

NEW Referee Evaluation



**ONE NATION.
ONE TEAM.**

SUMMER.2024



MAJOR CHANGES



Major Changes to Evaluation System

Effective July 1, 2024, the U.S. Soccer has two evaluation forms for match officials.

One form is used for a crew including at least one national official or an official needing a national upgrade evaluation. The other is used for a crew not including a national official or an official needing a national upgrade evaluation.

These new forms are to be used for all U.S. Soccer evaluations conducted by national referee coaches and referee coaches.

The new forms will allow all officials in the country to be evaluated with increased consistency and fairness.

All evaluations conducted after July 1, 2024 are to be submitted to U.S. Soccer.



Major Changes to Evaluation System

Each official receive a final score out of 10.

There is a new workflow to process evaluations.

The terminology to be used is “evaluation” and not “assessment.”

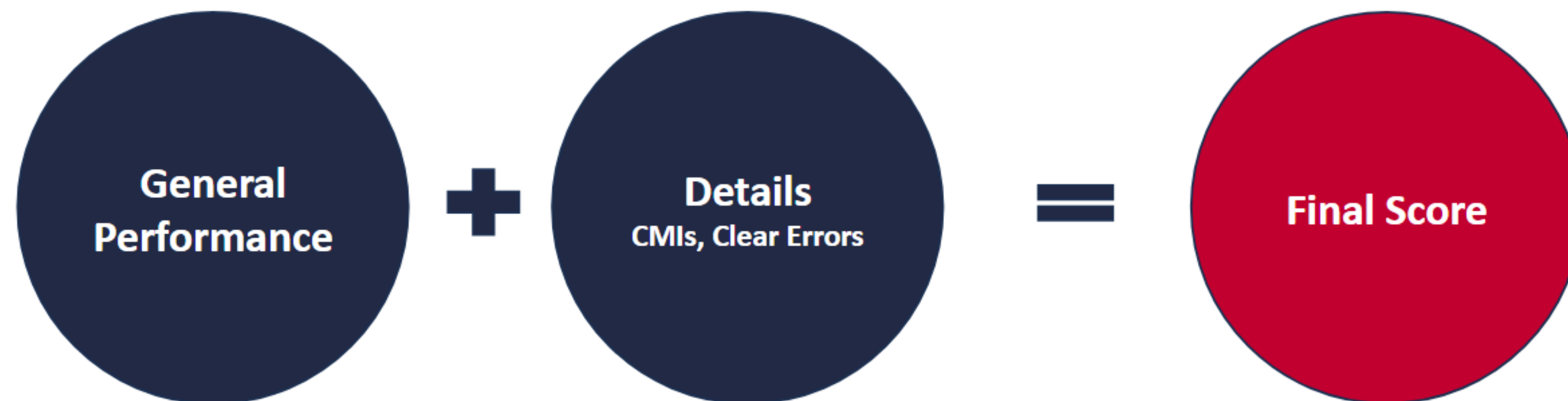


HOW TO UNDERSTAND YOUR SCORE



HOW TO UNDERSTAND YOUR SCORE

To understand the score you receive from a referee coach, you need to understand the following calculation.



General Performance

Overall General Performance

Referees

Match Control
Interaction with Participants
Game Management
Teamwork
Positioning
Movement

Assistant Referees

Offside
Involvement and Assistance
Positioning
Movement

4th official

Involvement and Assistance
Management of Technical Area

Details

Critical Match Incidents (CMIs)

Clear Refereeing Errors (Referee)

Incorrect caution (given or not given) for
UB - Reckless
UB - SPA(H)
UB - SPA (F) (Outside PA)
UB - SPA (F) (No attempt inside PA)
UB - DOGSO (F) (Downgraded to Caution)
UB - Handball (Attempts to/Scores a Goal)
UB - Handball (Unsuccessful attempt to prevent goal)

Clear Refereeing Errors (AR)

