



Tiered Referee Rating (TRR) Form

ASSESSMENT DATE:

all date formats are mm/dd/yyyy

Referee Name: _____	USAP Member # _____	Exp. Date: 4+ mos after assmnt. _____
Email Address: _____	Cell #: _____	
Home Region: _____	Primary Residence: (State/Province on DL) _____	Secondary Residence: (State/Province) _____
	Country: (if not US or Canada) _____	
Test Results: 90+% within 1 month	Referee Test: _____ % (date) _____	Line Judge Test: _____ % (date) _____
	Player Test: _____ % (date) _____	Officiating Procedures Test: _____ % (date) _____
Visual Acuity Date: within 6 months _____	Training Hours: L1: 6+, L2: 10+ _____	Matches Refereed: _____
Trainer's Name: _____	Trainer's email address: _____	

Instructions: Make sure all fields above are completed before proceeding. Refer to the TRR Instructions for more details.
 Make sure handwritten entries are legible. For Level 1 rating, assess SKILLS 1 - 25 (1st page only.) For Level 2 rating, assess SKILLS 1 - 35.
 Circle each SKILL component missed. Acceptable number of circles for Level 1 and Level 2 ratings are identified in the L1 and L2 Rating columns.

	✓ RATING			COMMENTS
	T	L1	L2	
Pre-Match Briefing & Warm Up				
1. Court Inspection: Net Height / Net Position / Safety Hazards		1	0	
2. Pre-Match Briefing: Intros / Starting Server IDs / Match Format / Paddle Check / Line Call Responsibilities & Appeals / Questions / Coin Toss & Selections		1	0	
3. Look For Hearing Devices - Spare Balls / Court Abnormalities - Rule Modifications		1	0	
4. Final Steps: Info Warm-up Time / 1 Minute Warning / Times Up - Ball Selection / "15 Seconds" / Announce Start of Match Script		1	0	
Scoresheet Setup & Clipboard Management				
5. Confirms the Team & Each Player's Identity / Circle Names of Starting Server		0	0	
6. Marks Serving Order / End of Court Selected		1	0	
7. Clipboard Clamp Towards Serving End / Correct Placement of Server Clip		0	0	
8. Clipboard By Side Or Behind Back		0	0	
Score Calling, Marking Points & Side Outs, Server Clip				
9. Announces: Score / "Point" / "Second Serve(r)" / "Side Out"		0	0	
10. Score Calling: Looks at Receiver / Smooth Cadence / Sufficient Loudness / Correct Score		4	2	
11. Uses / \ and Correctly / Moves Server Clip as Required		0	0	
Watchfulness				
12. Checks Players Readiness		1	0	
13. Corrects Incorrect Player Position &/OR Incorrect Server		2	1	
14. Identifies Illegal Serves: Volley Serve / Drop Serve / Questionable Serve (Script)		2	1	
15. Service Foot Faults: Baseline / Outside Serving Area / Ground Contact		2	1	
16. NVZ: Short Serve / Head Movement / Focus on Player's Feet / Missed Fault		2	1	
Match Management				
17. Controls Flow Of Game / Exhibits Confidence / Responds Correctly to Questions		1	0	
18. Calls Faults: Quickly / Definitively / Provides an Explanation		1	0	
19. Stop Play Procedure: Hand Up / Step Forward / Explain / Recalls the Score		1	0	
20. Line Call Appeals: Definitive Call / No Call (Scripts)		1	0	
21. Maintains Professional Demeanor On-Court & Off-Court		0	0	
22. Standard Time-Out: Announce "Time-Out (Receiver(s) / Server(s))" / Score / "1 Minute" / Timer On / Center Court / Ball Location / Mark Scoresheet / "15 Seconds" / Remaining Time-Out Script / "Time-In" / Score		1	0	
23. End Change Time-Out: Announce "Time-Out, Change Ends" / Score / "1 Minute" / Timer On / Center Court / Ball Location / Mark Scoresheet / Realign Clipboard & Scoresheet / "15 Seconds" / "Time-In" / Score		1	0	
End of the Game & Match Procedures				
24. End of Game: Announce "Point, Game" / Score / Last Names / "Time-Out, Change Ends, 2 Minutes" / Timer On / Collect Ball / Align Scoresheet / Confirm Starting Servers / "15 Seconds" / Return Ball / Announce "Game #, Change Ends at 6 (if necessary) / Time-In 0-0-2"		2	1	
25. Completion Of A Match: Announce "Point, Game, Match" / Score / Last Names / Complete Scoresheet / Confirm Winners / Obtain Initials / Collect Ball		2	1	



