



Referee Evaluation S15

To be assigned a refereeing level, or to increase the grading within the SSWPA, a referee must be evaluated by the evaluation panel. The referee is evaluated in the following areas:

1. Ethics and Professionalism (Questions 5-8)
2. Rule Interpretation (Questions 9-16)
3. Provide Support to Participants in Competition (Questions 17-23)
4. Game Management (Questions 23-37)

The outcomes aim to develop the core competencies of judgment, impartiality, critical thinking, and confidence in all water polo referees.

Score N/As as 3.

When being rated: 1 = Expected More, 2 = Meets Expectations, 3 = Exceeds Expectations

A 0 in any category will represent a failure for the evaluation. Opens referees must score at least an 16 in Rule interpretations to pass. 66 Points is required to pass.

References for the scores are available here:

1. (Required) Referee Name:

2. (Required) Date:

___/___/___

3. (Required) Grade: (Please tick ONE option)

U8

U9

U10

U11

U12

U14

U16

U18

Ls

OA

OB

4. (Required) Game Difficulty: (Please tick ONE option)

Easy

Medium

Hard

5. (Required) Official's attire: Referee dresses in an appropriate and professional manner according to SSWPA standards. (Please tick ONE option)

0 (Fail)

1

2

3

6. (Required) Posture and Demeanour: Referee conveys confidence and professionalism through posture and demeanour. (Please tick ONE option)

0 (Fail)

1

2

3

7. (Required) Neutrality and objectivity: Referee portrays an image of being neutral and unbiased towards teams, athletes, coaches, and other participants. (Please tick ONE option)

0 (Fail)

1

2

3

8. (Required) Neutrality and objectivity: Referee is unaffected by game participants' behaviour, and makes consistent calls throughout the game. (Please tick ONE option)

0 (Fail)

1

2

3

9. (Required) Fouls: Understands Ordinary Fouls. (Please tick ONE option)

0 (Fail)

1

2

3

10. (Required) Fouls: Understands Exclusion Fouls. (Please tick ONE option)

0 (Fail)

1

2

3

11. (Required) Fouls: Understands Penalty Fouls. (Please tick ONE option)

0 (Fail)

1

2

3

12. (Required) Fouls: Understands the importance of "advantage" and blows whistle at the appropriate moments, or conversely, does not blow the whistle to allow an advantage (Please tick ONE option)

0 (Fail)

1

2

3

13. (Required) Throws: Understands when to award free throws. (Please tick ONE option)

0 (Fail)

1

2

3

14. (Required) Scoring: Understands Method of Scoring (Please tick ONE option)

0 (Fail)

1

2

3

15. (Required) Restarting: Understands the proper procedure of how to start and re-start the play for all situations (Please tick ONE option)

0 (Fail)

1

2

3

16. (Required) Disqualification and Brutality: Referee understands the penalty for a brutality, disqualification, and misconduct during the play and during interval breaks. (Please tick ONE option)

0 (Fail)

1

2

3

17. (Required) Application of SSWPA rules: (Please tick ONE option)

0 (Fail)

1

2

3

18. (Required) Communication with participants: Referee blows whistle correctly for minor fouls, major fouls, offensive fouls, penalty fouls, goals, the start and re-start of play. (Please tick ONE option)

0 (Fail)

1

2

3

19. (Required) Communication with participants: Referee speaks with coach, or team captain, to explain any misunderstandings that cannot be explained through hand signals. (Please tick ONE option)

0 (Fail)

1

2

3

20. (Required) Communication with participants: Referee makes uses of verbal and non-verbal communication. (Please tick ONE option)

0 (Fail)

1

2

3

21. (Required) Communication with officials: Referee communicates effectively with the other referee and minor officials during interval breaks. (Please tick ONE option)

0 (Fail)

1

2

3

22. (Required) Communication with officials: Referee asks for the ball at the appropriate moments throughout the game. (Please tick ONE option)

0 (Fail)

1

2

3

23. (Required) Position on deck: Referee follows game by positioning him/herself from efficient vantage points in various situations throughout the game. (Please tick ONE option)

0 (Fail)

1

2

3

24. (Required) Bench control: Referee demonstrates that he/she is in complete control of the game (Please tick ONE option)

0 (Fail)

1

2

3

25. (Required) Bench control: Referee identifies roles of team staff prior to game (Please tick ONE option)

0 (Fail)

1

2

3

26. (Required) Bench control: Referee makes appropriate use of warnings, yellow, and red cards to control team bench (Please tick ONE option)

0 (Fail)

1

2

3

27. (Required) Safety: Referee ensures athletes are not wearing any materials that are unsafe. (Please tick ONE option)

0 (Fail)

1

2

3

28. (Required) Safety: Referee applies Accident, Injury, Illness. (Please tick ONE option)

0 (Fail)

1

2

3

29. (Required) Safety: Referee verifies field of play, and other equipment, prior to game ensuring the FINA/event regulations are met, and the environment is safe. (Please tick ONE option)

0 (Fail)

1

2

3

30. (Required) Pre-game: Referee is punctual and ready to officiate the game (Please tick ONE option)

0 (Fail)

1

2

3

31. (Required) Pre-game: Referee meets with officials prior to game to ensure everyone is prepared and understands their roles and responsibilities, which includes proper attire (Please tick ONE option)

0 (Fail)

1

2

3

32. (Required) Pre-game: Referee instructs the scorers with sufficient time before the game. (Please tick ONE option)

0 (Fail)

1

2

3

33. (Required) Pre-game: Referee ensures participants are wearing proper attire and equipment. (Please tick ONE option)

0 (Fail)

1

2

3

34. (Required) Post-game: Referee observes team hand shake after the conclusion of the game. (Please tick ONE option)

0 (Fail)

1

2

3

35. (Required) Post-game: Referee verifies scoresheet to ensure all goals and major fouls are accounted for. (Please tick ONE option)

0 (Fail)

1

2

3

36. (Required) Post-game: Referee meets with other officials to debrief the game. (Please tick ONE option)

0 (Fail)

1

2

3

37. (Required) Post-game: Referee adheres to the 30 minute cooling off period, and avoids discussions with any participants besides event officials. (Please tick ONE option)

0 (Fail)

1

2

3