Incorrect offside decision that leads to or negates a
promising attack



Key Components of a Score

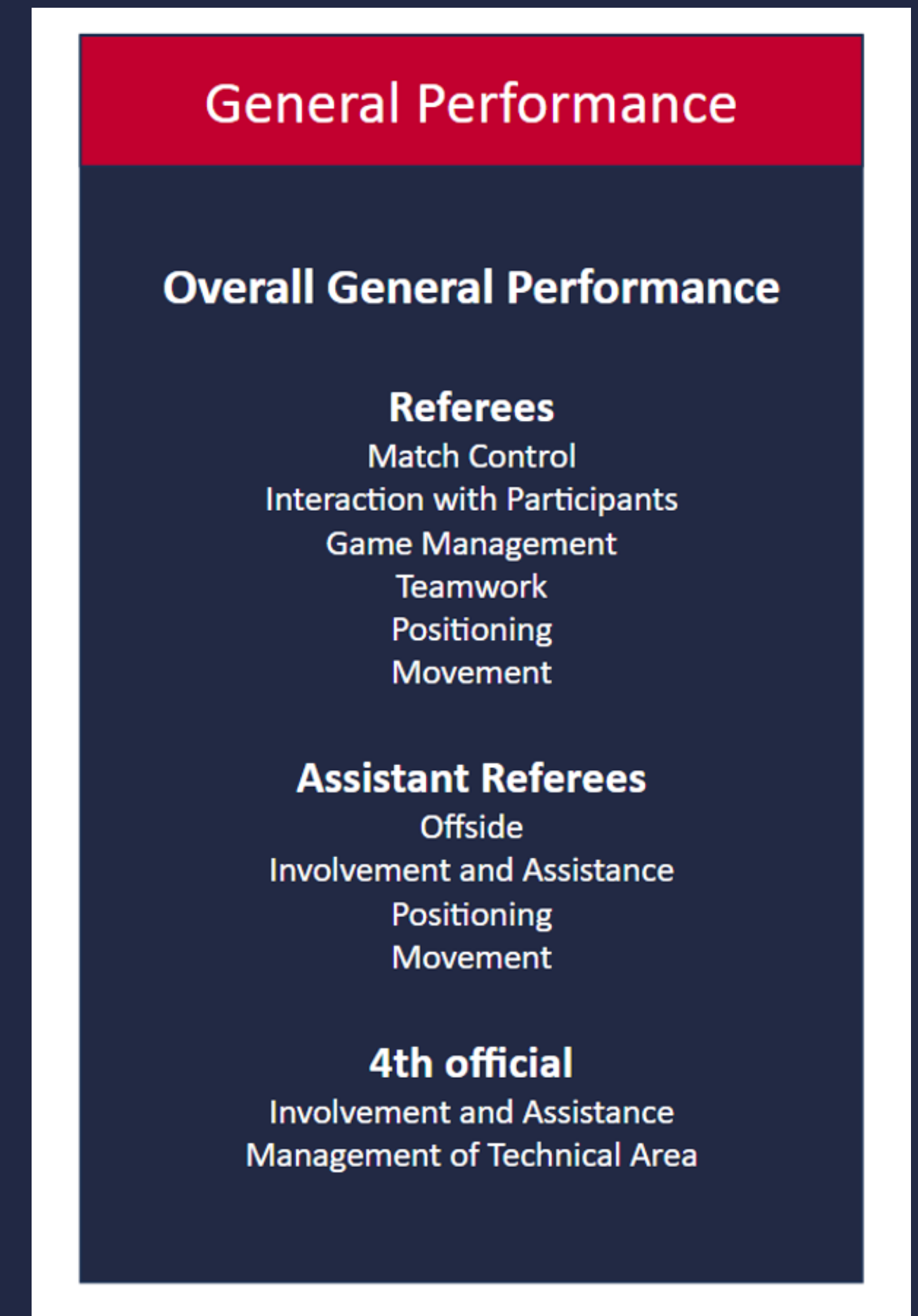
There are three main components that will heavily affect the score.

