



AYSO REFEREE ASSESSMENT CHECK-LIST

Date _____ Time _____

Candidate's Name _____ Assessor's Name _____

E-Mail Address _____ E-Mail Address _____

Address _____ Phone _____

Home Team _____

Phone _____ Away Team _____

Field _____ Division _____

everyone plays

Assessment for Upgrade to Level: Advanced National

	Acceptable	Needs Improvement		Acceptable	Needs Improvement
1. DRESS AND APPEARANCE			4. ATTITUDE		
a. Correct Uniform	<input type="checkbox"/>	<input type="checkbox"/>	a. Shows respect for fellow officials	<input type="checkbox"/>	<input type="checkbox"/>
b. Appropriate badge	<input type="checkbox"/>	<input type="checkbox"/>	b. Shows respect for players, coaches, and others	<input type="checkbox"/>	<input type="checkbox"/>
2. PRE-GAME			c. Shows confidence	<input type="checkbox"/>	<input type="checkbox"/>
Organization			5. COURAGE, CHARACTER, CONSISTENCY		
a. Arrival at proper time	<input type="checkbox"/>	<input type="checkbox"/>	a. Maintains composure and concentration	<input type="checkbox"/>	<input type="checkbox"/>
b. Inspect game ball(s)	<input type="checkbox"/>	<input type="checkbox"/>	b. Unaffected by appeals	<input type="checkbox"/>	<input type="checkbox"/>
c. Checked players and equipment	<input type="checkbox"/>	<input type="checkbox"/>	c. Approachable	<input type="checkbox"/>	<input type="checkbox"/>
d. Checked team rosters	<input type="checkbox"/>	<input type="checkbox"/>	d. Has courage to apply the Laws	<input type="checkbox"/>	<input type="checkbox"/>
e. Started on time (1st and 2nd half)	<input type="checkbox"/>	<input type="checkbox"/>	6. POSITIONING, MECHANICS, SIGNALS		
f. Watches, pencils, yellow and red cards, notebook, coin, whistle	<input type="checkbox"/>	<input type="checkbox"/>	Set Plays		
g. Assistant referee's flags	<input type="checkbox"/>	<input type="checkbox"/>	a. Kick-off positioning	<input type="checkbox"/>	<input type="checkbox"/>
Field Inspection			b. Goal-kick positioning	<input type="checkbox"/>	<input type="checkbox"/>
a. Marking and dimensions of all areas	<input type="checkbox"/>	<input type="checkbox"/>	c. Corner-kick positioning	<input type="checkbox"/>	<input type="checkbox"/>
b. Penalty mark	<input type="checkbox"/>	<input type="checkbox"/>	d. Throw-in positioning	<input type="checkbox"/>	<input type="checkbox"/>
c. Goal posts	<input type="checkbox"/>	<input type="checkbox"/>	e. Penalty-kick positioning	<input type="checkbox"/>	<input type="checkbox"/>
d. Nets	<input type="checkbox"/>	<input type="checkbox"/>	f. Free-kick positioning	<input type="checkbox"/>	<input type="checkbox"/>
e. Corner flags	<input type="checkbox"/>	<input type="checkbox"/>	Dynamic Play		
f. Field conditions and dangerous objects	<input type="checkbox"/>	<input type="checkbox"/>	a. During attacks	<input type="checkbox"/>	<input type="checkbox"/>
Instructions to Assistant Referees			b. During counter-attacks	<input type="checkbox"/>	<input type="checkbox"/>
a. Designate Sr. & Jr. ass't. referee	<input type="checkbox"/>	<input type="checkbox"/>	c. Close to play	<input type="checkbox"/>	<input type="checkbox"/>
b. Indicate diagonal to be used	<input type="checkbox"/>	<input type="checkbox"/>	d. Doesn't miss fouls due to poor positioning	<input type="checkbox"/>	<input type="checkbox"/>
c. Positions at all restarts	<input type="checkbox"/>	<input type="checkbox"/>	Diagonal System of Control		
d. Procedures for:			a. Referee knows the mechanics of the Diagonal System of Control	<input type="checkbox"/>	<input type="checkbox"/>
Offside	<input type="checkbox"/>	<input type="checkbox"/>	b. Moves off of the Diagonal when necessary	<input type="checkbox"/>	<input type="checkbox"/>
Goal scored	<input type="checkbox"/>	<input type="checkbox"/>	c. Keeps assistant referees in view	<input type="checkbox"/>	<input type="checkbox"/>
Penalty Kicks	<input type="checkbox"/>	<input type="checkbox"/>	Coordination and Cooperation		
Fouls not seen by referee	<input type="checkbox"/>	<input type="checkbox"/>	a. Acknowledges signals from assistant referees	<input type="checkbox"/>	<input type="checkbox"/>
3. FITNESS			b. Eye contact between officials	<input type="checkbox"/>	<input type="checkbox"/>
a. Keeps up with play	<input type="checkbox"/>	<input type="checkbox"/>	c. Officials enter and exit the field as a team	<input type="checkbox"/>	<input type="checkbox"/>
b. Capable of sprinting	<input type="checkbox"/>	<input type="checkbox"/>			
c. Adequate back-peddling	<input type="checkbox"/>	<input type="checkbox"/>			



