



REFEREE ASSESSMENT CRITERIA

WORKSHEET (March 1, 2010)

Date		Time	REFEREE	Field
1.0 REFEREE CRITERIA 1: PERSONALITY & COMMUNICATION				HOME/Color
Min	Min	1.1 Personality and Presence: Influencing the Future		AWAY/Color
		Varied personality to prevent the NEXT foul		
		Personality/Presence to influence future with present actions		
		Personality/Presence to channel players positively		
		Personality offered a calming influence		
		Body language appropriate for the moment		
		Techniques to prevent & manage situations aiding in game control		
		Changed temperment as game dictated-messages to players/coaches		
		Signals clear, effective & used to send messages appropriately		
Min	Min	1.2 Communication		
		"Open line of communication" with players and coaches		
		Communicative to "draw line in sand" players knew what to expect		
		Used more than the whistle to communicate & manage game		
		Utilized "down time" to manage players & the game		
		Knows when to use "quiet word" vs. public admonishment		
		Proactive communicator		
2.0 REFEREE CRITERIA 2: GAME CONTROL AND FLOW				
Min	Min	2.1 Misconduct: Game or Player Need It		
		Got the 100% Misconduct situations correct		
		Identified Moment(s) of truth (MOT) & acted upon them appropriately		
		Cautions were given because game and/or player needed it		
		Personality to manage/control game versus card as situation dictated		
		Referee got something in return for the cards issued		
		Utilized preventative techniques to prevent misconduct & aid game control		
		Dealt with nature of misconduct (initiator, retaliator, escalator/3rd man in)		
Min	Min	2.2 "Big Picture" Approach in Game Context		
		Used "Big Picture" of game not ignoring the 100% misconduct situations		
		Exhibited characteristics of "proactive referee"		
		Used discretion & common sense given atmosphere of game		
		Decisions fair to each team given atmosphere of game		
Min	Min	2.3 Allowed Game Flow		
		Allowed the game to flow		
		Encouraged game flow to differentiate soft challenges from careless fouls		
		Allowed game flow without unnecessary stops or endangering the safety of players		
		Distinguished trifling fouls that interrupt flow and fouls that needed calling		
		Flow implemented in context of what players were accepting		
		Right mix: more game in control the more flow, less game control less flow		
		Recognized & applied advantage as required by the game		
Min	Min	2.4 Foul Recognition / Discrimination		
		Discretion/common sense exercised		
		Managed so entertainment value was maximized without disregard to control		
		Decisions delivered in a manner that communicated a message		
		Delivered messages based upon game, situation, & personality of receiving player		
		Felt game temperature -- increased influence to prevent VC/SFP & escalation		
		Avoided decisions that may have been technically correct but practically wrong		
		Applied equality & fairness in decisions so players/coach knew what to expect		
		"Smelled"/Anticipated the foul before it occurred		