1. Each match official's General Performance (GP)

Priority areas are:

Referee: Match Control / Interaction with Participants

Assistant Referee: Offside / Involvement and Assistance





Key Components of a Score

There are three main components that will heavily affect the score.

1. Each match official's General Performance (GP)

2. Degree of match difficulty

This can vary for each individual match official

There are three levels of difficulty: Normal, Difficult, and Very Difficult.

This component is specific for each Match Official, who all get their own personal degree of difficulty for the game. For example, the Referee can have a "Very Difficult" rating, while Assistant Referee 1 can have a "Normal" rating.



Key Components of a Score

There are three main components that will heavily affect the score.

1. Each match official's General Performance (GP)
2. Degree of match difficulty
3. CMIs and CREs

Details

Critical Match Incidents (CMIs)

Clear Refereeing Errors (Referee)

Incorrect caution (given or not given) for

UB - Reckless

UB - SPA(H)

UB - SPA (F) (Outside PA)

UB - SPA (F) (No attempt inside PA)

UB - DOGSO (F) (Downgraded to Caution)

UB - Handball (Attempts to/Scores a Goal)

UB - Handball (Unsuccessful attempt to prevent goal)

Clear Refereeing Errors (AR)

Incorrect offside decision that leads to or negates a promising attack



CRITICAL MATCH INCIDENTS



Critical Match Incidents

Critical Match Incidents (Referee)

- Penalty Kick
- Send-off (Direct) (players)
- Send-off (Direct) (team officials)
- Send-off (2nd CT) (players)
- Send-off (2nd CT) (team officials)
- Other decisions with game-changing impact
 - Involvement/Information on AR Offside decision
 - Decision which directly leads to/negates clear goal-scoring opportunity/goal
 - Mistaken Identity
 - Retake of PK
 - Other



Critical Match Incidents

Critical Match Incidents (Assistant Referee)

- Offside leads to/negates clear goal-scoring opportunity or goal
- Involvement/Information on awarding a goal
- Involvement/Information on Penalty Kick
- Involvement/Information on Send-off (Direct) (players)
- Involvement/Information on Send-off (Direct) (team officials)
- Involvement/Information on Send-off (2nd Caution) (players)
- Involvement/Information on Send-off (2nd Caution) (team officials)
- Involvement/Information on other decisions with game-changing impact

Retake of Penalty Kick

Decision which directly leads to/negates clear goal-scoring opportunity or goal

Mistaken Identity

Other



Critical Match Incidents

Critical Match Incidents (4th Official)

- Involvement/Information on Send-off (Direct) (players)
- Involvement/Information on Send-off (Direct) (team officials)
- Involvement/Information on Send-off (2nd CT) (players)
- Involvement/Information on Send-off (2nd CT) (team officials)
- Involvement/Information on other decisions with game-changing impact

Decision which directly leads to/negates clear goal-scoring opportunity or goal

Mistaken Identity

Other



Critical Match Incidents

Involvement and Accuracy / Action

If Involvement is marked “Correct / Given”

Then the official got involved in a CMI decision as expected

Involvement: “Correct / Not given” – Not an Option

If Involvement is marked “Incorrect / Given”

Then the official got involved in a CMI decision despite not being expected to do so

Exception: If the official provides correct information even though they were not expected to be involved, categorize the involvement as “Correct / Given”

If Involvement is marked “Incorrect / Not Given”

Then the official did not get involved in a CMI decision despite being expected to do so



Critical Match Incidents

Information and Accuracy / Action

If information is marked “Correct / Given”

Then the information provided to the other official was accurate

Information: “Correct / Not given” – Not an Option

If Information is marked “Incorrect / Given”

Then the information provided to the other official was not accurate

If Information is marked “Incorrect / Not Given”

Then information was not provided to the other official



Critical Match Incidents

If one portion of the decision is correct but the other portion is incorrect, the entire CMI is incorrect

- You may have correctly got involved with the decision, but the information you provided was not correct.
- On rare and unusual situations, if you provide correct information even though you are not expected to be involved, involvement and the CMI can be categorized as “Correct / Given.”



