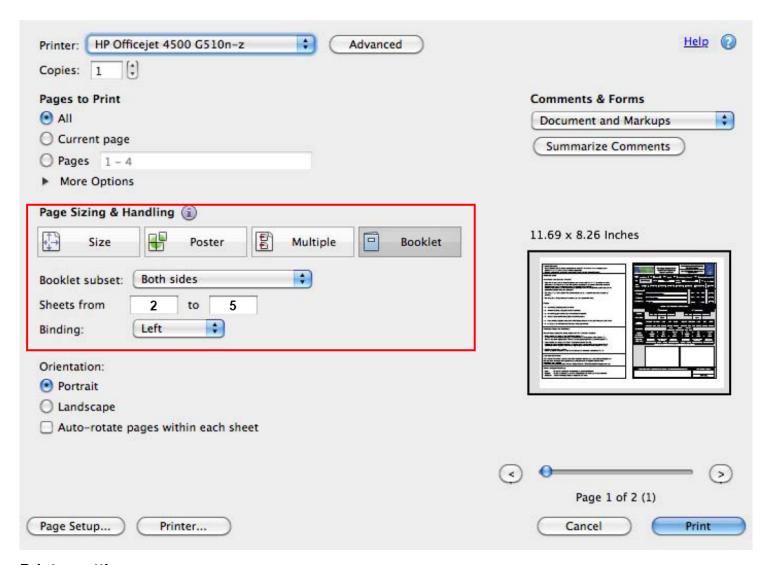
# **R4**

# REFEREE EVALUATION



## Printer settings:

To get a four side booklet version that you can distribute at the end of the match to the Referees, make sure to have your printer set as shown in the red square above. This will only work if you have a duplex-printer.

Please, to facilitate the use of this R4 form ensure the following:

- If you want to use the R4 on a **Laptop** (Windows or MacOS): use Adobe Acrobat Reader XI which you get for free in the download area of the Adobe Website: www.adobe.com
- If you want to use the R4 on an **iPad**: use the PDF Expert App which costs once less than 10 Dollars. Unfortunately, a similar program does not exist for Android Systems at the moment.

COMPETITION LOGO		COMPETITIO	N NAME						
					EFEREEING Version April 2016 / Hassan	EVALUATIOI Titov/Rek, Triagonal	N		
MATCH #	DATE	TIME	СІТҮ			HALL			
STAGE	<u> </u>	TEAM   A		TEAM B		SEX	( MEN WOMEN		
FINAL SET	rs		INTS PER SET			POINTS TOTA	AL MATCH DUR.		
RESULT :	:	:	:	:	:	<u> </u>	min		
FUNCTION	FAMILY NAME,	First Name			]	CATEGORY	COUNTRY		
1 <sup>st</sup> REFEREE							_		
2 <sup>nd</sup> REFEREE									
REFEREE DELEGATE									
FINAL EVALUATION of REFEREES									
		1 <sup>st</sup> REFEREE			2 <sup>n</sup>	REFEREE			
ENGLISH	GOO	DD SUFFICIENT I	NSUFFICIENT				SUFFICIENT		
TOTAL POINTS					Г				
					L				
MATCH LEVEL		[-	EASY	MEDIUM D	DIFFICULT				
FUTURE	♠ FIT	FIT	■ NOT FIT		FIT	FIT	■ NOT FIT		
NOMINATIONS	HIGHEF LEVEL		THIS LEVEL		IGHER .EVEL	THIS LEVEL	▼ THIS LEVEL		
INFLUENCE ON THE MATCH	INCREASING DIFFICULTIE		REDUCING DIFFICULTIE	INCRE. DIFFICI		O SIGNIFICANT INFLUENCE	REDUCING DIFFICULTIES		
	SUMN	//ARY OF WEAK & STRO	ONG POINTS - SI	UGGESTIONS FO	OR IMPROVEN	MENTS			
				$\neg \Box$					
BEWADKS DEC	ARDING DIFFIC	ULTIES DURING THE G	AMF (toams & sn	ectators securit	v etc)	GAME DEFE	REE DELEGATE		
INDIVIDINA NEO		OLITES DOMING THE G	τινις (ισαιτίο α δρ	ociaioi 3, 300ul II	y, c(c)	OAIVIL RLI EF	ALL DELLUATE		
						NAME / S	IGNATURE		

