

USSF Assessment Procedures

Effective September 1st, 2009



Randy Francis – State Director of Assessment
www.stsr.org

- Go the web page, <http://ussoccer.gameofficials.net/>
- Enter user name / Password (LAC and or Dick Triche will add your name and Password)...if you have not received this information, contact rtriche@ussoccer.org , or harlanmatthews@aol.com
- Change Identity...i.e. Official, Assessor
- My Games
- Add a New Game
- Select "Out of System Assessment"

Date, Level, Location, Teams, etc




Game Information

"This is a Sample Assessment"

Game # TBD League **PRACTICE - OUT OF SYSTEM ASSESSMENT**

Game Status Approved

Game Date  (MM/DD/YYYY)

Game Time  AM  PM  [12:01 AM = TBD]

Gender Male Female Coed N/A

Game Age / Level 

Location

City State (If known)

Home Team (Leave blank if unknown)

Away Team (Leave blank if unknown)

Description, Notes

Additional Game Information


League / Competition League / Competition Level of This Game
 (Visible by anyone with access to this game: Admin, Official, Team, etc)

Notes






Quarter Final Match

- Save
- Go to Game Number OSP2079009 – Click here

[\(Edit\)](#)

 **Game Details**






PRACTICE - OUT OF SYSTEM ASSESSMENT (Other)

Game #	Date & Time	Level & League	Location	Teams	Officials (Edit)
OSP2079009 (Approved)	7/11/09 1:00pm (Saturday) [Men's State Cup]	ADULT - MEN - M (PRACTICE - OUT...)	BEAR CREEK (HOIUSTON, TEXAS)	RANGERS vs. STING	 [TBD]  [TBD]  [TBD]  [TBD]
Status Reason / Notes			Bill Type	Difficulty	Assessors (Edit)
Notes Quarter Final Match			N/A	0 out of 5	 - RANDY FRANCIS (ASR)

- Click the Edit link(s) above to change details about this game.

- Click Edit, next to Officials
- Under Referee, AR1, AR2 and 4th Official, click the down arrow and locate the Referee...if the Referee is not on the list, contact dtriche@ussoccer.org , or harlanmatthews@aol.com

Game Details


Game #	Date & Time	Level & League	Location	Teams	Officials
OSP2079009 (Approved)	7/11/09 1:00pm (Saturday) [Men's State Cup]	ADULT - MEN - M (PRACTICE - OUT...)	BEAR CREEK (HOIUSTON, TEXAS)	RANGERS vs. STING	 [TBD]  [TBD]  [TBD]  [TBD]
Assignor of Record			Billing	Difficulty	Assessors
TOM CHAPMAN			N/A	0 out of 5	 - RANDY FRANCIS (ASR)
Notes					
Quarter Final Match					

Position, Status, Mileage, Status Notes

Officials Information

NOTE: The following lists of Officials are not filtered in any way.

There are no Difficulty, Game Conflict, or other Filters applied to the lists below.
This screen allows you to **override the filters and assign any active official below.**

Position	Official (Age - Grade - Assoc)	Status 	Time / Reason	Mileage
Referee	MARRUFO, JAIR (32 - 01 - TXS)	Accepted		0
AR1	BIELSTEIN, CAMERON (18 - 07 - TXS)	Accepted		0
AR2	BILBREY, SUZANNE (29 - 05 - TXS)	Accepted		0
4th Official	ANNO, JASEN (36 - 04 - TXS)	Accepted		0

NAME - USSF Grade 9 **NAME** - No USSF Grade listed


Manually Set Status

- [Assigned] - Currently assigned to another game that conflicts with the time frame of this game
- * **Available** - Official has indicated that they are **Available** for this game in their Availability calendar
- ** **Not Available** - Official has indicated that they are **Not Available** for this game in their Availability calendar

SAVE (Modify Officials)






- **Click SAVE**
- **Click on Game #**
- **Click on AFTER GAMES**

Week #28: 7/6/09 - 7/12/09

Game #	Date & Time	Level & League	Teams (Score)
 OSP2079009 Apprv	7/11/09 1:00pm (Saturday) [Men's State Cup]	ADULT - MEN - M (PRACTICE - OUT...)	N/A RANGERS STING

• [Assess Officials](#)