CM Difficulty Levels and Considerations (Referee)

Routine	Difficult	Impossible
Clear view of incident	View moderately obstructed despite best positioning practices	View completely obstructed despite best positioning practices
Play occurs in isolation	Needs extreme position to view incident	
Low-moderate number/intensity of distractors/successive decisions	High number/intensity of distractors/successive decisions	Very high number/intensity of distractors/successive decisions
Should have clear view with best positioning practices		
Incident is proximate to ball		
Incident slightly off-ball but within overall view of play	Incident occurs moderately away from ball and out of normal view	Incident occurs significantly away from ball and/or completely out of normal view
Credible proximity to incident	Proximity moderately affected by unexpected/unusual aspect of the play	Proximity significantly affected by unexpected/unusual aspect of the play
Law 12 – all elements of severity identifiable or slight mix of considerations	Law 12 – some elements of severity not identifiable or significant mix of considerations	Law 12 – no elements of severity were identifiable
Law 12 – all elements of tactical considerations identifiable or slight mix of considerations	Law 12 – all elements of tactical considerations not identifiable or significant mix of considerations	Law 12 – no elements of tactical considerations were identifiable
Law 11 – elements of offside to be provided to AR are identifiable	Law 11 – elements of offside to be provided to AR not clearly identifiable	Law 11 – elements of offside to be provided to AR not identifiable



CM Difficulty Levels and Considerations (AR)

Routine	Difficult	Impossible
Attacker(s) and defender(s) moving in same direction	Attacker(s) and defender(s) moving in opposite directions	View of attacker(s) and/or defender(s) completely obstructed
Attacker(s) and defender(s) separated in space across field but moving in same direction		
Defender(s) or attacker(s) are stationary		
Ball in same view as players		View of ball completely obstructed
Ball from moderate distance to players	Ball from long distance to players or view of ball partially obstructed	
Ball within peripheral view of AR despite being closer to near-side touchline and to the left of the AR	Ball at edge of peripheral view of AR at near-side touchline and to the left of the AR	Ball outside peripheral view of AR at near-side touchline and to the left of the AR
Low-moderate number/intensity of distractors/successive decisions or competing decisions	High number/intensity of distractors/successive decisions or competing decisions at speed	Very high number/intensity of distractors/successive decisions or competing decisions at speed
Law 11 – all elements of offside identifiable, with or without Referee information	Law 11 – some elements of offside not identifiable, with or without Referee information	Law 11 – relevant elements of offside not identifiable, with or without Referee information
Law 12 – elements of severity, tactical, or other considerations are identifiable and within AR's normal area of patrol	Law 12 – some elements of severity, tactical, or other considerations not identifiable, some mix of considerations, or at periphery of AR's normal area of patrol	Law 12 – relevant elements of severity, tactical, or other considerations not identifiable, significant mix of considerations or outside AR's normal area of patrol



CM Difficulty Levels and Considerations (4th)

Routine	Difficult	Impossible
Low-moderate number/intensity of distractors/successive decisions or competing decisions	High number/intensity of distractors/successive decisions or competing decisions at speed	Very high number/intensity of distractors/successive decisions or competing decisions at speed
Law 12 – elements of severity, tactical, or other considerations are identifiable and within 4th official’s normal area of patrol	Law 12 – some elements of severity, tactical, or other considerations not identifiable, some mix of considerations, or at periphery of 4th official’s normal area of patrol	Law 12 – relevant elements of severity, tactical, or other considerations not identifiable, significant mix of considerations, or outside 4th official’s normal area of patrol



Clear Refereeing Errors

Referee

Incorrectly given or not given caution for:

UB - Reckless

UB - SPA(H)

UB - SPA (F) (Outside PA)

UB - SPA (F) (No attempt inside PA)

UB - DOGSO (F) (Downgraded to Caution)

UB - Handball - Attempts to/Scores a goal

UB - Handball - Unsuccessful attempt to prevent
a goal

Assistant Referee

Incorrectly given or not given offside
decision that

Leads to or negates a promising attack

Note: Other than CMIs, additional caution errors or offside errors are addressed in general performance.



