

FHSAA: Guidelines for the Evaluation of Soccer Officials

- ▶ John Bauman
Lead Evaluator



TABLE OF CONTENTS

TABLE OF CONTENTS

Key Components of a Score

Game Difficulty –

Critical Match Incidents (CMIs) and Critical Refereeing Errors

CMI Difficulty Levels and Considerations

Calculating a Final Score

Filling in the Evaluation Form

Sample Scenarios



KEY COMPONENTS OF A SCORE

Key Components of a Score

There are three main components that will heavily affect the score.

1. Each match official's General Performance (GP), with priority placed on:

Referee: Match Control / Interaction with Participants

Assistant Referee: Offside / Involvement and Assistance

2. Degree of match difficulty

This can vary for each individual match official

3. CMIs and CREs

Referee: CMIs and incorrect cautions (given or not given) for reckless challenges, SPA, downgraded DOGSO, handball to score or attempt to score a goal, and handball with an unsuccessful attempt to prevent a goal

Assistant Referee: CMIs and incorrect offside decisions that lead to or negate a promising attack

Key Components of a Score (GP – Referee)



Match Control (MC)

- Consistent and credible recognition of foul play
- Consistent and credible recognition of cautionable offences (players)
- Consistent and credible recognition of warnings /cautionable offences (team officials)
- Recognition and management of persistent offences
- Use of advantage
- Managing the grey areas
- Management of mass confrontation

Key Components of a Score GP – Referee

- ▶ **Interaction with Participants (IP) (Players and Team Officials)**
 - Used appropriate verbal communication, body language, and mannerisms
 - Was open to appropriate communication from participants
 - Proactive management of players pushing / pulling prior to the ball put into play
 - Recognized difference between frustration and dissent and managed appropriately
 - Showed composure and appropriate range of responses to match nature of incident
 - Identified changes in game temperature and proactively managed those changes

Key Components of a Score (GP – Referee)

Game Management (GM)

- Injury management
 - Including correct implementation of head injury protocol, re-entry of treated players, blood
- Time management
 - Appropriate time given, minimum time played, extension & communication for added events
- Restart management
 - Including quick/ceremonial free kicks, goal/corner kicks, penalty kicks, throw-ins, dropped balls
- Wall management
 - Correct distance of defenders from the ball, correct distance of attackers from the wall
- Signaling according to Laws of the Game
- Equipment Management
 - Including jewelry, shin guards, socks/tape, visible compression undergarments

Key Components of a Score (GP – Referee)

Teamwork (TW)

- Acknowledgement and/or overrule of AR assistance
 - Including offside, fouls/misconduct, boundary lines
- Appropriate delegation of responsibilities to other crew members
 - Including wall management
- Effective use of eye contact, discreet signals for communication, or electronic communication systems
- Cooperation with fourth official
 - Including fouls/misconduct, injury management, substitutions, team officials misconduct
- Cooperation with VAR and AVAR
 - Correct application of VAR protocols, if applicable

Key Components of a Score (GP – Referee)

Positioning (PS)

- Took positions to achieve good viewing angles
 - Including challenges, in and around the penalty area
- Credible proximity to attacking play and/or challenges
- Recognized low/medium and high-pressure tactics and adjusted position accordingly
 - Anticipation vs. reaction
- Recognized the breakdown of play and adjusted position accordingly
 - Anticipation vs. reaction
- Anticipated drop zone, adjusted position while the ball was in the air, scanned off-ball
- Adjusted body orientation in the attacking third to have open view of penalty area play and lead AR

Key Components of a Score (GP – Referee)

Movement (MV)

- Work rate matches the needs of the game
- Stamina levels displayed from beginning to end of game
- Sprinting ability and appropriate use of sprinting to stay proximate to play
- Used explosive movement/visible change of pace/changes in direction (challenges / turnovers / counterattacks)
- Appropriate use of backward and lateral movement (agility) to gain good viewing angles
- Appropriate use of backward and lateral movement (agility) to stay out of active player zones

Key Components of a Score (GP – AR)