ITEMS 26-35 ARE FOR LEVEL 2 ASSESSMENTS ONLY Non-Standard Time-Outs. (May be Verbally Assessed)	✓ RATING			COMMENTS
	T	L1	L2	
26. Medical Time-Out: Verify MTO Requested / Announce "Medical Time-Out Requested by (Name)" / Score / Summon EMS / Advise Players / Collect Ball / Manage Timer / MT Box / Validity / Back of Scoresheet / "15 Seconds" / Return Ball / "Time-In" / Score / Complete Scoresheet Invalid MTO: Charge a STO / TW or TF (if no STO) / Advise Player			1	
27. Referee Time-Out: Hand-Up / Announce "Referee Time-Out" / Score / "15 Seconds" / "Time-In" / Score. Identifies When to Use / Complete Scoresheet			1	
28. Equipment Time-Out: Hand-Up / Announce "Equipment Time-Out" / Score / "15 Seconds" / "Time-In" / Score / Identifies When to Use / Complete Scoresheet			1	

Penalties for Inappropriate Behavior. (May be Verbally Assessed)

29. Verbal Warning: Announce Infraction / Mark Scoresheet Front / Mark Scoresheet Back / "15 Seconds" / "Time-In" / Score / Identifies When to Use / Complete Scoresheet			1	
30. Technical Warning: Announce Infraction / Mark Scoresheet Front / Mark Scoresheet Back / "15 Seconds" / "Time-In" / Score / Identifies When to Use / Complete Scoresheet			1	
31. Technical Foul: Announce Infraction / Mark Scoresheet Front Minus Point / Mark Scoresheet Back / Inform Both Teams their Score / "15 Seconds" / "Time-In" / Score / Identifies When to Use / Complete Scoresheet			1	

Match Retirement, Withdrawal, and Forfeits. (May be Verbally Assessed)

32. Match Retirement: Confirm Retirement from Match or Withdrawing / Advise Withdrawing Players - Tournament Desk / Announce End of Match Script / Mark Scoresheet / Write "Retirement" Under Scores / Complete Scoresheet			1	
33. Match Withdrawal: Confirm Withdrawal from Match / Advise Withdrawing Players - Tournament Desk / Announce End of Match Script / Mark Scoresheet 0-0 for each game / Write "Withdrawal" Under Scores / Follow End of Match Procedure / Complete Scoresheet			1	
34. Game Forfeit: Behavior: 3 TWs Circle 0 & Winning Score / "GF" by 0 / Announce End of Game Script / Draw Lines / Complete Scoresheet Tardiness: Verify w/ TD / "GF" and Time by 0 / Circle 0 & Winning Score / Follow End of Game Procedure / Complete Scoresheet			1	
35. Match Forfeit: Behavior: 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 / Follow End of Match Procedure / Complete Scoresheet			1	

ASSESSOR ADDITIONAL COMMENTS:

RATING AWARDED (CHECK ONE): **TRAINEE** **LEVEL 1** **LEVEL 2**

Level 1 cannot have any check marks in the T column. Level 2 must have all thirty-five (35) skills checked in the L2 column.

Credential Issued: YES NO (Circle.) If NO and the performance requirements were met, please provide assessed referee's mailing address.

Mailing Address for Credential:

Assessor Check List: Refer to the TRR Instructions for more details.

1. Make sure all USA Pickleball requirements are met and all fields are completed before issuing credential.
2. Within 7 days of assessment, submit scan or photo of this form and the Visual Acuity form to the assessed referee, RTC, and CRC (Level 2 ratings only.)
3. Do not post photos of subject on social media until the TRR is acknowledged as approved by the RTC.

Assessor Signature	Assessor Name (Printed)	Assessor Email Address
2nd L2 Assessor Signature	2nd L2 Assessor Name (Printed)	DATE ENTERED INTO NRD: _____

Refer to the TRR Submission Form Instructions for more details.