How to understand your score (GP)

- Referee coach will at first generate a GP score for each official.
- The GP score will exclude CMLs and CREs.
- Priority areas are more heavily weighted although there is no prescribed formula to generate a GP score.

REFeree EVALUATION										
2. INTERACTION WITH PARTICIPANTS (PLAYERS AND TEAM OFFICIALS)										
Overall Rating - Interaction with Participants	8.3									
FOR EACH DESCRIPTOR, PLEASE USE AN X TO INDICATE THE PERFORMANCE LEVEL										
	N/A	< 7.0	7.0 - 7.4	7.5 - 7.9	8.0 - 8.2	8.3 - 8.4	8.5	8.6 - 8.7	8.8 - 9.0	> 9.0
Used appropriate verbal communication, body language, and mannerisms					x					
Was open to appropriate communication from participants						x				
Proactive management of players pushing/pulling prior to the ball put into play						x				
Recognized difference between frustration and dissent and managed appropriately					x					
Showed composure and appropriate range of responses to match nature of incident						x				
Identified changes in game temperature and proactively managed those changes						x				

	N/A	< 7.0	7.0 - 7.4	7.5 - 7.9	8.0 - 8.2	8.3 - 8.4	8.5	8.6 - 8.7	8.8 - 9.0	> 9.0
Match Control						x				
Interaction with Participants					x					
Game Management					x					
Teamwork						x				
Positioning					x					
Movement					x					



How to understand your score (GP)

Benchmark General Performance Score range for

- A **good performance** on a **normal match** is 8.3 – 8.4

If your performance is **very good**, the general performance score is 8.5 even on a normal difficulty match

If you make a **correct non-CMI difficult** decision in a **normal match** with a **good performance**, the baseline general performance score is 8.5

- A **satisfactory performance** regardless of the match difficulty is 8.0 – 8.2
- A **below expectation performance** regardless of the match difficulty is 7.9 and below



HOW TO UNDERSTAND YOUR SCORE (GP)

The Three Levels of Game Difficulty		Baseline GP Scores (Good)	Satisfactory (GP)	Below expectation (GP)
Normal	Normal match with routine decisions	8.3 to 8.4 (A normal match with one correct non-CMI difficult decision may have the baseline GP score of 8.5)	8.0 to 8.2	7.9 or below
Difficult	Difficult match with some difficult decisions	8.6 to 8.8	8.0 to 8.2	7.9 or below
Very difficult	Very difficult match with many difficult decisions	8.9	8.0 to 8.2	7.9 or below

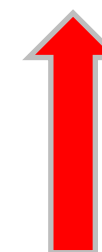


HOW TO UNDERSTAND YOUR SCORE

Once the general performance score of an official is determined, the referee coach will examine the score additions and deductions due to CMIs and clear refereeing errors.

If there are no additions or deductions, the official will have one score (i.e., Final Score). The box under the asterisk will remain blank.

State Asscn	License	Game Difficulty	Score*	Final Score
MI	Regional	Normal		8.4



* Example of an evaluation form



HOW TO UNDERSTAND YOUR SCORE

The following cases will result in point additions or deductions:

Addition (+0.1) for a correctly given difficult CMI decision (Referee and AR)

Addition (+0.1) for a correctly given or not given difficult CMI offside decision (AR)

Deduction for an incorrectly given or not given routine or difficult CMI decision (Referee and AR)

Deduction for a routine clear refereeing error (Referee and AR)





HOW TO UNDERSTAND YOUR SCORE

Once the general performance score of an official is determined, the referee coach will examine the score additions and deductions due to CMLs and clear refereeing errors.