- Click on ASSESS OFFICIALS

Game Details						
Game #	Date & Time	Level & League	Location	Score	Teams	Officials
OSP2079009	7/11/09 1:00pm (Saturday)	ADULT - MEN - M (PRACTICE - OUT...)	BEAR CREEK (HOIUSTON, TEXAS)	TBD	RANGERS TBD vs. STING [Edit]	 - JAIR MARRUFO (1 - TXS)  - CAMERON BIELSTEIN (7 - TXS)  - SUZANNE BILBREY (5 - TXS)  - JASEN ANNO (4 - TXS) Assessors  - RANDY FRANCIS (ASR)

Officials, Position, Type					
Individual Assessments					
	Official	Position	Type	Result	Released to Official
Begin Assmnt	JAIR MARRUFO	Referee	N/A	TBD	
Begin Assmnt	CAMERON BIELSTEIN	AR1	N/A	TBD	
Begin Assmnt	SUZANNE BILBREY	AR2	N/A	TBD	
Begin Assmnt	JASEN ANNO	4th Official	N/A	TBD	

- Click on BEGIN ASSESSMENT
- Complete the form, checking all boxes, with the proper Feed Back in the space available after each section...enter a score at the bottom of the form under OVERALL RESULT...use the bullet points USSF offers within each section marked Comments/Feed Back, or you can write up to 1100 characters in each section...use a time line to categorize the requirements for the Referee

- Click SAVE ,and move to the AR1, AR2 and 4th Official, completing the form as you did for the Referee
- Be sure to check the box...**Mark Assessment As Complete** for this Official
- **Cut and Paste** each Assessment and forward a copy to the SDA
- Under the web page <http://ussoccer.gameofficials.net/> ...review the Assessment Information...click view
- Out of System Assessment...click view
- 2009 Referee Week in Review...click view
- Finished...Log Out
- Your are finished
- USSF wants all Assessments are to be completed within 72 hours

Game Details						
Game #	Date & Time	Level & League	Location	Score Teams	Officials	
OSP2079009	7/11/09 1:00pm (Saturday)	ADULT - MEN - M (PRACTICE - OUT...)	BEAR CREEK (HOIUSTON, TEXAS)	TBD RANGERS TBD vs. STING	- JAIR MARRUFO (1 - TXS) - CAMERON BIELSTEIN (7 - TXS) - SUZANNE BILBREY (5 - TXS) - JASEN ANNO (4 - TXS) Assessors - RANDY FRANCIS (ASR)	

Focus Criteria (2009 ed)
US Soccer Assessment (Assr Only)

Type:

Assessment of JAIR MARRUFO as Referee
 Last Updated: 7/17/09 4:43PM CST

Inline Question Explanations: [\[Show\]](#) / [\[Hide\]](#)

Difficulty of Game *	<input type="text" value="Difficult"/>
Game was Sufficient Test *	Yes <input type="checkbox"/> No <input type="checkbox"/>
Acceptable Performance *	Yes <input type="checkbox"/> No <input type="checkbox"/>
Overview of Match Performance (Including Critical Incidents) *	

Typing Area: [Small](#) • [Medium](#) • [Large](#)

CRITERIA 1: PERSONALITY AND COMMUNICATION

([NA](#) - Not acceptable [A](#) - Acceptable [VG](#) - Very Good [O](#) - Outstanding) **NA** **A** **VG** **O**

1.0) Overall *

1.1) Personality and Presence: Influencing the Future *

- Referee varied personality to defuse and prevent the NEXT foul.
- Referee used personality/presence to influence the future with actions in the present.
- The referee used his/her personality/presence to influence outcomes and to channel players to act in a positive manner.
- Referee's personality offered a calming influence.
- Body language was appropriate for the moment.
- Referee utilized creative techniques and out-of-box thinking to prevent and manage situations in the game thereby aiding in game control and preventing escalation.
- Referee changed his temperament and approach as the game dictated/changed thereby sending effective messages to players/coaches.
- Signals were clear, effective and used to send messages as appropriate.

1.2) Communication *

- Referee established an "open line of communication" with players and coaches without being overly communicative.
- Referee used all his/her communicative tools to "draw the line in the sand" (firmly and fairly) so players and coaches knew what to expect.
- Used more than the whistle to communicate and manage the game.
- Utilized "down time" to manage players and the game.
- Knows when to use the "quiet word" vs. the public admonishment.
- Proactive communicator.

