

## **USA HOCKEY OFFICIALS EVALUATION FORM**

Off	<del></del>			Official's Level:	Date:	
Ass	signment: 🗆 R	Referee □ Linesma	n <b>Syste</b>	em: □2 □3	Evaluator:	_
Gaı	me Level:			Location:		
Home Team: ( )			vs.	Visiting Team:	_ ( )	
□ F	Pre-Game Meet	ting held	Offici	al's State:		
□ F	Post-Game Me	eting held	Offici	al's initials:		
	CATEGORY		COMME	NTS		
	Appearance    Excellent   Good	☐ Satisfactory ☐ Needs Improvement				
	Skating  □ Excellent □ Good	☐ Satisfactory ☐ Needs Improvement				
	Position  □ Excellent □ Good	☐ Satisfactory ☐ Needs Improvement				
	Face-offs  Excellent Good	☐ Satisfactory ☐ Needs Improvement				
	Signals  □ Excellent □ Good	☐ Satisfactory ☐ Needs Improvement				
	Judgment  □ Excellent □ Good	☐ Satisfactory ☐ Needs Improvement				
	Awareness  Excellent Good	☐ Satisfactory ☐ Needs Improvement				
	Summary					
	Type of Game :	]Easy □ Average □ D	ifficult			

Electronic Distribution to: Evaluated official; State Evaluation Director; Local Supervisor of Officials; other local staff as appropriate

The USA Hockey Officials Evaluation Program is designed as an educational tool to assist in the development of our grassroots officials. The evaluation process will provide instructional follow-up which reinforces information presented at USA Hockey Seminars and is outlined in the officiating manuals. In essence, the evaluator is an officiating "coach" who is dedicated to successful officiating. Although the evaluation process is a means of providing opportunities for officials to work at their appropriate level, success at this particular level of play is not a guarantee of advancement.

CATEGORY	DESCRIPTION		
Appearance			
UNIFORM	Skates, laces, sweater, trousers proper fit, grooming, etc.		
ATTITUDE	Enthusiasm, arrogance, confidence, outlook on game, players, partners, enjoyment of game		
PRESENCE / POISE	Reaction under pressure, condition, mannerisms, temperament		
Skating			
FORWARD	Balance, stride, starts, stops, turns, posture, agility, quickness		
BACKWARD	Balance, stride, starts, stops, turns, posture, agility, quickness		
HUSTLE	Staying with play, skating hard when necessary, adjustment to tempo of game, effort		
Position			
GOAL LINE	Movement toward and away from goal, field of vision		
BLUE LINE	Reaction to play, line usage		
REACTION TO PLAY	Proximity to play, anticipation, coverage for partner, use of boards, flow of play		
STOPPAGES	Positioning to see majority of players, proper position for face-offs, skating lanes after whistle, position during altercations		
Face-offs			
CONTROL OF PLAYERS	Encroachment, communication, player ejections, player position		
STANCE / DROP	Presentation, stance and drop, set up, sequence, appropriate to age level		
MOVEMENT OUT	Hesitation, backward skating, partner release, position, hustle		
Signals			
EXECUTION	Crispness, conciseness, clarity, verbal, correctness, posture		
ASSESSMENT PROCEDURES	Stopping play, movement after signal (icing, off-sides and penalties), reporting penalties to penalty bench		
Judgment			
RULE KNOWLEDGE	Playing rules and interpretations		
RULE APPLICATION	Penalty assessment according to guidelines, points of emphasis		
CONSISTENCY	Assessing similar situations in similar manners, how external factors contribute to judgment		
DECISIVENESS	Confidence and quickness in making calls, correctness of calls, overall demeanor		
GAME CONTROL	Taking charge of difficult situations, game management, penalty selection		
Awareness			
RINK CONDITIONS	Inspection of rink, debris on ice, broken sticks, displaced goals		
DURING PLAY	Actions behind the play, reading and reaction to various game situations, communication with partner(s)		
DURING STOPPAGES	Anticipation of altercations or other actions, line changes		
TEAMWORK / COMMUNICATION	Communication (verbal and signals), quickness in reacting to partner's actions, enthusiasm toward partner(s)		