If there are additions and/or deductions, the final score will incorporate them. The official will have two scores: the pre-adjustment score (i.e. the GP score, which is displayed with an asterisk on the evaluation form) and the final score.

State Asscn	License	Game Difficulty	Score*	Final Score
MI	Regional	Normal	8.4	7.9



* Example of an evaluation form

Once the GP score is selected and the list of CMLs and the list of point deductions are filled out, the evaluation form will automatically generate the final score. The referee coach will NOT have to calculate the final score.



HOW TO UNDERSTAND YOUR SCORE (FINAL)

Normal Difficulty Match		
Routine CMI error	Good performance (8.3+) becomes a base post-adjustment score of 7.9	Additional routine CMI error will result in deduction of 0.3
	Satisfactory performance (8.0-8.2) becomes a base post-adjustment score of 7.8	
Difficult CMI error	Good performance (8.3+) becomes a base post-adjustment score of 8.0	Additional difficult CMI error will result in deduction of 0.2
	Satisfactory performance (8.0-8.2) becomes a base post-adjustment score of 7.9	
Clear Refereeing Error (Routine only)	Deduction of 0.1	Additional clear routine refereeing error will result in deduction of 0.1

The evaluation form will automatically calculate these deductions once the CMI and deduction lists are filled out.



Score	GP Conditions	Final Score Conditions
> 9.0	A “good” performance on a “very difficult” match	
8.6 – 9.0	A “good” performance on a “difficult” match	
8.5	A “good” performance on a “normal” match with one correct non-CMI difficult decision	A “good” performance on a “normal” match with a correct difficult CMI decision
8.3 – 8.4	A “good” performance on a normal match, with the message that this match official should continue this level of performance into the next match	
8.2	A “satisfactory” performance regardless of the match difficulty, with the message that the match official has some small areas to be improved upon	
8.0 – 8.1	A “satisfactory” performance regardless of the match difficulty, with the message that the match official has important areas to be improved upon	8.0: When the match official had performance of 8.3+ but with a difficult CMI error
7.5 – 7.9	A “below expectation” general performance regardless of the match difficulty, where the match official had a lack of overall control of the match with or without a clear error and has significant points to improve 7.8: When the match official had performance of 8.0-8.2 but with a routine CMI error	7.9: When the match official had performance of 8.0-8.2 but with a difficult CMI error 7.9: When the match official had performance of 8.3+ but with a routine CMI error 7.8: When the match official had performance of 8.0-8.2 but with a routine CMI error
7.0 – 7.4	A “below expectation” performance regardless of the match difficulty with significant areas that require improvement	
< 7.0	A “significantly below expectation” performance regardless of the match difficulty with major disciplinary inconsistency and/or no match control / interaction with participants (Referee) or with major inaccuracies with offside decisions and/or involvement and assistance (AR)	



PROCESSING EVALUATIONS

REFEREE COACHES



Processing Evaluations (Excel version)

Once the match and the post-match debrief are completed:

- The match-day referee coach (RC) will fill out the evaluation form for each official.
- RC will send the Excel file to their approver as designated by their own SRC.
- The approver will audit the submitted Excel file to either approve it or request a revision.
- Once the file is approved, the RC will create a PDF for each official and send it to them.
- The PDFs must also be sent to U.S. Soccer (Email address TBD).
- **Send one email with all PDFs from one match.**



Processing Evaluations (Webversion)

