



## AYSO Referee Assessment Check-List

**Date:** \_\_\_\_\_  
**Candidate:** \_\_\_\_\_  
**Address:** \_\_\_\_\_  
 \_\_\_\_\_  
**Phone:** \_\_\_\_\_  
**Email:** \_\_\_\_\_  
**S/A/R:**        /        /

**Time:** \_\_\_\_\_  
**Assessor:** \_\_\_\_\_  
**E-Mail:** \_\_\_\_\_  
**Phone:** \_\_\_\_\_  
**Division:** \_\_\_\_\_  
**Home Team:** \_\_\_\_\_  
**Away Team:** \_\_\_\_\_  
**Field:** \_\_\_\_\_

**Assessment for Upgrade to Level**

**Advanced**

**National**

		Acceptable	Not Acceptable	Not Observed			Acceptable	Not Acceptable	Not Observed
<b>1. DRESS AND APPEARANCE</b>					<b>4. ATTITUDE</b>				
a. Correct Uniform	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		a. Shows respect for fellow officials	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
b. Appropriate Badge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		b. Shows respect for players, coaches, & others	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>2. PRE_GAME</b>					c. Shows confidence	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>Organization</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<b>5. COURAGE, CHARACTER, CONSISTENCY</b>				
a. Arrival at proper time	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		a. Maintains composure and concentration	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
b. Inspect game ball(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		b. Unaffected by appeals	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
c. Checked players and equipment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		c. Approachable	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
d. Checked team rosters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		d. Has courage to apply the Laws	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
e. Started on time (1st and 2nd half)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<b>6. POSITIONING, MECHANICS, SIGNALS</b>				
f. Watches, pencils, yellow and red cards notebook, coin, whistle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<b>Set Plays</b>				
g. Flag set	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		a. Kick-off positioning	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>Field Inspection</b>					b. Goal kick positioning	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
a. Marking and dimensions of all areas	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		c. Corner kick positioning	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
b. Penalty mark	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		d. Throw in positioning	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
c. Goal posts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		e. Penalty kick positioning	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
d. Nets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		f. Free kick positioning	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
e. Corner flags	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<b>DYNAMIC PLAY</b>				
f. Field conditions and dangerous objects	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		a. During attacks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>Instructions to Assistant Referees</b>					b. During counter-attacks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
a. Designate Sr. Asst Referee	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		c. Close to play	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
b. Indicate diagonal to be used	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		d. Doesn't miss fouls due to poor positioning	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
c. Positions at all restarts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<b>Diagonal System of Control</b>				
d. Procedures for:					a. Referee knows the mechanics of the Diagonal System of Control	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Offside	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		b. Moves off of the Diagonal when necessary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Goal Scored	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		c. Keeps assistant referees in view	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Penalty Kicks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<b>Coordination and Cooperation</b>				
Fouls not seen by referee	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		a. Acknowledges signals from Assistant Referees	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>3. FITNESS</b>					b. Eye contact between officials	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
a. Keeps up with play	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		c. Officials enter and exit the field as a team	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
b. Capable of sprinting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
c. Adequate back-peddling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						



## AYSO Referee Assessment Check-List

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