#### UmpireHockey.com Evaluation Form v.5.0 Page I of **SUBJECT** RECOMMENDATION LAST name: **Evaluator:** FIRST name: Evaluator's USA FH Member #: Evaluator's Rating Recommendation: E-Mail Address: Young Player Umpire (U13), Player Umpire, Starter Phone Number: Umpire, Level I, Level II, Level III USA FH Member #: Evaluate Again: \_\_\_\_\_ year(s) Current Rating: Today's Date: \_\_\_\_ mm/dd/yyyy REFERENCE DATA Time in 1,600 meter run: \_\_\_\_\_ (Self Reported? Yes ~ No) Score on written exam: \_\_\_\_\_ Date of 1,600 meter run: \_\_\_\_\_\_ mm/yyyy Date of written exam: \_\_\_\_\_ mm/dd/yyyy Circle Endurance Test: 1,600 Meter Run / Beep Test Proctored: Yes ~ No Time in Hockey Ladder: \_\_\_\_\_ (Self Reported? Yes ~ No Date of Hockey Ladder: \_\_\_ Circle answers. **EVALUATION EVENT INFORMATION** Date: Site: Event: Level of Play: Specific & subjective, "High school varsity, low level." **EQUIPMENT CHECK** Presented proper warning cards (separate green triangle, yellow square, red circle): Yes ~ No Presented proper metal stick ring: Yes ~ No

Presented proper bow cylinder: Yes ~ No

Presented proper governing rule book / modi cations: Yes ~ No

> Presented at least two pea-less whistles: Yes ~ No

> > Yes ~ No Presented stop watch:

Yes ~ No Presented recording materials:

Wore appropriate dress (cleats for wet surface, professional attire/dress, no dark lenses, etc.): Yes ~ No

### **COMMENTS / OBSERVATIONS OF STRENGTHS**

Circle answers.

Summary comments/observations of the subject's strengths on matters such as arrival, pre-game, appearance/presentation, apparent knowledge of rules, fitness and mobility, anticipation, timing, demeanor, body language, rapport with athletes, management, engagement in game, transition, style, concentration, etc.

3.

#### KEY ADVICE FROM PARTNER

3.

- Ι. Concise statement of no more than
- THREE things **partner**(s) would like 2. to see this umpire improve.

#### KEY DEVELOPMENT ADVICE

- Concise statement of no more than THREE
- things evaluator(s) would like to see this umpire improve.

# SUBJECT: EVALUATOR:

## Whistling & Signaling

Whistle was a 'punch', crisp, clear, and loud enough. Always gave primary signals first. Didn't give secondary signals too often. Did not 'bark out' calls. Was stationary after whistle and during primary signals. Signaled advantage. Never reached across body to give direction. Never signaled with back to field. Signals were always crisp and done with emphasis when necessary. Did not unnecessarily signal.

Unsatisfactory :: Starter :: Level I :: II :: III

## **Fitness & Mobility**

Was obviously fit for level officiated. Demonstrated appropriate degree of mobility for level of play (didn't get in the player's way, got self out of trouble when caught within play, etc)

Unsatisfactory :: Starter :: Level I :: II :: III

# **Management :: Players**

Used whistle to communicate instead of giving "public address announcements" about ball placement, etc. Maintained primary signal long enough for players to see what is to happen. Never looked away from the area of foul after signaling. Called out "Play on" when apparent fouls were judged as nonfouls. Facilitated understanding with appropriate verbalizations. Utilized captain of each team appropriately. Responded appropriately to "noise" from players (investigated issue with partner when appropriate). Demonstrated proper mechanics when carding.

Unsatisfactory :: Starter :: Level I :: II :: III

## **Timing & Positioning**

Was in position to cover interceptions on free hits, side ins, 16-yard hits. Tended to be in line with side/end line when ball crossed over. Was in close proximity to goal line when ball crossed over goal line. Was, generally, in close proximity to the play and made calls from credible positions. Transition with play efficient and effective. Kept center field "gap" narrow. Was clearly engaged from support position. Signalled from support only when asked and in obvious manner. Seldom allowed ball to get on his/her right. Was never caught within the play.

Unsatisfactory :: Starter :: Level I :: II :: III

## **Set Play Administration**

FREE HITS, SIDE INS, HIT OUTS, LONG HITS (penalized distance violations, pushing, etc.)

PENALTY CORNER (control start, showed permission after ready)

PENALTY STROKE (correct position, missed foul, wrong application)

Unsatisfactory :: Starter :: Level I :: II :: III

# Management :: Bench

Penalized / prevented illegal substitutions, penalized proximity distance violations, CARDING (used proper mechanics)

Unsatisfactory :: Starter :: Level I :: II :: III

### Partnership & Transition

Arrived and warmed up together. Looked for help when in trouble. Never offered help before being asked. Never called in partner's circle. Never "sold out" partner with unsupportive comment or body language. Conferenced with partner FIRST during breaks. Demonstrated agreement on how to verify good or questionable goals, shots on PCs, appearance when looking for help.

Unsatisfactory :: Starter :: Level I :: II :: III

### **Interpretations**

Officiated to briefing or – called too much, missed too often, missed the important ones, got it wrong, got it backwards, etc.

ADVANCING
STICK INTERFERENCE
PLAYER OBSTRUCTION
THIRD PARTY OBSTRUCTION
STICK OBSTRUCTION
BREAKDOWN FOUL
DANGEROUS PLAY
ADVANTAGE
ADD 10
MISCONDUCT

Unsatisfactory :: Starter :: Level I :: II :: III

## Other

Use this space as appropriate.

**SCORING**: In each section, circle the level the umpire achieved for the skill set in that section...

Unsatisfactory :: Starter :: Level I ): II :: III

One cannot achieve a "Level I" rating officiating a middle school game. An umpire being evaluated on a Level I game who gets TWO "Unsatisfactory" markings or FIVE areas marked as "Starter" is down graded.

Unsatisfactory = Fails Skill Set
Unsatisfactory :: Starter :: Level | :: | | :: | | | |