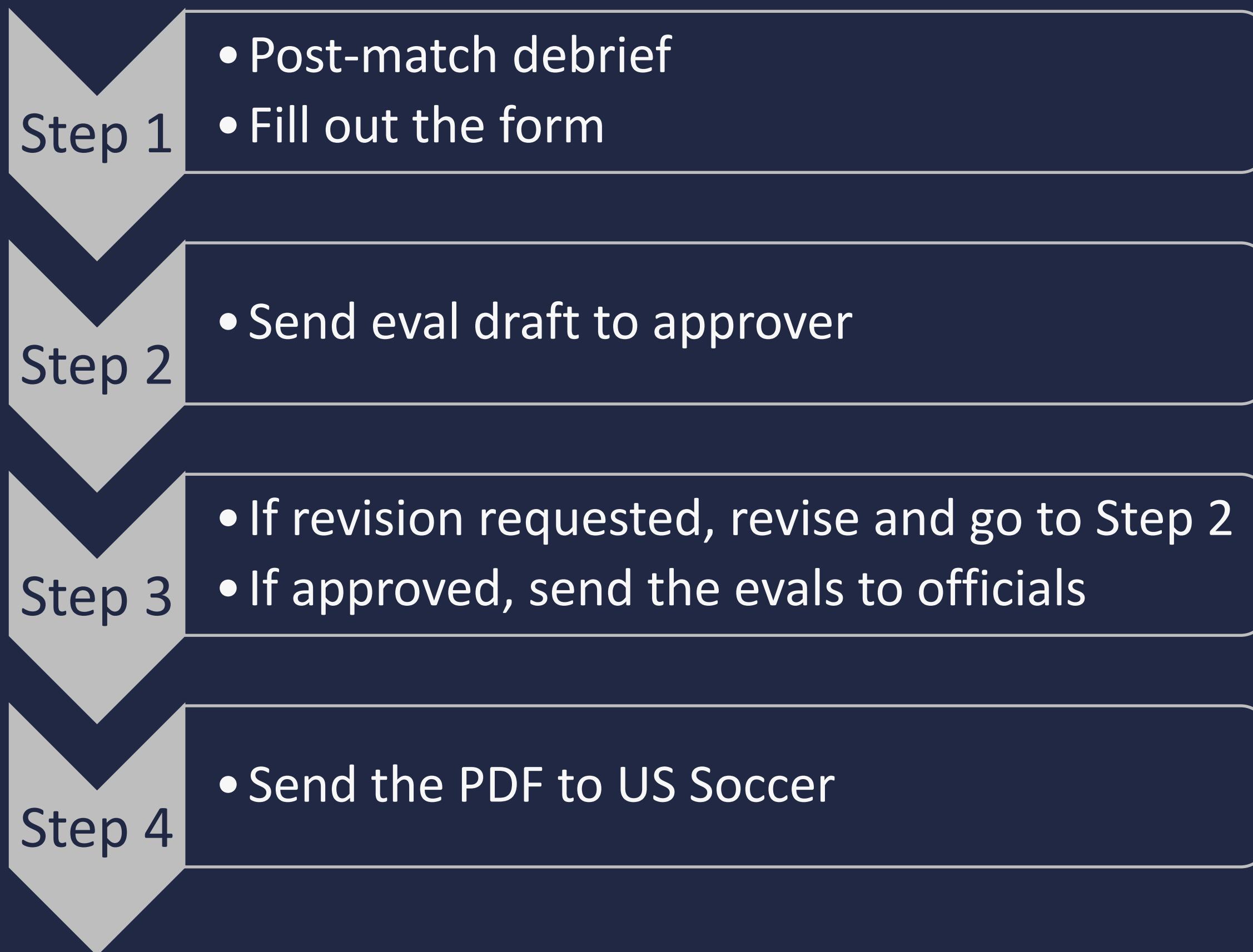
Once the match and the post-match debrief are completed:

- The match-day referee coach (RC) will fill out the evaluation form for each official.
- The appropriate approver(s) from each SRC will be notified when a new form is submitted for audit. The approver(s) will audit the submitted form to either approve it or request a revision.
- Once the file is approved, the form will be released to each official by the approver from the website.

