Tiered Referee Rating Form	DATE	Ent	ered I	VRD:						
Name:	USAP	Р М	embe	er#		Ехр.	Date:			
Email Address:	Cell #	<b>#:</b>								
Trainer's Name (or Self) State (Primary):	Othe	r St	ate(s	): (	anadia	n Prov	ince/T	erritory	:	
Visual Acuity Date: (REQUIRED BEFORE ISSUING CREDENTIALS. Is	ssued v	with	in the	e past 12 l	Months.	Subm	it with (	complet	ed TRF	₹ <i>)</i>
Referee Test: % (date) Line Judge Test: % (date) Player's Test: % (d	date)		Best	: Practices	s: %	(date)	(Da	ate W/in	30 day	/s)
Referee Training Hours: (L1: 3+ L2: 6+) Completed Matches Refereed:		( L1	: 10+	L2: 100	+ )		(L1 -	80% L2	- 90%)	
Instructions: Circle the step missed in the skill line. <u>Trainee Rating:</u> Circles	in sk	. <b>ill l</b> i	nes	1-10 & 1	6. <u>Lev</u>	<u>el 1 F</u>	<u>≀ating</u>	<u>/:</u> No ci	rcles	in
skill lines 1-10 & 16; in skills lines 11 - 25 an 80% accuracy required. Level 2	2 Rati	<u>ing</u>	: NO	CIRCLES	in skil	l lines	1 - 34	; if circ	le(s) ¡	put
checkmark in "1" or "T" column; <u>all</u> checkmarks must be in the "2" column o	only.	Pro	vide	recomm	ıendat	ions i	n the /	Additio	nal	
Comments area to identify skill(s) needing improvement. Complete Assesso	or's Cl	hec	k Lis	t prior to	) signa	ture.				
	<b>✓</b> RA	TIN	<u> </u>							
Pre-Match Briefing & Warm Up Skills	т :	1	2	сом	MENTS	;				
1. Court Inspection: Net Height / Net Position / Safety Hazards		$\perp$								
2. Pre-Match Briefing: Intros / Starting Server IDs / Match Format / Paddle Check										
Line Call Responsibilities & Appeals / Questions / Coin Toss & Selections	$\perp \perp$	$\perp$								
3. Final Steps: Remaining Warm-up Time / 1 Minute Warning / Time Up - Ball										
Selection / "15 Seconds" / Starts Match On Time / Announce End Change at 6/8/11										
(if necessary) / Announce "Game #" (if necessary) / "Time-In. 0-0-2"										
Scoresheet Setup & Clipboard Management Skills		$\neg$								
4. Confirms the Teams / Circle Starting Server Names	$\vdash$	$\overline{}$	-							
<ul><li>5. Marks Serving Order / End Of Court Selected</li><li>6. Clipboard Clamp Towards Serving End / Correct Placement of Server Clip</li></ul>	$\vdash$	$\dashv$	-							
7. Clipboard By Side Or Behind Back (Not Used as a Crutch)	$\vdash$	+	+							
Score Calling, Marking Points & Side Outs, Server Clip Skills										
8. Announces: Score / "Point" / "Second Serve(r)" / "Side Out"		$\top$	$\overline{}$							
9. Score Calling: Timing w/Arm Motion/Cadence is Smooth/Loudness is Sufficient	$\vdash$	+	+							
10. Uses / \ and   Correctly / Moves Server Clip as Required		+	+							
Watchfulness Skills										
11. Checks Players Readiness		$\top$	$\top$							
12. Corrects Incorrect Player Position &/OR Incorrect Server			+							
13. Identifies Illegal Serves: Volley Serve / Drop Serve / Questionable Serve (Script)		+	+							
14. Service Foot Faults: Baseline / Outside Serving Area / Ground Contact										
15. NVZ Focus On: Player's Feet / Foot Faults / Momentum Foot Fault										
Match Management Skills										
16. Maintains Professional Demeanor On-Court & Off-Court		$\Box$								
17. Controls Flow & Pace Of Game / Referee Correction (Script)										
18. Stop Play Procedure: Hold Up Hand / Explain / Recalls the Score										
19. Line Call Appeals: Definitive Call / No Call (Scripts)	$\perp \perp$	$\perp$								
20. Answers Player's Questions: Correct Server / Correct Receiver / Position	$\perp \perp$	$\perp$								
21. Calls Faults: Quickly / Definitively / Provides an Explanation	$\vdash$	$\dashv$	$-\!\!\!\!\!+$							
22. Standard Time-Out: Announce "Time-Out (Receiver(s) / Server(s)" / Score / "1										
Minute" (Script) / Timer On / Mark Scoresheet / "15 Seconds" / Inform Remaining										
TOs (Script) / "Time-In" / Score  73. End Change Time Out: Announce "Time Out, Change Ends" / Score / "1 Minute"	$\vdash$	$\dashv$	-							
23. End Change Time-Out: Announce "Time-Out. Change Ends" / Score / "1 Minute"										
(Script) / Timer On / Mark Scoresheet / Realign Clipboard & Scoresheet / "15 Seconds" / "Time-In" / Score										
End of the Game & Match Procedures Skills										
24. End of Game: Announce "Point, Game" / Score / Last Names / "Time-Out,			$\top$							
Change Ends, 2 Minutes" (Script) / Timer On / Collect Ball / Align Scoresheet /										
"15 Seconds" / Return Ball / Confirm Starting Servers / Announce "Game #. Change										
Ends at 6. (if necessary) Time-In. 0-0-2."										
