

**SPECIAL REMARKS:**  
1<sup>st</sup> Referee:

**SPECIAL REMARKS:**  
2<sup>nd</sup> Referee:



**VOLLEYBALL**  
**CANADA**

**R-4**

**Refereeing Evaluation**

CITY:  HALL:

DATE:  TIME:  POOL/PHASE:

MATCH No.  TEAMS  vs.  SEX:

RESULTS  -  SETS       POINTS TIME PLAYED:

FUNCTIONS	FAMILY NAME, Name	LEVEL	PROVINCE
1 <sup>st</sup> Referee:	<input type="text"/>	<input type="text"/>	<input type="text"/>
2 <sup>nd</sup> Referee:	<input type="text"/>	<input type="text"/>	<input type="text"/>
Evaluator:	<input type="text"/>	<input type="text"/>	<input type="text"/>

**FINAL EVALUATION**

TOTAL POINTS: (see reverse) 1<sup>st</sup> Referee:  2<sup>nd</sup> Referee:

SCORE EVALUATION KEY:

90 – 100 : Very Good (VG)	75 – 89 : Good (G)
60 – 74 : Sufficient (SUFF)	UNDER 60 : INSUFFICIENT

MATCH DIFFICULTY: EASY  MEDIUM  DIFFICULT

EVALUATION: 1<sup>st</sup> Referee:  2<sup>nd</sup> Referee:

Evaluator Signature:

**INSTRUCTIONS FOR COMPLETION DURING THE MATCH**

- Write the letter .R. (Remark) in the corresponding line in the column of the 1st or 2nd referee.
- Add the set number (R<sub>1</sub>) or an index (R<sub>1</sub>) or both (R<sub>1</sub><sub>1</sub>).
- Write explanations of recommendations in the Remarks section for the 1st or 2nd referee.
- For the 1st referee for each first remark in Section 1, 2 or 3, a minimum of two points must be deducted from the actual score. If the remark is repeated, a minimum of three points must be deducted; four points for another repetition, etc. For remarks in Section 4, 5 or 6, a minimum of one point, then two points, then three points must be deducted.
- For the 2nd referee for each first remark in any section, a minimum of two points must be deducted from the actual score. If the remark is repeated, a minimum of three points must be deducted; four points for another repetition, etc.
- According to your remarks and overall evaluation, award points for each group (1-6).

CHECK – UPON REFEREEING ITEMS	POINTS	
	1 <sup>st</sup> Referee	2 <sup>nd</sup> Referee
	Max = 10	Max = 10
<b>1. SERVICE, PLAYERS POSITION</b>		
1.1 EXECUTION OF THE SERVICE (R 12)		
1.2 DELAY IN SERVICE (R 12)		
1.3 SCREEN (R12)		
1.4 POSITIONAL FAULTS (ALSO LIBERO) (R 7, 19)		
1.5 ROTATION FAULTS (R 7)		
1.6 OTHERS		
	Max = 20	Max = 10
<b>2. BALL CONTACT CONTROL (CRITERIA, UNIFORMITY)</b>		
2.1 FIRST HIT OF THE TEAM (R 9)		
2.2 SECOND HIT (R 9)		
2.2.1 NORMAL SITUATION		
2.2.2 EXTRAORDINARY SITUATION		
2.3 THIRD HIT (R 9)		
2.4 FOUR HITS (R 9)		
2.5 DOUBLE CONTACT (R 9)		
2.6 SIMULTANEOUS CONTACTS (R 9)		
2.7 ASSISTED HIT (R 9)		
2.8 BALL TOUCHED (OR NOT) BY BLOCK OR OTHER PLAYERS		
2.9 BALL CONTACT WITH FLOOR, OUTSIDE OBJECT (R 8)		
2.10 OTHERS		
	Max = 25	Max = 30
<b>3. PLAY AT THE NET</b>		
3.1 CROSSING SPACE (ANTENNAE, OUTSIDE) (R 10)		
3.2 REACHING BEYOND THE NET (R 11)		
3.3 PENETRATION (LINE, SPACE) UNDER THE NET (R 11)		
3.4.1 NET TOUCH ILLEGAL (R 11)		
3.4.2 NET TOUCH LEGAL, BUT WHISTLED (R 11)		
3.5 FRONT-ROW PLAYERS		
3.5.1 ATTACK-HIT CONTROL (ALSO LIBERO SET) (R 13,19)		
3.5.2 BLOCKING CONTROL (R 14)		
3.6 BACK-ROW PLAYERS		
3.6.1 ATTACK-HIT CONTROL (ALSO LIBERO) (R 13, 19)		
3.6.2 BLOCKING CONTROL (ALSO LIBERO) (R 14, 19)		
3.7 OTHERS		

CHECK – UPON REFEREEING ITEMS	POINTS	
	1 <sup>st</sup> Referee	2 <sup>nd</sup> Referee
	Max = 10	Max = 10
<b>4. APPEARANCE AND PERSONALITY</b>		
4.1 PRESENTATION : CLEAN AND FORMALLY DRESSED		
4.2 IMAGE, BEHAVIOUR		
4.3 REACTIONS : HESITANT OR QUICK		
4.4 ATTITUDE : UNSURE OR DECISIVE		
4.5 EXTERNAL PRESSURE : INFLUENCED OR NOT		
4.6 OTHERS		
	Max = 25	Max = 30
<b>5. GAME MANAGEMENT</b>		
5.1 COOPERATION (R 23, 24, 25)		
5.2 GAME INTERRUPTIONS		
5.2.1 TO, TTO (R 15)		
5.2.2 SUBSTITUTIONS (R 8, 15)		
5.2.3 INTERVALS, INJURY, EXT. INTERFERENCE (R 7, 17, 18)		
5.3 LIBERO (R 19)		
5.4 IMPROPER REQUESTS, DELAYS AND SANCTIONS (R 15, 16)		
5.5 MISCONDUCT WARNING AND SANCTIONS (R 21)		
5.6 OPTICAL POSITION TO JUDGE		
5.7 USE OF WHISTLE		
5.8 USE OF OFFICIAL HANDSIGNALS (R 22, 28, DIAGRAM 11)		
5.9 ATTENTION TO DETAILS		
5.10 OTHERS		
	Max = 10	Max = 10
<b>6. ORGANISATION</b>		
6.1 GAME PREPARATION (R 7)		
6.2 PLAYING PROTOCOL		
6.3 PUNCTUALITY		
6.4 GAME COMPLETION		
6.5 SCORESHEET CONTROL		
6.6 OTHERS		
<b>POINTS (SUMMARY ITEMS 1 TO 3)</b>	55	50
<b>POINTS (SUMMARY ITEMS 4 TO 6)</b>	45	50
<b>TOTAL POINTS (SUMMARY ITEMS 1 TO 6)</b>	100	100