



**International Referee Development Program
Head Referee Field Test Rubric**

Candidate:

Test Administrator:

Score:

____ / 40

This rubric contains six sections, the first five based on an eight point scale. Each section contains one auto-fail criteria. If a candidate displays any of these behaviors during the time before, during, or after a game they will fail the field test in it's entirety. Section six, the calls portion of the test, is an pass/fail category. Any candidate that fails section six will fail the field test in it's entirety. This criteria is intended to identify the best traits in referees, and should be used by prospective candidates to prepare for an upcoming field test.

I. Professionalism.

Auto-Fail: Candidate displays coarse, vulgar, or otherwise inappropriate language or behavior at any point before, during, or after a game.

Total: ____ / 8

Criteria:

- ☐ Candidate arrives early to the pitch to carry out pre-game field check, equipment check, and complete a pre-game referee meeting.
- ☐ Candidate displays proper dress including a referee jersey and whistle (zebra stripes, fox 40), and has in their possession a pair of red and yellow cards.
- ☐ Candidate solves pregame problems quickly, starting the game within a reasonable time frame.
- ☐ Candidate is available to speak to players, captains, and assistants before and after the game without exhibiting defensive or antagonizing behavior.
- ☐ Candidate does not draw unnecessary attention to particular team friendships or act overly friendly with a specific team.
- ☐ Candidate is able to interact with players and captains during the game while maintaining composure, responding to captains and diverting players questions to their captains respectfully.
- ☐ Candidate is able to display team work with assistant referees throughout the game and does not draw any unnecessary negative attention to assistant referees during or after a game (i.e. blaming an assistant for a missed call).

- ☐ Candidate interacts with scorekeepers, tournament officials, announcers, and spectators in a respectful manner.

II. Positioning.

Auto-Fail: Candidate intentionally or recklessly positions themselves any way during a game.

Total: ____/8

Criteria:

- ☐ Candidate moves within the play without repeatedly obstructing play.
- ☐ Candidate is able to anticipate movement of play to position themselves most advantageously.
- ☐ Candidate is consistently able to see the movement of the quaffle and quaffle carrier.
- ☐ Candidate is aware of the scoreboard and checks the scoreboard after every goal to maintain score accuracy.
- ☐ Candidate is physically able to keep up with play, especially on fast breaks.
- ☐ Candidate moves close into play when necessary (i.e. a pile up).
- ☐ Candidate is able to position themselves in such a way where they are aware of player/spectator boundaries and are able to assign balls accordingly.
- ☐ Candidate remains towards the center of the pitch and is consistently 5-10 feet behind the quaffle carrier, at a visible angle.

III. Confidence.

Auto-Fail: Candidate changes calls or revokes calls due to pressure from captains, players, spectators, or tournament staff.

Total: ____/8

Criteria:

- ☐ Candidate is able to stop play without hesitation, and keep players from moving once play is stopped.
- ☐ Candidate is able to give back to hoop and verbal warnings without stopping play.
- ☐ Candidate is not shaken by hostile behavior from players, captains, or spectators, and acts calmly and level headed in the face of hostility.
- ☐ Candidate shows conviction in calls and is able to confer with assistants when necessary.
- ☐ Candidate displays confidence in their body language and voice, speaking calmly, clearly and loudly.
- ☐ Candidate makes quick decisions without conceding authority or neglecting to get all of the information.
- ☐ Candidate displays proper whistle technique, blowing the whistle properly loud without issue.
- ☐ Candidate does not become visibly agitated or frightened when questioned.

III. Consistency.

Auto-Fail: Candidate exhibits bias in favor or against any one team.

Total: ____/8

Criteria:

- ☐ Candidate makes the same call in similar situations, game to game, team to team.
- ☐ Candidate treats teams equally, no matter the hostility or lack thereof from any one team.
- ☐ Candidate moves all players back to the spot they occupied at the time of a stoppage of play.
- ☐ Candidate displays the same behaviors (calls, positioning, confidence, etc.) at the beginning of the game as at the end of the game.
- ☐ Candidate does not allow fatigue to influence the quality of officiating in the game.
- ☐ Candidate does not change calls based on the crowd reaction, player reaction, or other non-referee outward source.
- ☐ Candidate exhibits the same interpretation of no harm, no foul throughout the game.
- ☐ Candidate does not allow lack of penalties against one team to alter rules interpretations, or alternate calls between teams in any intentional way.

V. Communication.

Auto-Fail: Candidate becomes vocally angry or screams, cries, or ignores an assistant referee during a game.

Total: ____/8

Criteria:

- ☐ Candidate is able to effectively communicate calls to scorekeepers, captains, announcers, and spectators.
- ☐ Candidate accurately uses hand signals to convey calls, especially goals and no goals.
- ☐ Candidate accurately uses whistle signals to convey calls, especially stoppages of play, goals, and play restart.
- ☐ Candidate is able to communicate to assistant referees how to position themselves, what the calls are, and if any player has been given a first warning.
- ☐ Candidate holds a pre-game captains meeting and communicates any tournament specific requirements or recent rules changes.
- ☐ Candidate checks with all assistants to confirm a good goal.
- ☐ Candidate is able to confer with assistant referees quickly and concisely, never making stoppages of play last longer than they have to.
- ☐ Candidate is able to accurately and visibly change a call, especially calling off a goal.

VI. Rules.

- Maximum points needed to fail is eight.
- No more than 2 deductions for any category (i.e. Missed call- back to hoops)
- Add 1 to a misinterpretation if a candidate does not ask an assistant what a card is for (and the result is a misinterpretation) or to a missed call for ignoring an assistant's call for a penalty (and the result is a missed call).
- If a call is borderline, it could have gone either way, no points are added.

Missed Call- Red Card (Physical Contact)	Auto Fail
Missed Call- Red Card (Other)	4
Missed Call- Yellow Card (Physical Contact)	3
Missed Call- Yellow Card (Other)	2
Missed Call- Technical	2
Missed Call- Back to Hoops	1
Misinterpretation- Red thrown, supposed to be yellow	2
Misinterpretation- Red thrown, supposed to be Technical	3
Misinterpretation- Red thrown, supposed to be Back to Hoops	4
Misinterpretation- Yellow thrown, supposed to be Red	1
Misinterpretation- Yellow thrown, supposed to be Technical	2
Misinterpretation- Yellow thrown, supposed to be Back to Hoops	2
Misinterpretation- Technical, supposed to be Red	4
Misinterpretation- Technical, supposed to be Yellow	2
Misinterpretation- Technical, supposed to be Back to Hoops	1
Misinterpretation- Back to hoops, supposed to be Red	4
Misinterpretation- Back to hoops, supposed to be Yellow	3
Misinterpretation- Back to hoops, supposed to be Technical	2

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