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KEY COMPONENTS OF A SCORE



Key Components of a Score

There are three main components that will heavily affect the score.

1. Each match official's General Performance (GP), with priority placed on:

Referee: Match Control / Interaction with Participants

Assistant Referee: Offside / Involvement and Assistance

2. Degree of match difficulty

This can vary for each individual match official

3. CMIs and CREs

Referee: CMIs and incorrect cautions (given or not given) for reckless challenges, SPA, downgraded DOGSO, handball to score or attempt to score a goal, and handball with an unsuccessful attempt to prevent a goal

Assistant Referee: CMIs and incorrect offside decisions that lead to or negate a promising attack



Key Components of a Score (GP – Referee)

Match Control (MC)

- Consistent and credible recognition of foul play
- Consistent and credible recognition of cautionable offences (players)
- Consistent and credible recognition of warnings /cautionable offences (team officials)
- Recognition and management of persistent offences
- Use of advantage
- Managing the grey areas
- Management of mass confrontation



Key Components of a Score (GP – Referee)

Interaction with Participants (IP) (Players and Team Officials)

- Used appropriate verbal communication, body language, and mannerisms
- Was open to appropriate communication from participants
- Proactive management of players pushing / pulling prior to the ball put into play
- Recognized difference between frustration and dissent and managed appropriately
- Showed composure and appropriate range of responses to match nature of incident
- Identified changes in game temperature and proactively managed those changes



Key Components of a Score (GP – Referee)

Game Management (GM)

- Injury management
 - Including correct implementation of head injury protocol, re-entry of treated players, blood
- Time management
 - Appropriate time given, minimum time played, extension & communication for added events
- Restart management
 - Including quick/ceremonial free kicks, goal/corner kicks, penalty kicks, throw-ins, dropped balls
- Wall management
 - Correct distance of defenders from the ball, correct distance of attackers from the wall
- Signaling according to Laws of the Game
- Equipment Management
 - Including jewelry, shin guards, socks/tape, visible compression undergarments



Key Components of a Score (GP – Referee)

Teamwork (TW)

- Acknowledgement and/or overrule of AR assistance
 - Including offside, fouls/misconduct, boundary lines
- Appropriate delegation of responsibilities to other crew members
 - Including wall management
- Effective use of eye contact, discreet signals for communication, or electronic communication systems
- Cooperation with fourth official
 - Including fouls/misconduct, injury management, substitutions, team officials misconduct
- Cooperation with VAR and AVAR
 - Correct application of VAR protocols, if applicable



Key Components of a Score (GP – Referee)

Positioning (PS)

- Took positions to achieve good viewing angles
 - Including challenges, in and around the penalty area
- Credible proximity to attacking play and/or challenges
- Recognized low/medium and high-pressure tactics and adjusted position accordingly
 - Anticipation vs. reaction
- Recognized the breakdown of play and adjusted position accordingly
 - Anticipation vs. reaction
- Anticipated drop zone, adjusted position while the ball was in the air, scanned off-ball
- Adjusted body orientation in the attacking third to have open view of penalty area play and lead AR



Key Components of a Score (GP – Referee)

Movement (MV)

- Work rate matches the needs of the game
- Stamina levels displayed from beginning to end of game
- Sprinting ability and appropriate use of sprinting to stay proximate to play
- Used explosive movement/visible change of pace/changes in direction (challenges / turnovers / counterattacks)
- Appropriate use of backward and lateral movement (agility) to gain good viewing angles
- Appropriate use of backward and lateral movement (agility) to stay out of active player zones





Key Components of a Score (GP – AR)

Positioning (PS)

- Correct alignment with second-to-last-opponent or the ball throughout the match
- Credible positioning at goal line to make boundary line or goal/no-goal decisions





Key Components of a Score (GP – 4th Official)

Management of the Technical Area (TA)

- Was open to appropriate communication with team officials
- Used appropriate verbal communication, body language, mannerisms



GAME DIFFICULTY



CRITICAL MATCH INCIDENTS



CLEAR REFEREEING ERRORS