Offside (OS)

- Correct identification of routine non-CMI offside offences (flag raised or not raised)
(OIP, OIO, OGA)
- Correct identification of difficult non-CMI offside offences (flag raised or not raised)
(OIP, OIO, OGA)
- Appropriately gave the benefit of doubt to the attacking team
- Appropriate application of the "wait and see" principle

Key Components of a Score (GP – AR)

Involvement and Assistance (IA)

- Correct assistance with boundary line decisions
- Correct identification of fouls within area of responsibility
- Correct identification of cautionable offences within area of responsibility (players)
- Correct identification of cautionable offences within area of responsibility (team officials)
- Appropriate switch of focus between offside, boundary line, foul/misconduct priorities
- Appropriate assistance within area of responsibility
 - Including player/team official management, wall management, encroachment
- Effective use of communication
 - Eye contact / discreet signals / electronic systems
- Participated appropriately during mass confrontations
- Appropriate flag mechanics and techniques

Key Components of a Score (GP – AR)



Positioning (PS)

- Correct alignment with second-to-last-opponent or the ball throughout the match
- Credible positioning at goal line to make boundary line or goal/no-goal decisions

Key Components of a Score (GP – AR)



Movement (MV)

- Appropriate use of lateral movement
 - Including imminent offside decisions and/or maintaining an open view of play
- Reading / Anticipating play and effective use of transitions between lateral movement and sprinting
- Appropriate use of explosive movement and sprinting
- Work rate matches the needs of the game
- Stamina levels displayed from beginning to end of game

Key Components of a Score (GP – 4thOfficial

Involvement and Assistance (IA)

- Proactive and preventative management for situations within area of responsibility
- Appropriate involvement and information for fouls and misconduct within area of responsibility
- Appropriate involvement and information for incidents out of the view of the referee (players)
- Consistent and credible recognition of warnings/cautionable offences (team officials)
- Accurate management of substitution procedures
- Appropriate assistance with injury management
 - Including stretcher, medical staff, blood, re-entry of treated players
- Accurate completion of administrative duties before, during, after the match

Key Components of a Score (GP –4thOfficial)



Management of the Technical Area (TA)

- Was open to appropriate communication with team officials
- Used appropriate verbal communication, body language, mannerisms



GAME DIFFICULTY

Game Difficulty



Degree of Difficulty

- There are three levels of difficulty: **Normal, Difficult, and Very Difficult.**
- This component is specific for each Match Official, who all get their own personal degree of difficulty for the game. For example, the Referee can have a “Very Difficult” rating, while Assistant Referee 1 can have a “Normal” rating.
- The Evaluator must use their expertise, experience, and “feel” for the game to evaluate these factors and their overall impact, the type of decisions required, the complexity of the decisions, and the quantity of decisions.

Game Difficulty



Demand of Match Officials include:

- The behavior, attitude, and cooperation of players, coaches, team officials and administrators, and spectators
- The degree to which players accepted/rejected decisions
- Conditions of the field of play
- The weather or climate
- If the match official faced challenging decisions/situations outside the norm for the level of play
- The number of decisions to which the match official's abilities were tested

Game Difficulty



Choosing a Level

- The match official can make a big difference on the degree or level of difficulty of a game. They can make a normal game difficult, or vice-versa, and this affects the Evaluator's determination regarding the difficulty of the match.
- The lack of game control on the part of a match official must NOT increase the difficulty level. A game that becomes more difficult due to the match official's decision-making does NOT get rated more difficult.
- If the match became "Difficult" to "Very Difficult" because of the match official's apparent errors or lack of control, then the match CANNOT be rated as "Difficult" or "Very Difficult."

Game Difficulty



Choosing a Level

- If the Evaluator considers that the match official's lack of match control was the contributing factor to the game becoming "Difficult" or "Very Difficult," then the game must be rated as "Normal."
- Exceptional control and game management by the match official which results in a game becoming less difficult, must NOT lower the difficulty level. Rate the game as "Difficult" or "Very Difficult" as appropriate for the match official to get credit for their work.