<b>25</b> . Completion Of A Match: Announce "Point. Game. Match" / Score / Last Names /	++	+	+							
(Script) / Complete Scoresheet / Confirm Winners / Obtain Initials / Collects Ball										
	1									
							TRR Rev	2 11-01-	-2023	

ITEMS 26 - 34 ARE FOR LEVEL 2 A	SSESSMENTS ONLY						
Non-Standard Time-Outs Skills. (May	be Verbally Assessed)	Т	1	2	C	OMMENTS	
26. Medical Time-Out: Verify MTO Re	quested / Announce "Medical Time-Out" /						
Score / Summon EMS / Advise Players	/ Collect Ball / Manage Timer/ MT Box /						
Validity / Back of Scoresheet / "15 Sec	onds"/ Return Ball / "Time-In" / Score						
Invalid MTO: Charge a STO / TW or 1	F (if no STO) / Advise Player						
27. Referee Time-Out: Hold Up Hand	to Stop Play / Announce "Referee Time-Out" /						
Score / "15 Seconds"/ "Time-In" / So	core						
28. Equipment Time-Out: Announce	'Equipment Time-Out" / Score / "15 Seconds"/						
"Time-In" / Score							
<b>Penalties for Inappropriate Behavior</b>	Skills. (May be Verbally Assessed)						
29. Verbal Warning: Announce Infract	ion / Mark Scoresheet Front / Mark						
Scoresheet Back / "15 Seconds" / "Tim	ie-In" / Score						
<b>30</b> . Technical Warning: Announce Infra	action / Mark Scoresheet Front / Mark						
Scoresheet Back / "15 Seconds"/ "Tir	ne-In" / Score						
<b>31</b> . Technical Foul: Announce Infraction	on / Mark Scoresheet Front Minus Point / Mark						
Scoresheet Back / Inform Both Teams	their Score / "15 Seconds"/ "Time-In" / Score						
Match Retirement & Forfeits Skills (M	1ay be Verbally Assessed)						
32. Match Retirement: Confirm Retire	ment from Match or Withdrawing / Advise						
Withdrawing Players - Tournament De	sk / Announce End of Match (Script) /						
Mark Scoresheet / Write "Retiremen	t" Under Scores						
<b>33</b> . Game Forfeit: <i>Behavior:</i> 3 TWs C	•						
Announce End of Game (Script) / Drav							
<u>Tardiness:</u> Verify w/ TD / "GF" and Ti	ne by 0 / Circle 0 & Winning Score / (Script)						
34. Match Forfeit Multi Game: Behav	ior: 4 TWs Announce End of Match (Script) /						
Circle 0 & Winning Score / "MF" by 0	/ Record "11-0, 11-0" / Write "Forfeit"						
Tardiness: Verify w/TD / "MF" and	Time by 0 / 15-0 or 21-0 or 11-0 or 11-0,						
11-0 / Announce End of Match (Script	)						
RESULT of ASSESSMENT	TRAINEE /	ı	LEVE	L 1	/	LEVEL 2	
A DOUTIONIAL CONTRACTUTE.	<u> </u>						
ADDITIONAL COMMENTS:							
Credentials Issued: YES NO If not and r	equirements were met, please provide referee stude	_ nt's n	nailin	ng ad	ldress.		
Mailing Address:	•						
						Wienel Assituate the De	four o /Tuoin o o
the appropriate Regional Referee T	sment, email a scanned PDF or mobile photor raining Coordinator and Regional Certified R ALL photos when submitting the TRR for app	efer	ee C	oor	dinator	and the National Refere	•
Assessor's Check List: Contact information / USAP Membership verified / Visual Acuity w/in 12 months / Test dates w/in 30 days /Result circled / Readable PDF or Photo							
Assessor Signature	Print Assessor's Name	Dat	te			Assessor Email	