



AYSO REFEREE ASSESSMENT CHECK-LIST

Date _____ Time _____
 Candidate's Name _____ Assessor's Name _____
 Soc. Sec. No. _____ Soc. Sec. No. _____
 Address _____ Phone _____
 _____ Home Team _____
 Phone _____ Away Team _____
 Field _____ Division _____

everyone plays

Assessment for Upgrade to Level: Section National 2 National 1

	Acceptable	Needs Improvement
1. DRESS AND APPEARANCE		
a. Correct Uniform	<input type="checkbox"/>	<input type="checkbox"/>
b. Appropriate badge	<input type="checkbox"/>	<input type="checkbox"/>
2. PRE-GAME		
Organization		
a. Arrival at proper time	<input type="checkbox"/>	<input type="checkbox"/>
b. Inspect game ball(s)	<input type="checkbox"/>	<input type="checkbox"/>
c. Checked players and equipment	<input type="checkbox"/>	<input type="checkbox"/>
d. Checked team rosters	<input type="checkbox"/>	<input type="checkbox"/>
e. Started on time (1st and 2nd half)	<input type="checkbox"/>	<input type="checkbox"/>
f. Watches, pencils, yellow and red cards, notebook, coin, whistle	<input type="checkbox"/>	<input type="checkbox"/>
g. Assistant referee's flags	<input type="checkbox"/>	<input type="checkbox"/>
Field Inspection		
a. Marking and dimensions of all areas	<input type="checkbox"/>	<input type="checkbox"/>
b. Penalty mark	<input type="checkbox"/>	<input type="checkbox"/>
c. Goal posts	<input type="checkbox"/>	<input type="checkbox"/>
d. Nets	<input type="checkbox"/>	<input type="checkbox"/>
e. Corner flags	<input type="checkbox"/>	<input type="checkbox"/>
f. Field conditions and dangerous objects	<input type="checkbox"/>	<input type="checkbox"/>
Instructions to Assistant Referees		
a. Designate Sr. & Jr. ass't. referee	<input type="checkbox"/>	<input type="checkbox"/>
b. Indicate diagonal to be used	<input type="checkbox"/>	<input type="checkbox"/>
c. Positions at all restarts	<input type="checkbox"/>	<input type="checkbox"/>
d. Procedures for:		
Offside	<input type="checkbox"/>	<input type="checkbox"/>
Goal scored	<input type="checkbox"/>	<input type="checkbox"/>
Penalty Kicks	<input type="checkbox"/>	<input type="checkbox"/>
Fouls not seen by referee	<input type="checkbox"/>	<input type="checkbox"/>
3. FITNESS		
a. Keeps up with play	<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"/>

	Acceptable	Needs Improvement
4. ATTITUDE		
a. Shows respect for fellow officials	<input type="checkbox"/>	<input type="checkbox"/>
b. Shows respect for players, coaches, and others	<input type="checkbox"/>	<input type="checkbox"/>
c. Shows confidence	<input type="checkbox"/>	<input type="checkbox"/>
5. COURAGE, CHARACTER, CONSISTENCY		
a. Maintains composure and concentration	<input type="checkbox"/>	<input type="checkbox"/>
b. Unaffected by appeals	<input type="checkbox"/>	<input type="checkbox"/>
c. Approachable	<input type="checkbox"/>	<input type="checkbox"/>
d. Has courage to apply the Laws	<input type="checkbox"/>	<input type="checkbox"/>
6. POSITIONING, MECHANICS, SIGNALS		
Set Plays		
a. Kick-off positioning	<input type="checkbox"/>	<input type="checkbox"/>
b. Goal-kick positioning	<input type="checkbox"/>	<input type="checkbox"/>
c. Corner-kick positioning	<input type="checkbox"/>	<input type="checkbox"/>
d. Throw-in positioning	<input type="checkbox"/>	<input type="checkbox"/>
e. Penalty-kick positioning	<input type="checkbox"/>	<input type="checkbox"/>
f. Free-kick positioning	<input type="checkbox"/>	<input type="checkbox"/>
Dynamic Play		
a. During attacks	<input type="checkbox"/>	<input type="checkbox"/>
b. During counter-attacks	<input type="checkbox"/>	<input type="checkbox"/>
c. Close to play	<input type="checkbox"/>	<input type="checkbox"/>
d. Doesn't miss fouls due to poor positioning	<input type="checkbox"/>	<input type="checkbox"/>
Diagonal System of Control		
a. Referee knows the mechanics of the Diagonal System of Control	<input type="checkbox"/>	<input type="checkbox"/>
b. Moves off of the Diagonal when necessary	<input type="checkbox"/>	<input type="checkbox"/>
c. Keeps assistant referees in view	<input type="checkbox"/>	<input type="checkbox"/>
Coordination and Cooperation		
a. Acknowledges signals from assistant referees	<input type="checkbox"/>	<input type="checkbox"/>
b. Eye contact between officials	<input type="checkbox"/>	<input type="checkbox"/>
c. Officials enter and exit the field as a team	<input type="checkbox"/>	<input type="checkbox"/>



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

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