Game Difficulty

The Three Levels of Game Difficulty		Baseline GP Scores
Normal	Normal match with routine decisions	8.3 to 8.4 (A normal match with one correct non-CMI difficult decision may have the baseline GP score of 8.5)
Difficult	Difficult match with some difficult decisions	8.6 to 8.8
Very difficult	Very difficult match with many difficult decisions	8.9



CRITICAL MATCH INCIDENTS
AND CLEAR REFEREEING ERRORS

Critical Match Incidents and Clear Refereeing Errors

Three types of errors

Critical Match Incident (CMI) errors: Each match official role has a prescribed list of CMIs. An error of this kind, unless the CMI difficulty is rated as “impossible,” will lower the match official’s final score.

Clear Refereeing Errors (CREs): Each match official has a prescribed list of clear refereeing errors. An error of this kind will only lower the match official’s final score if the difficulty is “routine.”

General Performance (GP) errors: Any other errors that a match official makes are considered general performance errors. An isolated error of this kind on its own may not lower the match official’s final score.

Critical Match Incidents and Clear Refereeing Errors



Considerations should be given to:

- Should any match official, *at that level of competition*, be expected to make that decision?
 - If so, the more likely the decision is clear
- If match video is available, do I need to use several *replays* or frame-by-frame to verify the decision?
 - The more replays/frame-by-frame are needed, the less likely the decision is clear
- If a group of refereeing experts voted, would the decision be nearly *unanimous*?
 - If not, the less likely the decision is clear
- Is the decision missed due to poor positioning, a lack of focus/concentration, poor mechanics, poor movement, etc.?
 - If so, the more likely the decision is clear
- Is the decision a serious and/or *obvious* misapplication of the Rules of the Game?
 - If so, the more likely the decision is clear



CRITICAL MATCH INCIDENTS

Critical Match Incidents



Critical Match Incidents (Referee)

- Penalty Kick
- Send-off (Direct) (players)
- Send-off (Direct) (team officials)
- Send-off (2nd CT) (players)
- Send-off (2nd CT) (team officials)
- Other decisions with game-changing impact
 - Involvement/Information on AR Offside decision
 - Decision which directly leads to/negates clear goal-scoring opportunity/goal
 - Mistaken Identity
 - Retake of PK
 - Other

Critical Match Incidents

Critical Match Incidents (Assistant Referee)

- Offside leads to/negates clear goal-scoring opportunity or goal
- Involvement/Information on awarding a goal
- Involvement/Information on Penalty Kick
- Involvement/Information on Send-off (Direct) (players)
- Involvement/Information on Send-off (Direct) (team officials)
- Involvement/Information on Send-off (2nd Caution) (players)
- Involvement/Information on Send-off (2nd Caution) (team officials)
- Involvement/Information on other decisions with game-changing impact
 - Retake of Penalty Kick
 - Decision which directly leads to/negates clear goal-scoring opportunity or goal
 - Mistaken Identity
 - Other

Critical Match Incidents

Critical Match Incidents (4th Official)

- Involvement/Information on Send-off (Direct) (players)
- Involvement/Information on Send-off (Direct) (team officials)
- Involvement/Information on Send-off (2nd CT) (players)
- Involvement/Information on Send-off (2nd CT) (team officials)
- Involvement/Information on other decisions with game-changing impact

Decision which directly leads to/negates clear goal-scoring opportunity or goal

Mistaken Identity

Other

Critical Match Incidents

Involvement / Information

- Offside CMIs

For AR Offside CMIs, mark *Involvement* as N/A and evaluate only the *Information*.

e.g., A CMI for the AR with a correctly raised flag is shown as:

Involvement: N/A

Information: Correct / Given

- Offside CMIs is the only category in which the “Correct / Not Given” combination can be given

CMIS AND POINTS ADDITION OR DEDUCTION FOR THE ASSISTANT REFEREE 1					
CRITICAL MATCH INCIDENTS (LIST ALL)					
TIME	TYPE	INVOLVEMENT	INFORMATION	DIFFICULTY	BRIEF DESCRIPTION
22:33	leads to/negates clear goal-scoring opportunity	N/A (Offside only)	Correctly not given (Offside only)	Routine	Attackers and defenders moving in the same direction