1 <sup>st</sup> REFEREE				TAII SM		Т	INDEX for REMARKS write detailed explanations under		
	а	b	C	d	е	f	"Special Remarks" at the bottom		
REFEREEING TECHNIQUES AND MECHANICS									
ORGANISATION: Game Preparation, Playing Protocol, Punctuality, Score Sheet									
DECISION MAKING: Whistle - Collect Information - Timing									
3 TEAMWORK with 2 <sup>nd</sup> REFEREE:									
4 TEAMWORK with LINE JUDGES:									
5 HAND SIGNALS and use of WHISTLE:									
KNOWLEDGE, INTERPRETATION	DN,	AF	PL	.IC/	ATI(	ON	OF THE RULES		
6 BALL CONTACT CONTROL: Adequate Level, Conformity and Constancy, First Hit, Second Hit									
PLAY at the NET: Crossing Space, Reaching & Penetration under Net, Net Touch, Attack-Hit & Block									
8 OTHER ACTIONS & SITUATIONS: Service, Rotation, Screen, 4 Hits, Posit. Faults (also Libero)									
9 HANDLING of UNUSUAL SITUATIONS:									
10 ATTENTION to DETAILS:									
INTERACTION	l WI	TH	TH	ΕT	ΈA	MS			
DISCIPLINE: Minor Misconducts, Prevention, Sanctions									
12 IMPROPER REQUESTS and DELAYS:									
13 GENERAL DEALING with the TEAMS:									
MATCH MANAGEMENT AND PERSONALITY						ALITY			
PRESENTATION: Appearance, Behaviour, Concentration, Body Language									
LEADERSHIP: Sovereignty, Mental Strength, Consistency, Fairness, Acceptance									
EMOTIONAL COMPETENCE: Feeling for the Match, Communication, Conflict Management, Credibility									
OVERALL PERFORMANCE in RELATION to MATCH DIFFICULTY:									
TOTAL POINTS									
SPECIAL REMARKS (corresponding to the Index above)									
TO LOIAL NEWAKKS (Corresponding to the inde	<u> A al</u>	<u> </u>	<u>=)</u>						

2 <sup>nd</sup> REFEREE				TAII SM	L EN	Т	INDEX for REMARKS		
		b	С	Ī.		f	write detailed explanations under "Special Remarks" at the bottom		
REFEREEING TECHNIQUE					ME	СН	ANICS		
ORGANISATION: Game Preparation, Playing Protocol, Punctuality, Score Sheet									
2 ATTENTION to NET and CENTERLINE: Optical position to judge									
3 TEAMWORK with 1st REFEREE:									
4 TEAMWORK with SCORER:									
5 POSITION, ACTIVITY, COORDINATION of MOVEMENT:									
6 HAND SIGNALS and use of WHISTLE:									
KNOWLEDGE, INTERPRETATION, APPLICATION OF THE RULES							OF THE RULES		
7 NET ACTIONS: Crossing Space, Centerline, Net Touch, Attack-Hit & Block Control									
OTHER ACTIONS & SITUATIONS: Positional Faults incl. Libero, ball contact with outside object									
9 HANDLING of GAME INTERRUPTIONS: TO, TTO, Substitutions									
10 HANDLING of UNUSUAL SITUATIONS:									
11 ATTENTION to DETAILS:									
INTERACTION	WI٦	LH.	THE	E TI	EAI	MS			
CONTROL of TEAM BENCHES and									
WARMING UP AREAS: CONTACT to the TEAMS and									
CONFLICT PREVENTION									
MATCH MANAGEMENT AND PERSONALITY									
PRESENTATION: Appearance, Behaviour, Concentration, Body Language									
LEADERSHIP: Sovereignty, Mental Strength, Consistency, Fairness, Acceptance									
16 Match, Communication, Conflict Management, Credibility									
OVERALL PERFORMANCE in RELATION									
to MATCH DIFFICULTY: TOTAL POINTS									
SPECIAL REMARKS (corresponding to the Index above)									

#### **DURING THE GAME:**

- Note under "Remarks" all relevant observations by writing "R" with an index in the corresponding line (sections "1" to "17") for the 1<sup>st</sup> and 2<sup>nd</sup> referee, respectively.
- Write the corresponding explanations or recommendations in the box "Special Remarks".

#### **AFTER THE GAME:**

#### Assessments for each section "1" to "17":

- Right after the game indicate the level of performance in each section ("1" to "17") by marking on of the empty boxes ("a" to "f") with an "x" and if necessary for explanation by adding summarizing remarks in the corresponding line. The respective ratings are explained in the table below. The ratings and additional remarks reflect the general impression in the corresponding section based on the observations collected during the whole game.
- The ratings "a" are "bonus points". This additional points can be awarded for outstanding examples of officiating.
- The ratings "c" to "f" may only be marked if there are some remarks in that line.

### Ratings:

- a: outstanding, exemplary, practically perfect
- **b:** almost no mistakes, very good control, no comments
- c: few mistakes, good control, only minor improvements possible
- **d:** some mistakes, regular control, significant polishing needed
- e: many mistakes, "big point" errors, basic skills deficient, influence on the result of the game, little control
- f: not adequate for this match level, disastrous errors, loss of control

#### **Discussion with Referees:**

This Evaluation Form is the basis for a constructive discussion following each game among the Delegate and Referees. Areas of Strength and suggested Areas for Improvement are important elements of the retrospective game analysis.

Please fill in your recommendations in the box "SUGGESTIONS FOR IMPROVEMENT" (first page of this form).

## **Criterion for English Proficiency:**

**- GOOD**: Be good at audio-lingual communication at work in clear English.

- **SUFFICIENT**: Be able to communicate at work in simple English with main ideas clearly understood.

- **INSUFFICIENT**: Have no knowledge of English except for a few words.