HEB vs BOC GP102 2024 BCLA W1

FIBA POST GAME REPORT





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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 14/12	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	Quarter 1		Qua	rter 2	Qua	rter 3	Quar	ter 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	01:28:09		
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	

REFEREEING STAFF

STIELL, Jayson (CAN)

DOMINGUEZ, Krishna (MEX)



Referee Instructor

CROWLEY, Nadine (CAN)



Stand-by Referee Instructor

N/A



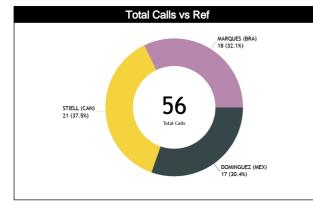
Video Operator

COLL, Axel (PUR)

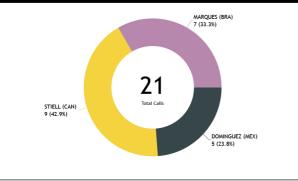


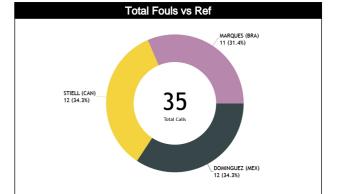
Calls Summary vs Referee

Types/Referees	C	:C	U	11	U	2	TO	TAL	CHAMPIONSHIP	FIBA
CALLS	8 (47%) 17 (9 (53%) 30%)	14 (67%) 21 (3	7 (33%)	<mark>8 (44%)</mark> 18 (3	10 (56%)	30 (54%)	26 (46%) 6	0	0
FOULS	6 (50%)	6 (50%) 34%)	8 (67%)	4 (33%) 34%)	5 (45%) 11 (3	6 (55%)	19 (54%)	-	0	0
DEFENSIVE	5 (50%)	5 (50%) 33%)	7 (70%)	3 (30%) 33%)	5 (50%) 10 (3	5 (50%)	17 (57%)	3 13 (43%) 0	0	0
OFFENSIVE	1 (50%)	1 (50%)	1 (50%)	1 (50%)	0	1 (100%)	2 (40%)	3 (60%)	0	0
DOUBLE FOUL	0	10%) 0	0	0%) 0	0	0%)	0	0	0	0
UNSPORTSMANLIKE	0	0	0	0	0	0	0	0	0	0
TECHNICAL	1 (100%)	0	1 (100%)	0	0	0	2 (100%)	0	0	0
DISQUALIFYING	0	60%) 0	0	0%) 0	0	0	0	2	0	0
OOB	2 (50%)	0 2 (50%)	5 (83%)) 1 (1 7%)	0) 3 (100%)	7 (54%)) 6 (46%)	0	0
	4 (3 0	31%) 0	6 (4 0	6%) 0	3 (2 0	3%) 0	0	3		
STEP ON SIDE LINE	2 (50%)	0 2 (50%)	5 (83%)) 1 (17%)	0) 3 (100%)	7 (54%)) 6 (46%)	0	0
OTHER		1 (100%)		6%) 2 (67%)	3 (2 3 (75%)	3%)		3 4 (50%)	0	0
VIOLATIONS	1 (1	3%)	3 (3	8%)	4 (5	0%)		3	0	0
TRAVELING		0		1 (100%) 5%)	2 (67%) 3 (7		-	2 (50%) 4	0	0
OTHER		1 (100%) 25%)	1 (50%) 2 (5			0 5%)		2 (50%) 4	0	0
Fake	0	0	0	0 D	0	0 D	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
HCC	0	0	0	0	0	0	0	0	0	0









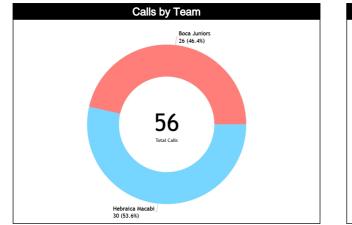


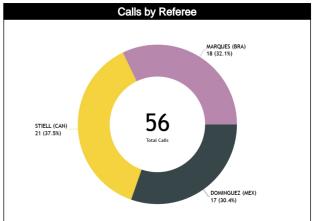
O Total Calls

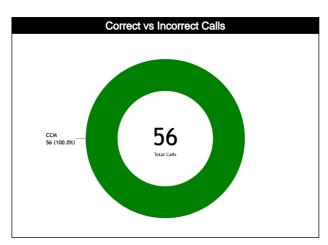


Calls vs Team

Re	Teams			HEB	• 69					BOC	• 62			TOTALS							
fs	Assessment	Corre	Incorr	Incon	L2M	L2M I	L2M ?	Corre	Incorr	Incon	L2M	L2M I	L2M ?	Corre	Incorr	Incon	L2M	L2M I	L2M ?		
сс	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				