* Example of an evaluation form

CRITICAL MATCH INCIDENTS

Involvement / Information

- Non-offside CMIs

Evaluate both **Involvement** and **Information**

For AR non-offside CMIs, both the *Involvement* and *Information* portions of the decisions are evaluated

CMIS AND POINTS ADDITION OR DEDUCTION FOR THE ASSISTANT REFEREE 1					
CRITICAL MACH INCIDENTS (LIST ALL)					
TIME	TYPE	INVOLVEMENT	INFORMATION	DIFFICULTY	BRIEF DESCRIPTION
22:33	Involvement/Information on PK	Correctly given	Incorrectly given	Routine	Elements of severity were identifiable and within AR's normal area of patrol



* Example of an evaluation form

Critical Match Incidents



Involvement and Accuracy / Action

If Involvement is marked “Correct / Given”

Then the official got involved in a CMI decision as expected

Involvement: “Correct / Not given” – Not an Option

If Involvement is marked “Incorrect / Given”

Then the official got involved in a CMI decision despite not being expected to do so

Exception: If the official provides correct information even though they were not expected to be involved, categorize the involvement as “Correct / Given”

If Involvement is marked “Incorrect / Not Given”

Then the official did not get involved in a CMI decision despite being expected to do so

Critical Match Incidents

Information and Accuracy / Action

If information is marked “Correct / Given”

Then the information provided to the other official was accurate

Information: “Correct / Not given” – Not an Option

If Information is marked “Incorrect / Given”

Then the information provided to the other official was not accurate

If Information is marked “Incorrect / Not Given”

Then information was not provided to the other official

Critical Match Incidents

If one portion of the decision is correct but the other portion is incorrect, the entire CMI is incorrect

- The official may have correctly got involved with the decision, but the information they provided was not correct.
- If the official provides correct information even though they were not expected to be involved, categorize the involvement as “Correct / Given.” In this scenario, this CMI is marked as correct.

CRITICAL MATCH INCIDENTS (EXAMPLES)

	Involvement	Information	Shared?
The AR incorrectly does not give offside on a goal.	N/A	Incorrect not given	No
The AR correctly informs the referee of a careless tripping offence by a defender inside the penalty area.	Correct given (AR correctly got involved)	Correct given (AR correctly gave information to award a PK)	Yes (with the Referee)
The AR incorrectly informs the referee of a handball offence by a defender inside the penalty area close to them even though handball did not happen.	Correct given (AR correctly got involved)	Incorrect given (AR incorrectly gave information to award a PK)	Yes (with the Referee)
The fourth official saw VC in front of them but failed to alert the referee.	Incorrect not given (Fourth official incorrectly did not get involved)	Incorrect not given (Fourth official incorrectly did not give information to give a direct send-off)	Yes (with the Referee)



CLEAR REFEREEING ERRORS

Clear Refereeing Errors



Referee

Incorrectly given or not given caution for:

UB - Reckless

UB - SPA(H)

UB - SPA (F) (Outside PA)

UB - SPA (F) (No attempt inside PA)

UB - DOGSO (F) (Downgraded to Caution)

UB - Handball - Attempts to/Scores a goal

UB - Handball - Unsuccessful attempt to prevent
a goal

Assistant Referee

Incorrectly given or not given offside
decision that

Leads to or negates a promising attack

Note: Other than CMIs, additional caution errors or offside errors are addressed in general performance.

Clear Refereeing Errors

If the same decision is a CMI error and a CRE, only the CMI error affects the official's score.

E.g. A referee gives a caution for SPA when they should have issued a red card for DOGSO. Although there was an incorrectly given caution (SPA) and an incorrectly not given direct send-off (DOGSO), only the CMI error (incorrectly not given direct send-off) will trigger a deduction. The incorrectly given caution will not affect the score.