Comments / Feedback to Official *

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CRITERIA 2: GAME CONTROL AND RISK TAKING

([NA](#) - Not acceptable [A](#) - Acceptable [VG](#) - Very Good [O](#) - Outstanding) **NA** **A** **VG** **O**

2.0) Overall *

<p>2.1) Misconduct: Game or Player Need It *</p> <ul style="list-style-type: none"> • Got the 100% Misconduct situations correct. • Identified the moment(s) of truth and acted upon them appropriately. • Cautions were given because the game and/or player needed it. • Used <u>personality</u> to manage/control the game versus card as the situation/game dictated. • Referee got something in return for cards issued. • Referee utilized <u>preventative techniques</u> to eliminate/prevent misconduct and aid in game control. • Referee understood the "nature" of the misconduct and dealt with it appropriately (initiator, retaliator, escalator/third man in). 				
<p>2.2) "Big Picture" Approach in Game Context *</p> <ul style="list-style-type: none"> • Used the "<u>big picture</u>" of the game to handle misconduct not ignoring the 100% misconduct situations. • Exhibited the characteristics of a "proactive referee." • Used discretion and common sense while taking a "<u>big picture</u>" <u>approach</u> to decisions given the atmosphere of the game and other game-related characteristics • Decisions were fair to each team given the atmosphere of the game and other game-related characteristics. 				
<p>2.3) Allowed Game Flow - Took Risks *</p> <ul style="list-style-type: none"> • Allowed the game to <u>flow</u>. • Was able to encourage game flow through risk taking because he/she was able to differentiate between the soft/trifling/minor challenges from those that were minimally careless and needed to be called. • Took <u>calculated risks</u> to allow the game to flow without unnecessary stoppages and without endangering the safety of the players. • Distinguished between trifling fouls that interrupt the flow of the game and the fouls, based upon the game level, that needed to be called. • Flow and risk taking were implemented in context of what the players were accepting. • Utilized the right mix of flow and risk taking given the "big picture:" the more the game is in control the more flow/risk taking, the less the game is in control, the less flow/risk taking. • Recognized and applied <u>advantage</u> as required by the game. 				
<p>2.4) Foul Recognition / Discrimination *</p> <ul style="list-style-type: none"> • Discretion and common sense were exercised. • Managed the game so that the enjoyment and entertainment value (for players and spectators) was maximized without disregard to game control. • Decisions were delivered in a manner that communicated a message. • Exhibited the ability to deliver messages in an appropriate way based upon the game, the situation, and the personality of the receiving player. • Referee <u>felt the "temperature" of the game</u> and increased his/her influence on the game to prevent actions that lead to violent conduct/serious foul play and the escalation of play intent on injuring opponents. • Referee avoided decisions that may have been technically correct but practically wrong. • Referee used consistency and applied <u>equality and fairness</u> in decisions so that players/coaches knew what to expect throughout the game. 				

<ul style="list-style-type: none"> "Smelled"/anticipated the foul before it occurred. 				
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2.5) Tactical Approach *				
<ul style="list-style-type: none"> Referee understood the tactical/technical approach of the teams/players and adjusted his/her approach as the game required. Referee was cognizant of the systems of play and how they impacted his/her game plan. The ability to "read" the game and adjust his/her approach to the game as tactics changed was evident. A flexible game plan was utilized in keeping with the changing demands of the game. Was able to identify the "key" players. 				

Comments / Feedback to Official *				
<div style="border: 1px solid gray; padding: 5px;"> <p>Good foul recognition </p> <p>Stay out of the attack...stay w ic </p> <p> </p> <p>Typing Area: Small • Medium • Large</p> </div>				

CRITERIA 3: TEAMWORK

([NA](#) - Not acceptable [A](#) - Acceptable [VG](#) - Very Good [O](#) - Outstanding) **NA** **A** **VG** **O**

3.0) Overall *				
<ul style="list-style-type: none"> Referee empowered his team in a manner that provided the avenue for officials to participate in managing the game and ensuring "critical game decisions" were addressed appropriately. Referee fostered an atmosphere that prepared the team for the game. Referee brought important and critical information to the pregame meeting. Referee clearly discussed all <u>critical situations</u> in the pregame meeting and established an action plan to address them. 				

