

R-4 Referee's Performance form

GUIDELINES

- Referee Performance form shall be used since 1 January, 2018 in all FIVB competitions.
- R-4 form has only 4 wide refereeing criteria that facilitates it's filling out. Correct implementation of this form will allow FIVB Refereeing and Rules of the Game Commission to have a variety of referee evaluations from "0" points to "100" points depending of a referee performance.
- The main task of a Game Referee Delegate is to evaluate 1&2 referee in terms of determining a referee level (totally 5 levels – a,b,c,d,e) for each of the following criteria:

- 3.1 REFEREEING TECHNIQUES AND MECHANICS** - Game Preparation, Playing Protocol, Punctuality, Score Sheet, decision making process, team work with other members of refereeing corps, use of whistle etc.
- 3.2 KNOWLEDGE, INTERPRETATION, APPLICATION OF THE RULES, CHALLENGE ISSUES** – on the basis of particular responsibilities for the 1-st and 2-nd referee, i.e. ball contact control, play at the net etc. (for the 1-st referee) and net actions, position faults etc. (for the 2-nd referee).
- 3.3 MANAGING OF THE GAME** - psychological aspects like Sovereignty, Mental Strength, Consistency, Fairness, Acceptance, teams discipline etc.
- 3.4 PRESENTATION AND APPEARANCE** – how referee looks (BMI and abdominal issues), uniform tidiness etc.

- There is a 25 points gap between performance levels:

Level A (all 4 criteria is «a» - role model) - 100 points

Level B (all 4 criteria is «b» - very good performance almost no mistakes) - 75 points

Level C (all 4 criteria is «c» - good performance, few mistakes) - 50 points

Level D (all 4 criteria is «d» - some mistakes, significant polishing needed) - 25 points

Level E (all 4 criteria is «e» - many mistakes, basic skills efficient) - 0 points

In real practice there will be always a combination of different levels for different criteria (e.g. level "A" for knowledge criteria and level "D" for managing (psychology)). So, we can expect a big range of evaluations depending from the referee performance.

- How to work with R-4 files:

- a) download the file from FIVB site.
- b) open the file in the Adobe Acrobat Reader XI (or later version) program (free download from www.adobe.com).
- c) make a copy of original file using function "save as" and rename this copy with the number of match you evaluating. Work with this new file and save it at the end of match.
- d) R-4 form shall be used in after-match discussion with the referees to inform them orally about their performance. This form shall not be delivered to the referees.
- e) The information from the form shall be uploaded into FIVB database.

- Example of filling out the table with detail assessment in R-4 form – see Pic. below (first referee – relatively good performance, second referee – pretty weak performance).

Pic.

	1 st REFEREE					INDEX for REMARKS
	DETAIL ASSESSMENT					
	a	b	c	d	e	
1 REFEREEING TECHNIQUES AND MECHANICS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+/-/+
2 KNOWLEDGE, INTERPRETATION, APPLICATION OF THE RULES, CHALLENGE ISSUES	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+/-/+
3 MANAGING OF THE GAME (psychological aspects, discipline etc.)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-/-/+
4 PRESENTATION AND APPEARANCE	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+/-/+
TOTAL POINTS	30	30	15	0	0	75
	2 nd REFEREE					INDEX for REMARKS
	DETAIL ASSESSMENT					
	a	b	c	d	e	
1 REFEREEING TECHNIQUES AND MECHANICS	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-/-/-
2 KNOWLEDGE, INTERPRETATION, APPLICATION OF THE RULES, CHALLENGE ISSUES	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+/-/+
3 MANAGING OF THE GAME (psychological aspects, discipline etc.)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	-/-/-
4 PRESENTATION AND APPEARANCE	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+/-/-
TOTAL POINTS	0	22.5	20	7.5	0	50