But if a referee fails to award a PK and fails to give a caution for a downgraded DOGSO, both the CMI error (incorrectly not given PK) and the CRE (incorrectly not given caution for downgraded DOGSO) will trigger deductions as these are two separate decisions.

Clear Refereeing Errors

On the evaluation form, list only the CMI error. Incorrect caution is added to the caution data base but not to the CRE section. Address the caution error in GP.

CAUTIONS - TOTAL NUMBER IN THE GAME							
Correct Given	0		Incorrect Given	1		Incorrect Not Given (Missed)	0
SEND OFFS - TOTAL NUMBER IN THE GAME							
Correct Given	0		Incorrect Given	0		Incorrect Not Given (Missed)	1
CRITICAL MATCH INCIDENTS							
TIME (MM:SS)	CMI TYPE	INVOLVEMENT	INFORMATION	CMI DIFFICULTY	CMI DIFFICULTY REASON		SHARED
23:45	Send-off (Direct) (players)	N/A	Incorrect Not Given	Routine	Clear view of incident		

Note: This incorrect caution will not be added to the CRE list.



CALCULATING A FINAL SCORE

CALCULATING A FINAL SCORE

To work out a final score for each official, you need to understand the following calculation.



General Performance

Overall General Performance

Referees

Match Control
Interaction with Participants
Game Management
Teamwork
Positioning
Movement

Assistant Referees

Offside
Involvement and Assistance
Positioning
Movement

4th official

Involvement and Assistance
Management of Technical Area

Details

Critical Match Incidents (CMIs)

Clear Refereeing Errors (Referee)

Incorrect caution (given or not given) for
UB - Reckless
UB - SPA(H)
UB - SPA (F) (Outside PA)
UB - SPA (F) (No attempt inside PA)
UB - DOGSO (F) (Downgraded to Caution)
UB - Handball (Attempts to/Scores a Goal)
UB - Handball (Unsuccessful attempt to prevent goal)

Clear Refereeing Errors (AR)

Incorrect offside decision that leads to or negates a promising attack

Calculating a Final Score

- ▶ Benchmark General Performance Score range for
- A good performance on a normal match is 8.3 – 8.4
- ▶ A general performance score higher than 8.4 is possible even when the difficulty of the match is normal
- ▶ If the official makes a correct non-CMI difficult decision in a normal match with a
- ▶ good performance, the baseline general performance score is 8.5
- A satisfactory performance regardless of the match difficulty is 8.0 – 8.2
- A below expectation performance regardless of the match difficulty is 7.9 and below

CALCULATING A FINAL SCORE

Once the general performance score of an official is determined, the evaluator will examine the score additions and deductions due to CMI and clear refereeing errors.

If there are no additions or deductions, the official will have one score (i.e., Final Score)

Game Difficulty: Normal Score* 8.4

Final Score 7.9



* Example of an evaluation form

CALCULATING A FINAL SCORE

Once the general performance score of an official is determined, the Evaluator will examine the score additions and deductions due to CMIs and clear refereeing errors.

If there are additions and/or deductions, the final score will incorporate them. The official will have two scores: the pre-adjustment score (i.e. the GP score, which is displayed with an asterisk on the evaluation form) and the final score.

Game Difficulty: Normal Score* 8.4 Final Score 7.9

* Example of an evaluation form



Once the GP score is selected and the list of CMIs and the list of point deductions are filled out, the evaluation form will automatically generate the final score. The evaluator will NOT have to calculate the final score.

