

Umpire Rating Form

Umpire _____ Currently: Novice - Jr - Sr Date _____

Home _____ Score _____ Visitor _____ Score _____

Varsity - JV Regular Game - Tournament Easy - Normal - Difficult

Evaluator _____ **Recommendation:** - Level ~ Maintain ~ + Level

Pregame Preparation & Fitness:	Pregame activities (including arrival & partner communication) – a discussion with the umpire concerning expectations could be helpful – and how prepared was the umpire, both mentally & physically, for this game. Overall fitness.
(1=poor, 5=excellect)	<hr/> <hr/> <hr/>
Decision Making:	Are decisions accurate, consistent, consistent with partner, and in line with rules & training? (positioning; reading; knowledge & understanding of the game)
(1=poor, 5=excellect)	<hr/> <hr/> <hr/>
Management:	All control issues & management skills (use of cards; rapport & communication with the players; feeling for the game; proactive / preventative actions; players' acceptance of decisions; partner cooperation & communication).
(1=poor, 5=excellect)	<hr/> <hr/> <hr/>
Flow & Timing:	How well does the game flow; appreciation & application of advantage; does the umpire know when to, and not to, blow?
(1=poor, 5=excellect)	<hr/> <hr/> <hr/>
Presentation:	Impression of the umpire overall – how do they present themself (incl. uniform & appearance); selling big decisions; body language.
(1=poor, 5=excellect)	<hr/> <hr/> <hr/>
Overall Development:	Overall performance – in relation to umpiring experience. Recommendations for improvement or training; areas of competence.
(1=poor, 5=excellect)	<hr/> <hr/> <hr/>

Total Score (30 max)

Additional comments: _____

continued on back

Items to consider

Positioning

- General play
- Comers
- Penalty comers
- Penalty strokes
- Anticipation
- Attacking play
- Defensive play
- Reaction to circle play

Whistle

- Clarity
- Variation
- Suitability to surroundings
- 'Control' with whistle

Co-operation

- On pitch
- Off pitch
- Technical table
- Organisation
- Assessor

Flow/rapport

- Body language
- Advantage judgement
- Feeling for game
- Relationship with players
- Presentation of decisions

Control

- Less involvement with players
- Timing (too slow / too late)
- Too strong
- Too weak
- Not recognising changes in tempo of play
- Allowing too much verbal abuse
- Allowing too much physical play
- Use of cards - timing / method

Signalling

- Clarity / simplicity
- One arm / two arms
- Advantage
- Visibility to colleagues / spectators

General

- Acceptance of advice
- Consistency
- Interpretation of rules
- Dress / appearance
- Knowledge of English
- Fitness / mobility
- Relaxation
- Behaviour on / off pitch
- Concentration
- Commitment