



Referee Development Program

Referee (please print) Last: _____		First: _____
Game Date(d.m.y): _____	Game Time: _____	Field: _____
Teams: _____		<input type="checkbox"/> Co-Ed <input checked="" type="checkbox"/> CUSA <input type="checkbox"/> CWSA
AR: _____		Mentor: _____

**PERSONAL CHARACTERISTICS AND COMMUNICATION**

**Comments**

<ul style="list-style-type: none"> <li>- Pre-game instructions to A/R or club linesperson</li> <li>- Appearance</li> <li>- Appropriate attitude to other officials and players</li> <li>- Fitness and work rate</li> <li>- Communication with AR(s)</li> <li>- Communication with players and team staff</li> </ul>	<p>I don't find it convenient to listen to pre-game instructions in an indoor game so I have no comments on that. Uniform and appearance was good.</p> <p>I think your fitness is good, but your game will benefit from a bit more work on the field. (see comments below on positioning)</p> <p>I thought the communication between you and your AR could have been better. (This comment applies to both when you were referee and when you were AR.) A constant checking with each other, especially in dead-ball situations, tends to lead to better communication when it is needed.</p>
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**TECHNICAL CHARACTERISTICS**

**Comments**

<p><u>Application of Laws/Rules</u></p> <ul style="list-style-type: none"> <li>- Correct technical decisions</li> <li>- Correct technical action</li> <li>- Correct restarts</li> </ul> <p><u>Signals and Communication</u></p> <ul style="list-style-type: none"> <li>- Arm signals</li> <li>- Use of whistle</li> <li>- Use of cards</li> <li>- With A/R</li> </ul> <p><u>Administration</u></p> <ul style="list-style-type: none"> <li>- Checked individually ID cards/Players equipment</li> <li>- Ensured game sheet correct &amp; recorded penalties properly</li> <li>- Misconduct report</li> </ul>	<p>For the most part your technical decisions were correct and restarts were correct; however, there are a couple of situations worth discussion.</p> <ol style="list-style-type: none"> <li>1. With 24 min left in the 2<sup>nd</sup> half, a whistle from the next field confused everyone. The players stopped and one player picked up the ball. You knew you hadn't whistled so you looked to the AR. She gave you no signal. You then restarted the game with a free kick to the attacking team and they almost scored. When you find yourself in such situations there are some things to consider. First, no player on the field is to blame for anything (ie. There is no foul and neither team should have an advantage from the situation). The stoppage is technical and created by an outside agent. The correct restart is a drop ball and that is what you should have done. I also recommend in such situations that you run over to the AR and ensure you both agree on what happened.</li> <li>2. With about 1 min left in the 2<sup>nd</sup> half, a Red player (a large and clumsy player) charged a white player unfairly and recklessly - some might say purposefully. As the goal keeper gained position of the ball in his hands you didn't call a foul, although there was one. In fact, penalising the Red player for 2 min would not have been out of place. The white player who was charged was injured and didn't get up. You waited a few seconds then stopped the game and ran over to manage the situation. You started the game with a free kick to the White team. Although one could say that this was just a delayed foul call, the length of delay in the whistle sort of moved outside of that moment of decision. When such a situation occurs I recommend that you always get the goal keeper to throw the ball out of play as far up the field as possible. You can then restart with a free kick in a no risk area of the field and ask the Red player to kick the ball back to the White keeper. In this case when you stopped the game the keeper had the ball in his hands, therefore the correct restart was a drop ball on the goal-area line. This would have been managed by telling the Red team to permit the drop ball to be fairly kicked out of danger by the keeper.</li> </ol> <p>Signalling was good. Good whistling. As I noted above, the communication with the AR can be improved to your mutual advantage. When showing a corner kick I recommend that you raise your arm to point higher and clearly to the corner rather than trying to point to the spot on the field. When signalling from across the field you signal could have been easily confused with a goal kick and the players actually were confused a few times. This slows the game and can take away an opportunity for the attacking team to take advantage of the situation - an advantage which is their right.</p> <p>On the indoor games, I don't have any comments on administration as I am not close enough to know what was going on in the box.</p>
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Referee: German Camacho

Date: January 22, 2011

**GAME MANAGEMENT**

**Comments**

- Positioning/ Mobility
- Kept up with the play
- Communication with players
- Players respect of referee
- Foul interpretation
- Set play management
- Use of advantage
- Controlled spectators (if necessary)

Your fitness is good, \_\_\_\_\_ and I recommend you make use of it to be proactive and be up closer with the play, especially on breaks. Too often, on set plays (free Kicks) in the attacking end you stayed out front, close to the kicker. The correct position is in the corner, deep, so you can be goal judge. This is VERY important. These are the situations when a bobbed ball along the goal line may be in or out by an inch and you can only make the decision if you are THERE.

I recommend that you work on some more proactive thinking and do you hard acceleration immediately, then back off if the situation doesn't warrant your presence up with the play. You tend to first walk, then run. Also, I never saw you do what I would call a real sprint and this game needed you to do that several times to get up with the play. Work on this, \_\_\_\_\_ it will definitely help your game.

For the first half your foul interpretation was good, but you lost the confidence some of the players with your calls or non-calls in the second half. One particular situation is worth discussion. With 22 min left in the 2<sup>nd</sup> half, inside the White team's end, a Red player was tripped, late, by a White player. You stopped the game for the foul and awarded the free kick to Red. What you should have taken into account was the position of the rest of the players at the moment of the foul. In fact, if the Red player had not been tripped he would have been able to create a very threatening situation for the White team. The Red player had a clear run to the goal, there was one White player on the other side of the field and there was another Red player in the attacking zone. This complete evaluation should have dictated that the White player have a 2min penalty. In summary, the foul itself is only part of the evaluation - consider everything when handing out punishment.

Game Characteristics	1	2	3	4	5
Level of Competitiveness			X		
Skill Level of Players				X	
Fair Play of Team (towards players and referee)					X

**To be completed after development/mentorship discussion**

**Additional Comments:**

\_\_\_\_\_ If you want me to come and look at one of your games after you have a chance to try out some of the things we talked about, give me a call and I'll set it up.

I recommend that, when you are refereeing less challenging games, you try out some of these ideas - try to make them habits.

**Follow up:**

Talked to \_\_\_\_\_ after the games

**Signature of Referee:** \_\_\_\_\_

**Date** \_\_\_\_\_

**Signature of Mentor:** \_\_\_\_\_

**Date** \_\_\_\_\_

This referee development program is a joint effort between CUSA, CWSA and CSF.