CALCULATING A FINAL SCORE

The following cases will result in point addition or deduction:

Addition for a correctly given difficult CMI decision (Referee and AR)

Addition for a correctly given or not given difficult CMI offside decision (AR)

Deduction for an incorrectly given or not given routine or difficult CMI decision (Referee and AR)

Deduction for a routine clear refereeing error (Referee and AR)



CALCULATING A FINAL SCORE (DEDUCTIONS)

Normal Difficulty Match		
Routine CMI error	Good performance (8.3+) becomes a base post-adjustment score of 7.9	Additional routine CMI error will result in deduction of 0.3
	Satisfactory performance (8.0-8.2) becomes a base post-adjustment score of 7.8	
Difficult CMI error	Good performance (8.3+) becomes a base post-adjustment score of 8.0	Additional difficult CMI error will result in deduction of 0.2
	Satisfactory performance (8.0-8.2) becomes a base post-adjustment score of 7.9	
Clear Refereeing Error (Routine only)	Deduction of 0.1	Additional clear routine refereeing error will result in deduction of 0.1

The evaluation form will automatically calculate these deductions once the CMI and deduction lists are filled out.

Calculating a Final Score

When a match official makes a correct difficult decision, their score is adjusted with an addition of 0.1.

A correct CMI is never rated “impossible.”

A correct routine CMI does not result in an addition.

A correct caution of any kind does not result in an addition

If the match had an incorrect CMI decision, the deduction from the CMI error is calculated first, and any addition is made to the deducted score.

Reminder: The evaluation form will automatically calculate these additions once the CMI list is filled out.

See the scenarios at the end of this manual for examples.

Score	Conditions
> 9.0	An “excellent” performance on a “very difficult” match
8.6 – 9.0	A “very good” performance on a “difficult” match
8.5	A “very good” performance on a “normal” match or a “good” performance on a “normal” match with a correct difficult decision
8.3 – 8.4	A “good” performance on a normal match, with the message that this match official should continue this level of performance into the next match
8.2	A “satisfactory” performance, with the message that the match official has some small areas to be improved upon
8.0 – 8.1	A “satisfactory” performance, with the message that the match official has important areas to be improved upon; or 8.0: When the match official had performance of 8.3+ but with a difficult CMI error
7.5 – 7.9	A “below expectation” general performance, where the match official had a lack of overall control of the match with or without a clear error and has significant points to improve; or 7.9: When the match official had performance of 8.0-8.2 but with a difficult CMI error 7.9: When the match official had performance of 8.3+ but with a routine CMI error 7.8: When the match official had performance of 8.0-8.2 but with a routine CMI error
7.0 – 7.4	A “below expectation” performance regardless of the match difficulty with significant areas that require improvement
< 7.0	A “significantly below expectation” performance regardless of the match difficulty with major disciplinary inconsistency and/or no match control / interaction with participants (Referee) or with major inaccuracies with offside decisions and/or involvement and assistance (AR)



FILLING IN THE EVALUATION FORM

Filling in the Evaluation Form

- Start by filling out the information tab of the evaluation.
- Fill out the evaluation tab for each official and decide the score for each category.
- Once all the category scores are determined, Prioritizing Match Control and Interaction with Participants for the Referee and Offside and Involvement and Assistance for the Assistant Referee, decide on the General Performance score of the official.
- At the same time, write your solutions and/or recommendations to the officials. This will help to determine the severity of the CMI or error, as well as assist in determining if there is a clear solution to ensure any match official should be reasonably expected to see or deal with the situation.
- Then decide if the error was clear and should result in a reduction in the final score.

Filling in the Evaluation Form

- Fill out the CMI and clear error deduction lists.
- Input the score* and final score if there was a point addition/deduction. The final score will be auto-calculated.
- If there was no point addition or deduction, only the final score should be listed on the information page.


Filling in the Evaluation Form

Match Information

GREEN: SELECT FROM
THE DROPDOWN MENU



GAME DIFFICULTY,
SCORE*, AND FINAL
SCORE ARE TO BE
FILLED OUT FOR
EACH OFFICIAL
BEING EVALUATED



Filling in the Evaluation Form

Referee General Performance (MC, IA, GM, TW, PO, and MV)

REFEREE PERFORMANCE										
Score* (General Performance)	8.3				Final Score	8.3				
FOR EACH CATEGORY, PLEASE USE AN X TO INDICATE THE PERFORMANCE LEVEL										
	N/A	< 7.0	7.0 - 7.4	7.5 - 7.9	8.0 - 8.2	8.3 - 8.4	8.5	8.6 - 8.7	8.8 - 9.0	> 9.0
Match Control						X				
Interaction with Participants					X					
Game Management						X				
Teamwork					X					
Positioning						X				
Movement						X				
Positive Areas										
Areas for Development										

