	5	6	5	27	5	0	0	0	0	0	0	51	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		





RS vs Game

IRS	TOPICS	IF	S	INIT	IAL	FOOTA	FIN	IAL	DURATI PROTO		OCOL
SITUATIO	TOPICS	REF	HCC	CCM	ICCM	INCO	ССМ	ICCM	AVG	ССМ	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
EOQ (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
	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 I2M&OT Accuracy