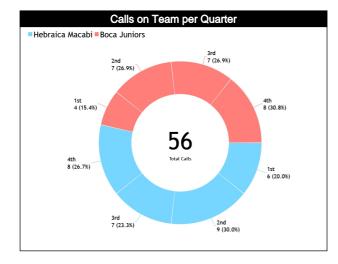


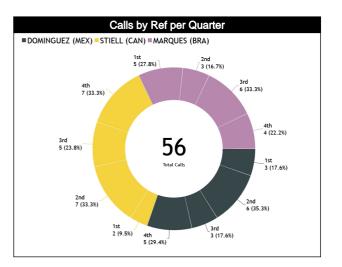




Calls vs Referee

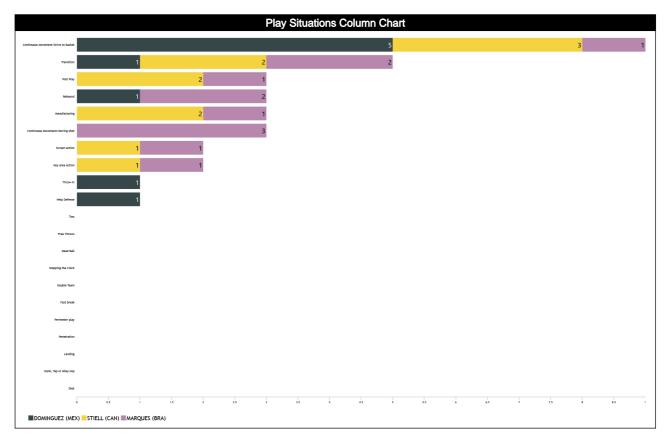
Quarters		Quar	ter 1			Qua	rter 2			Qua	rter 3				Qua	rter 4			то	TAL
3 Referees	5		1	0'	5	5"	1	10'		5	10'		5'		10'		Last 2'			I AL
DOMINGUEZ Krishna	1 100%	0	1 50%	1 50%	1 25%	3 75%	1 50%	1 50%	1 100%	0	2 100%	0	1 50%	1 50%	0	3 100%	0	1 100%	8 47%	9 53%
Krishna (MEX)	1 2 6% 12%		4 2 24% 12%			1 6%		2 12%		2 12%		3 18%		1 6%		-	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%		4 19%		3 14%		4 19%		2 10%			21 3%			
MARQUES	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)	4 22	-	6'	1 %	6	1 %	2 11%		2 11%		22	-	3 17%		1 6%		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 7%		10 18%		8 14%				4 7%		5	6			







Play Situations Break-down



Play Situations Table												
Concepts	DOMIN Krishna	IGUEZ, (MEX)		, Jayson AN)	MARQUE (Bl	S, Ramiro RA)	Totals					
	HEB	BOC	HEB	BOC	HEB	BOC	HEB	BOC				
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				

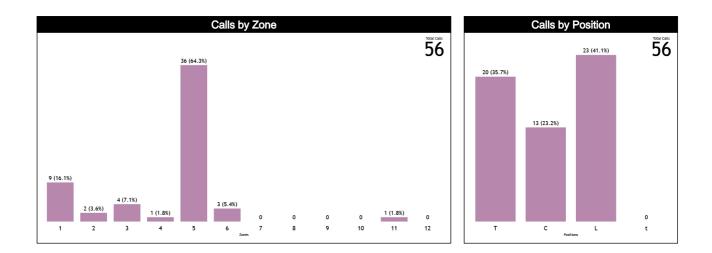


Call Average vs Game



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
ТЗ	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
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	TODICS	IR	S	ΙΝΙΤ	IAL	FOOTA	FIN	IAL	DURATI PROTOC		OCOL
SITUATIO	TOPICS	REF	HCC	ССМ	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 L2M & OT Accuracy