SELECT THE GP SCORE FOR THE REFEREE (FINAL SCORE WILL BE AUTOCALCULATED)

PUT ONLY ONE "X" FOR EACH DESCRIPTOR TO INDICATE THE PERFORMANCE LEVEL

PROVIDE YOUR BRIEF COMMENTS

Filling in the Evaluation Form

Referee Data Table

CAUTIONS					
Correctly Given	0	Incorrectly Given	0	Missed	0
SEND OFFS					
Correctly Given	0	Incorrectly Given	0	Missed	0
PENALTY KICKS					
Correctly Given	0	Incorrectly Given	0	Missed	0

FOR EACH CATEGORY, PROVIDE THE NUMBER OF ALL CORRECTLY GIVEN, INCORRECTLY GIVEN, AND MISSED INCIDENTS. NOT JUST CREs OR CMIs. THIS IS TOTAL.

Filling in the Evaluation Form

Referee CMIs and Clear Errors

CMIS AND CLEAR ERRORS FOR THE REFEREE					
CRITICAL MACH INCIDENTS (LIST ALL)					
TIME	TYPE	INVOLVEMENT	INFORMATION	DIFFICULTY	BRIEF DESCRIPTION
CLEAR ERRORS (INCORRECTLY GIVEN OR NOT GIVEN RECKLESS, SPA, DOWNGRADED DOGSO, HANDBALL ATTEMPTS TO/SCORES GOAL, AND UNSUCCESSFUL ATTEMPT TO PREVENT GOAL THAT ARE ROUTINE)					
TIME	TYPE	ACCURACY/ACTION	BRIEF DESCRIPTION		

LIST ALL CMIS

LIST ONLY CLEAR REFEREEING ERRORS

TIME MUST BE IN THE MM:SS FORMAT

GREEN: SELECT FROM THE DROPDOWN MENU

Filling in the Evaluation Form

Referee Summary

Provide your comments for each question

FEEDBACK AND CAPACITY			
Was the Official receptive to feedback?		Comments:	
Does this Official have the capacity for this level of game?		Comments:	
Does this Official have the capacity for more difficult games?		Comments:	

GREEN: SELECT FROM
THE DROPDOWN MENU

Filling in the Evaluation Form

AR General Performance (OS, IA, PS, and MV)

ASSTANT REFEREE 1 PERFORMANCE										
Score* (General Performance)										Final Score
										<7.0
FOR EACH CATEGORY, PLEASE USE AN X TO INDICATE THE PERFORMANCE LEVEL										
	N/A	<7.0	7.0 - 7.4	7.5 - 7.9	8.0 - 8.2	8.3 - 8.4	8.5	8.6 - 8.7	8.8 - 9.0	> 9.0
Offside										
Involvement and Assistance										
Positioning										
Movement										
Positive Areas										
Areas for Development										

SELECT THE GP SCORE FOR THE AR (FINAL SCORE WILL BE AUTOCALCULATED)

PUT ONLY ONE "X" FOR EACH DESCRIPTOR TO INDICATE THE PERFORMANCE LEVEL

PROVIDE YOUR BRIEF COMMENTS

Filling in the Evaluation Form

AR Summary

Provide your comments for each question

FEEDBACK AND CAPACITY			
Was the Official receptive to feedback?		Comments:	
Does this Official have the capacity for this level of game?		Comments:	
Does this Official have the capacity for more difficult games?		Comments:	



GREEN: SELECT FROM THE DROPDOWN MENU

Filling in the Evaluation Form

4th Official General Performance (IA and TA)