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<p>Signals</p> <p>a. Uses approved signals:</p> <p style="padding-left: 20px;">IFK's <input type="checkbox"/> <input type="checkbox"/></p> <p style="padding-left: 20px;">Goal Kicks <input type="checkbox"/> <input type="checkbox"/></p> <p style="padding-left: 20px;">Corner Kicks <input type="checkbox"/> <input type="checkbox"/></p> <p style="padding-left: 20px;">Penalty Kicks <input type="checkbox"/> <input type="checkbox"/></p> <p style="padding-left: 20px;">Advantage <input type="checkbox"/> <input type="checkbox"/></p> <p style="padding-left: 20px;">Direction for all restarts <input type="checkbox"/> <input type="checkbox"/></p> <p>b. Uses firm and clear signals (including good arm and hand extension) <input type="checkbox"/> <input type="checkbox"/></p> <p>c. Signals only when necessary <input type="checkbox"/> <input type="checkbox"/></p> <p>d. Whistle is clear and audible <input type="checkbox"/> <input type="checkbox"/></p> <p>e. Whistle is variable and expressive <input type="checkbox"/> <input type="checkbox"/></p>							
<p>7. ACCURACY</p> <p>Identifying Fouls</p> <p>a. Recognizes the penal fouls (DFK) <input type="checkbox"/> <input type="checkbox"/></p> <p>b. Recognizes the non-penal fouls (IFK) <input type="checkbox"/> <input type="checkbox"/></p> <p>c. Recognizes misconduct <input type="checkbox"/> <input type="checkbox"/></p> <p>d. Doesn't penalize trifling or doubtful offenses <input type="checkbox"/> <input type="checkbox"/></p> <p>e. Distinguishes between intentional and unintentional handling of the ball <input type="checkbox"/> <input type="checkbox"/></p>							
			<p>f. Distinguishes between legal and illegal obstruction <input type="checkbox"/> <input type="checkbox"/></p> <p>g. Distinguishes between legal and illegal charging <input type="checkbox"/> <input type="checkbox"/></p> <p>Correctness of Punishment</p> <p>a. Awards correct type of free-kick (indirect vs. direct) <input type="checkbox"/> <input type="checkbox"/></p> <p>b. Warns players when appropriate <input type="checkbox"/> <input type="checkbox"/></p> <p>c. Cautions players when appropriate <input type="checkbox"/> <input type="checkbox"/></p> <p>d. Sends off players when appropriate <input type="checkbox"/> <input type="checkbox"/></p> <p>e. Uses proper procedure when cautioning or sending off players <input type="checkbox"/> <input type="checkbox"/></p>				
			<p>8. GAME CONTROL</p> <p>a. Knows the Laws of the Game <input type="checkbox"/> <input type="checkbox"/></p> <p>b. Properly reads the flow of the game <input type="checkbox"/> <input type="checkbox"/></p> <p>c. Makes prompt decisions <input type="checkbox"/> <input type="checkbox"/></p> <p>d. Properly allows advantage <input type="checkbox"/> <input type="checkbox"/></p> <p>e. Doesn't permit encroachment <input type="checkbox"/> <input type="checkbox"/></p> <p>f. Efficiently handles the "wall" <input type="checkbox"/> <input type="checkbox"/></p>				

COMMENTS

Game Difficulty (Circle One): EASY, BELOW AVERAGE, AVERAGE, CHALLENGING, EXTREMELY CHALLENGING
 (Note: Average means "A Typical AYSO Regular Season Match")

- Service Assessment
 Recommended for Upgrade
 Recommended for further observation

Signature of Assessor