Comments / Feedback to Official *				
<div style="border: 1px solid gray; padding: 5px;"> <p>In your pregame, review set ple </p> <p></p> <p> </p> <p>Typing Area: Small • Medium • Large</p> </div>				

CRITERIA 4: POINTS OF EMPHASIS

([NA](#) - Not acceptable [A](#) - Acceptable [VG](#) - Very Good [O](#) - Outstanding) **NA** **A** **VG** **O**

4.0) Overall *				
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4.1) Tackles / Elbows / Contact Above the Shoulder *				
<ul style="list-style-type: none"> Differentiated between fouls/misconduct that were "careless" and "reckless" versus "using excessive force" with the possibility of injuring the opponent. 				

- Referee identified and correctly dealt with elbows and tackles that endangered the opponent or that could injure an opponent.
- Referee utilized preventative techniques to ensure violence did not escalate.
- The degree of intensity of the foul was taken into consideration as was the excessive force that endangered the safety of the opponent.
- Referee was able to differentiate contact above the shoulder in which the arm/elbow was used as a tool versus a weapon (red card).

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4.2) Dissent / Game Disrepute / Mass Confrontation *

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- Managed each area according to U.S. Soccer initiatives/directives.
- Utilized proactive mechanics to defuse dissent-type situations prior to having to issue a caution.
- Took appropriate actions to keep game disrepute from escalating into mass confrontation.
- Dealt correctly with the instigator and escalator (third man in).
- Used the "Personal, Public and Provocative" criteria to determine whether a player's conduct was dissent (cautionable) or offensive, insulting or abusive (red card).

Comments / Feedback to Official *

Delt with Dissent early...not a p

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CRITERIA 5: MANAGING THE TECHNICAL AREAS

([NA](#) - Not acceptable [A](#) - Acceptable [VG](#) - Very Good [O](#) - Outstanding) **NA** **A** **VG** **O**

5.0) Overall *

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- The referee dealt with coaches and players, within the technical area, according to directives.
- The referee used techniques to prevent escalation of improper behavior within the technical area.

Comments / Feedback to Official *

Coaches and players accepted

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**CRITERIA 6:
FITNESS / WORK RATE / MOVEMENT / STAMINA AND POSITIONING**

([NA](#) - Not acceptable [A](#) - Acceptable [VG](#) - Very Good [O](#) - Outstanding) **NA** **A** **VG** **O**

6.0) Overall *

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6.1) Fitness / Agility / Stamina / Work Rate *



- Referee exhibited the fitness level needed to put him/herself in the best possible position to make the correct decision.
- Regaining position: The referee had the ability to "close down" counter attacks or long services through strong sprinting ability and the ability to anticipate and read the game.
- Hustle, energy, and urgency in movement exceeded the intensity and needs of the game.
- Referee consistently demonstrated the ability to change pace or speed as the requirements of the game dictated.
- Was able to keep the same fitness and agility levels for the total duration of the game.
- The referee's agility allowed him/her to sidestep, backpedal and sprint as the requirements of the game demanded.
- Referee was mobile and was able to cover all critical areas of the field.

6.2) Positioning *



- Took strategic positions that were needed to manage the game as well as enable him to manage the "next phase of play."
- The referee's positioning allowed him/her to "sell" decisions due to the closeness to play.
- Restart (free kick, corner kick, throw in, etc.) management positions enabled the referee to manage the wall, the kicker and the "drop/danger zone."
- Positions did not interfere with the players or play.
- Exhibited the ability to anticipate and read play thereby enabling him/herself to be in the optimum position for the game at that time.
- The referee did not stand and watch but was constantly moving.

Comments / Feedback to Official *

Excellent fitness

Review Positioning and Mechar

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SUMMARY

POSITIVE AREAS OF PERFORMANCE *

Apperance

Fitness

Foul Recognition

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AREAS FOR IMPROVEMENT *


Positioning on set plays

Mechanics on Substitutions

◀ ▶

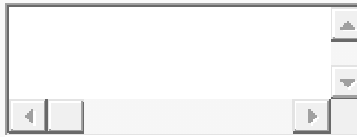
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OVERALL RESULT

Total Score * - Points: (0 - 100) 

86

Additional Feedback for Assessor Admins



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Question * - Item will be displayed to Official once Assessment is released



Mark Assessment as Complete for this Official

(You will still be able to edit the Assessment)

SAVE (Modify Assessment)