FOURTH OFFICIAL PERFORMANCE										
Score* (General Performance)						Final Score	<7.0			
FOR EACH CATEGORY, PLEASE USE AN X TO INDICATE THE PERFORMANCE LEVEL										
	N/A	<7.0	7.0 - 7.4	7.5 - 7.9	8.0 - 8.2	8.3 - 8.4	8.5	8.6 - 8.7	8.8 - 9.0	> 9.0
Involvement/Assistance										
Management of the Technical Area										
Positive Areas										
Areas for Development										

SELECT THE GP SCORE FOR THE 4TH OFFICIAL (FINAL SCORE WILL BE AUTOCALCULATED)

PUT ONLY ONE "X" FOR EACH DESCRIPTOR TO INDICATE THE PERFORMANCE LEVEL

PROVIDE YOUR BRIEF COMMENTS

Filling in the Evaluation Form

4th Official CMI

CMIS AND POINTS ADDITION OR DEDUCTION FOR THE FOURTH OFFICIAL					
CRITICAL MACH INCIDENTS (LIST ALL)					
TIME	TYPE	INVOLVEMENT	INFORMATION	DIFFICULTY	BRIEF DESCRIPTION

TIME MUST BE IN THE MM:SS FORMAT

GREEN: SELECT FROM THE DROPDOWN MENU

Filling in the Evaluation Form

4th Official Summary

Provide your comments for each question

FEEDBACK AND CAPACITY			
Was the Official receptive to feedback?		Comments:	
Does this Official have the capacity for this level of game?		Comments:	
Does this Official have the capacity for more difficult games?		Comments:	

GREEN: SELECT FROM
THE DROPDOWN MENU

Filling in the Evaluation Form

Tips

- Each official's general performance score is NOT the average of the category scores. Category scores are NOT weighted in any prescribed manner.
- The evaluator will prioritize Match Control and Interaction with Participants for the Referee, and Offside and Involvement and Assistance for the Assistant Referee.
- Positioning and/or Movement may impact the general performance score when they impact decisions.
- All CMIs are listed (correct and incorrect) whereas only clear errors that should result in deductions will be listed in the Summary and CMI page.

SAMPLE SCENARIOS

Sample Scenarios

- Normal game with a good performance (GP = 8.4)
- Incorrectly not given routine PK (First CMI error, goes to 7.9)
- Correctly not given difficult PK (not a CMI and no addition)
- 3 correctly given cautions for reckless challenges (no addition)
- 1 incorrectly not given caution for dissent (no deduction)

Score*: 8.4

Final Score: 7.9

Sample Scenarios

- Normal game with a satisfactory performance (GP = 8.2)
- Correctly given difficult PK (add 0.1)
- Questionable but supportable direct send-off given (CMI but not a clear error, no addition or deduction)
- 2 correctly given cautions for reckless challenge (no addition)
- 1 incorrectly not given caution for dissent (no deduction)

Score*: 8.2

Final Score: 8.2

Sample Scenarios

- Normal game with a good performance (GP = 8.3)
- Correctly given difficult PK (add 0.1)
- Incorrect direct send-off given routine (First CMI error, goes to 7.9)
- 1 correctly not given caution for SPA (deduct 0.1)
- 1 incorrectly given caution for a reckless challenge (no addition)

Score*: 8.3

Final Score: 7.9

*Reminder: Scoring does not follow the chronological order of events.
CMI errors are scored first, and other additions/deductions are calculated afterwards.*

Sample Scenarios

- Difficult game with a very good performance (GP = 8.6)
- 2 correctly given cautions for dissent and 3 reckless fouls (no addition)
- 1 correctly given caution for SPA(no addition)
- 1 incorrectly not given caution for DR (no deduction)
- Very good player management throughout (included in GP)

Final Score: 8.6 (There is no score listed in the * column)

Sample Scenarios

- Normal game with a good performance (GP = 8.4)
- 1 correctly given difficult PK (add 0.1)
- 1 incorrectly not given caution for DR (no deduction)
- 1 correctly given caution for a reckless challenge (no addition)
- 1 correctly given caution for a downgraded DOGSO) (no deduction)
- 1 correctly given routine PK (no addition)

Score*: 8.4

Final Score: 8.5



THANK YOU

Special thanks to US Soccer