Min	Min	2.5 Tactical Approach	
		Understood tactical/technical approach of teams & adjusted as game required	
		Cognizant of systems of play & how they impacted the referee's game plan	
		Ability to "read" game & adjust approach to the game as tactics change	
		Flexible game plan utilized in keeping with changing demands	
		Was able to identify the "KEY" players	
Min	Min	3.0 REFEREE CRITERIA 3: TEAMWORK	
		Empowered team in managing game & ensuring "critical decisions" could be addressed	
		Fostered atmosphere that prepared the team for the game	
		Brought important & critical information to pregame meeting	
		Discussed critical situations in pregame & established a plan to address them	
4.0 REFEREE CRITERIA 4: POINTS OF EMPHASIS			
Min	Min	4.1 Tackles / Elbows / Contact Above the Shoulder	
		Fouls/misc. were "careless & reckless" v. "excessive force" possibly injuring opponent	
		Identified & correctly dealt with elbows & tackles that endangered or could injure opponent	
		Utilized preventative techniques to ensure violence did not escalate	
		Intensity of foul considered as was excessive force that endangered safety of opponent	
		Contact above shoulder in which arm/elbow was used as a tool vs. weapon	
Min	Min	4.2 Dissent / Game Disrepute / Mass Confrontation	
		Managed each area according to U.S. Soccer initiatives/directives	
		Utilized proactive mechanics to defuse dissent-type situations	
		Took action to keep game disrepute from escalating into mass confrontation	
		Dealt correctly with instigator & escalator (third man in)	
		Used <u>Personal, Public & Provocative</u> to distinguish dissent & offensive/insulting/abusive	
Min	Min	5.0 REFEREE CRITERIA 5: MANAGING THE TECHNICAL AREAS	
		Dealt with coaches & players, within technical area, according to directives	
		Used techniques to prevent improper behavior within technical area	
6.0 REFEREE CRITERIA 6: FITNESS / WORK RATE / MOVEMENT / STAMINA & POSITIONING			
Min	Min	6.1 Fitness / Agility / Stamina / Work Rate	
		Exhibited fitness level needed to be in best position to make correct decision	
		Ability to <u>close down</u> long counter attacks with strong sprints to anticipate game	
		Hustle, energy & urgency in movement exceeded the needs of the game	
		Demonstrated the ability to change speed as the requirements of the game dictated	
		Able to keep same fitness & agility levels for duration of game	
		Able to sidestep, back peddle and sprint as the requirements of game demanded	
		Mobile & able to cover all critical areas of field	
Min	Min	6.2 Positioning / Movement	
		Positioned as needed to manage game as well as enable to manage <u>next phase of play</u>	
		Position allowed referee to "sell" decisions due to closeness to play	
		Restart FK/CK/TI position enabled referee to manage wall, kicker & <u>drop/danger zone</u>	
		Positions did not interfere with players or play	
		Exhibited ability to read play enabling referee to be in position for game at that time	
		Did not stand & watch but was constantly moving	
		Match Critical Incidents	Time
		DOGSO	
		VC/SFP Not Dealt With	
		Penalty Given/Not Given	
		Goal Allowed/Disallowed	
		Includes AR Offside Decision	
		No Send Off For 2nd Yellow	
		Incorrect Application Of Law	



AR / 4th Official Assessment Criteria Worksheet

(March 1, 2010)

AR 1	
AR 2	
4th OFF	

1.0 ASSISTANT REFEREE CRITERIA 1: INVOLVEMENT / ASSISTANCE	Minute		
	AR1/AR2	AR1/AR2	AR1/AR2
Read game like referee & tempered assistance accordingly			
Involved as needed vs. over involved			
Demonstrated appropriate level of teamwork in managing game			
Same <u>rhythm</u> of game as ref providing appropriate assistance			
Exhibited courage to become involved in critical situations			
Participated in the <u>triangle of control</u> as dictated by game			

2.0 ASSISTANT REFEREE CRITERIA 2: OFFSIDE	Minute		
	AR1/AR2	AR1/AR2	AR1/AR2
Wait & See approach to offside decisions applied			
Showed restraint in application of offside, flag down if in doubt			
Gave benefit of doubt to the attack			

3.0 ASSISTANT REFEREE CRITERIA 3: POSITIONING / MOVEMENT	Minute		
	AR1/AR2	AR1/AR2	AR1/AR2
In correct position to support decisions			
Kept up with play for entire duration of game			
Exhibited ability to maintain offside line throughout match			
Correctly positioned to make offside decisions			
Followed every ball to goal and/or to the goalkeeper			
Kept body square to field by sidestepping as play dictated			
Displayed ability to transition from sidestep to sprints & back			

1.0 4th OFFICIAL CRITERIA 1: BENCH CONTROL	Minute		
	4th Off	4th Off	4th Off
Utilized <u>Ask, Tell & Remove</u> procedures			
Dealt with technical area, according to initiatives & directives			
Used techniques to prevent escalation of improper behavior			

2.0 4th OFFICIAL CRITERIA 2: ASSISTANCE TO THE REFEREE	Minute		
	4th Off	4th Off	4th Off
Provide appropriate level of assistance before, during & after			
Used protocol to manage game dispute/mass confrontation			
Managed substitution process as required			

3.0 4th OFFICIAL CRITERIA 3: ADMINISTRATIVE TASKS	Minute		
	4th Off	4th Off	4th Off
Administrative duties (paperwork, etc) were well handled			