

Rating System

1. Dress

- 3 Points = All players meet USARE kit requirements and Law 4
- 2 Points = 1 to 3 players fail to meet USARE kit requirements and Law 4
- 0 Points = 4 or more players fail to meet USARE kit requirements and Law 4

2. Attitude

- 4 Points = Excellent. Total respect towards referee on and off the field
- 3 Points = No real trouble on the field and some interest in discussing Laws, etc. off the field
- 2 Points = Some mouthiness, but controllable after penalty and/or warning
- 1 Point = Definite control problems (argumentative/abusive) on or off field from 1 player
- 0 Points = Trouble (verbal abuse, argumentative, etc.) on or off the field from more than 1 player

3. Kick-Off On Time (Note: Home team is the club considered; both field and players are completely ready.)

- 3 Points = On time
- 2 Points = Less than 10 minutes late
- 1 Point = Between 10 and 20 minutes late
- 0 Points = More than 20 minutes late or failed to show

4. Hospitality

- 4 Points = Excellent. Attentive before and after match; offered shower, party invitation, refreshments, etc.
- 3 Points = Generally friendly, offered shower, party invitation, refreshments, etc.
- 2 Points = Not too friendly, but offered shower, party invitation, refreshments, etc.
- 1 Point = Talked to referee in passing only, no direct invitations
- 0 Points = Generally ignored you all day

5. Field and Markings (upon arrival at field, not subsequent corrections)

- 4 Points = Excellent. Meets exact requirements of Law 1, markings for all possible field designations (5 and 15m from touch, 10m lines for kickoffs, 22m for dropouts, etc.), ground and field surface is excellent, cones or highly visible flags.
- 3 Points = Meets requirements of Law 1, markings for most field designations, ground and field surface is excellent, cones or highly visible flags.
- 2 Points = Meets requirements of Law 1, markings for most possible field designations, ground and field surface is adequate, cones or highly visible flags.
- 1 Point = Fails to meet requirements of Law 1 or ground and field surface is barely adequate.
- 0 Points = Bad. Fails to meet most requirements of Law 1 or field surface is not acceptable.

6. Touch Judges (applies to home team's TJ only)

- 4 Points = Listened to all instructions given by the referee and acted upon them during the match; was fair, consistent, in the right spot throughout the match.
- 3 Points = Listened to all instructions given by the referee and acted on most of them during the match; was fair, somewhat consistent, generally in the right spot throughout much of the match.
- 2 Point = Listened only in passing to instructions given by the referee and acted on some of them during the match; was somewhat fair, not very consistent, not in the right spot often enough throughout the match.
- 1 point = Did not listen to the instructions given by the referee; was not fair nor consistent, not in the right spot. Calls had to be overturned by the referee several times.
- 0 points = Overly socialized during the match or had to be replaced by the referee or visiting team had to provide the TJs.

7. Medical Preparedness

- 4 Points = Very well prepared. Complete medical kit and doctor/trainer/EMT present at match.
- 3 Points = Moderately prepared. Minimal medical kit and doctor/trainer/EMT present at match.
- 2 Points = Either complete medical kit or doctor/trainer/EMT present at match.
- 1 Point = Minimal medical kit at match.
- 0 Points = No medical kit or medical person present at match.

8. Safety Requirements (Spectator Rope and Goal Post Pads)

Spectator Ropes - Present on both sides, goal-to-goal, 5m from touch line

Goal Post Pads - Minimum 2" thickness and 5' height on all four posts.

Note: The above are *required* before the match begins. If not ready by game time, deduct points in accordance with #3 for late kickoff. If never ready, do not referee match but charge fees and mileage and award zero (0) points for all items. Don't forget to include the match on the Sportsmanship Award form. **Points cannot be awarded if the above are not met.**