



NCR USAV Regional Rating Trainers Guide

Raters – This is primarily a coaching session. Introduce yourself to both coaches and let them know you are rating and if they have questions that you will be available. It’s ok to stand next to candidate and talk during the match to coach/instruct. Don’t overload them, and try not to delay the match. These candidates will represent the region. If they have any 4’s it’s ok not to pass them for Regional. They can come back or retain their Provisional. If candidate is experienced, you can just use one game to rate (rotate R1/R2 to complete ratings in one match)

(1 = Strong, 2 = OK, 3 = Needs Work, 4 = Not sufficient for this level) – No 4’s to pass.

GENERAL	Level	Notes
Punctuality (Arrival, coin toss, match start time)	1 2 3 4	<i>Talk about professionalism, intros to both coaches if possible, speed between matches (get the warm-ups going!). Comment on uniform only during post-game if fixable (can distract ref). Go through required vs desired equipment. Regionals will represent the region and need to have new looking shirts. They need to look the part.</i>
Appearance/uniform	1 2 3 4	
Has proper equipment (whistle, coin, cards)	1 2 3 4	
First Referee – Pre-Game		<i>Not too long, not too short. Change based on first match vs. third match on court. Awareness of work team and intros. Does not delay warm-ups or interrupt them. Notices libero uniform prior to match start. Comments on other uniform items as needed to coach. Meets line judges and checks knowledge. Checks court & stand for playability (bags, etc. on court)</i>
Conducts captain’s meeting	1 2 3 4	
Communication with other officials	1 2 3 4	
Inspects equipment and team uniforms	1 2 3 4	
First Referee – Judgment		<i>Too tight? Too loose? Consistency. Talk about 1st contact (catch/throw). Calls 2nd & 3rd hits when needed. Can tell double from a catch/throw. Recognition of back row players. Allows players to play the game. Eye contact with line judges and R2 – uses team for information when needed. Waits on R2 for ready signal. Shows understanding of basic rule set. Is looking for violations on serving team (rotation, screen, server faults).</i>
Consistency of ball handling (overall)	1 2 3 4	
Judgment of first team contact	1 2 3 4	
Judgment of second and third team contacts	1 2 3 4	
Determine distinction between double contacts and lifts	1 2 3 4	
Recognizes illegal back row attacks/blocks	1 2 3 4	
Rotation violations on the serving team	1 2 3 4	
Works well with the R2	1 2 3 4	
First Referee – Mechanics		<i>Avoids double signal & whistle. Clearly whistles to end play. Uses whistles of varying lengths based on reason (fault vs time out). Doesn’t repeat R2 fault signal (unless needed). Uses proper signals for each fault (touch vs. out). Doesn’t show players numbers (net fault). Scanning is crucial. Knows when to look and accepts help from crew. Protects crew if needed. Keeps match tempo up, signals when server has ball in serving area. Does not delay game with replays when they aren’t a safety factor, or impact play (ball across back of court).</i>
Whistle quality & promptness	1 2 3 4	
Uses correct signals	1 2 3 4	
Scans court	1 2 3 4	
Eye contact with officiating team	1 2 3 4	
Match Tempo	1 2 3 4	
Second Referee – Judgment		<i>Applies centerline and net fault rules appropriately. Is focused on the correct aspects of play (seeing the dig instead of staying with the players at the net). Whistles to end play strongly and steps to the side of the fault. We only want to see this behavior when they are communicating information (they whistled the fault, or they are giving info to the R1 – touch or 4 hits). Should be aware of and calling or preventing rotation errors. Should see libero exchanges. Checks with their score team for how they want to do subs. Pays attention to benches and anticipates interruptions. Communicates with the benches to maintain control of the match.</i>
Centerline violations	1 2 3 4	
Net violations	1 2 3 4	
Calls antenna violations on R2 side	1 2 3 4	
Rotation violations on the receiving team	1 2 3 4	
Works well with the scorekeeper	1 2 3 4	
Works well with the R1 (help signals/communication)	1 2 3 4	
Bench control and communication	1 2 3 4	
Second Referee – Game Interruptions		<i>Is aware of potential interruptions (scanning the bench) and administers subs & time outs correctly and efficiently. Uses down time to check with work team and verify scoresheet is correct.</i>
Recognizes time outs	1 2 3 4	
Recognizes and administers substitutions	1 2 3 4	
Other (recording of sanctions, unusual situations)	1 2 3 4	
Second Referee - Mechanics		<i>Has captain identify themselves to R1 if no stripe on uniform. Whistle strength (does play stop when they whistle a fault?) Uses correct mechanics and mimics (not mirrors) R1 when needed. When calling fault, waits for R1 to signal side out without leading. Gives discreet help when needed by moving to the side of the fault to communicate information. Is watching the appropriate things during play (should see the play develop through the net). Stays at the net until play ends.</i>
Whistle quality and promptness	1 2 3 4	
Uses correct signals	1 2 3 4	
Scans the court & benches before starting play	1 2 3 4	
Eye position & movement	1 2 3 4	
Assistance to first referee	1 2 3 4	

Use the bottom area to come up with one or two wins (things they did well) and one or two things to work on (opportunities). Do not list more than 3 items or they will get overloaded. Coach them to take a pen and use the notes section of their rule book to write down their wins/ops along with the date so they can track how they do throughout the season.

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