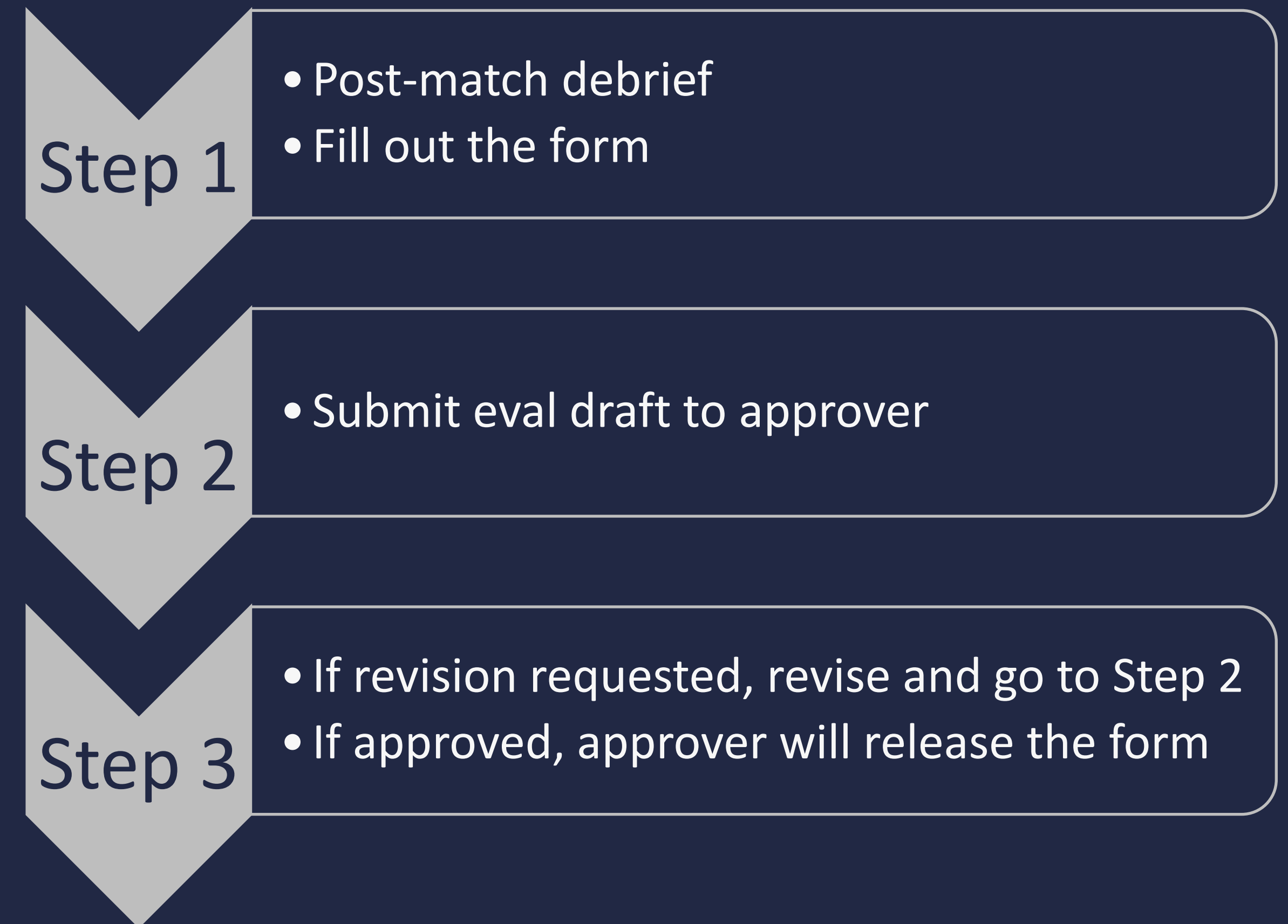


Processing Evaluations (Regional Form)

Excel version



Web version





PROCESSING EVALUATIONS NATIONAL REFEREE COACHES



Processing Evaluations (Excel version)

Once the match and the post-match debrief are completed:

- The match-day referee coach (NRC) will fill out the evaluation form for each official.
- NRC will create a PDF for each official and send it to them.
- The PDFs must also be sent to U.S. Soccer (Email address TBD).
- Send one email with all PDFs from one match.



Processing Evaluations (Webversion)

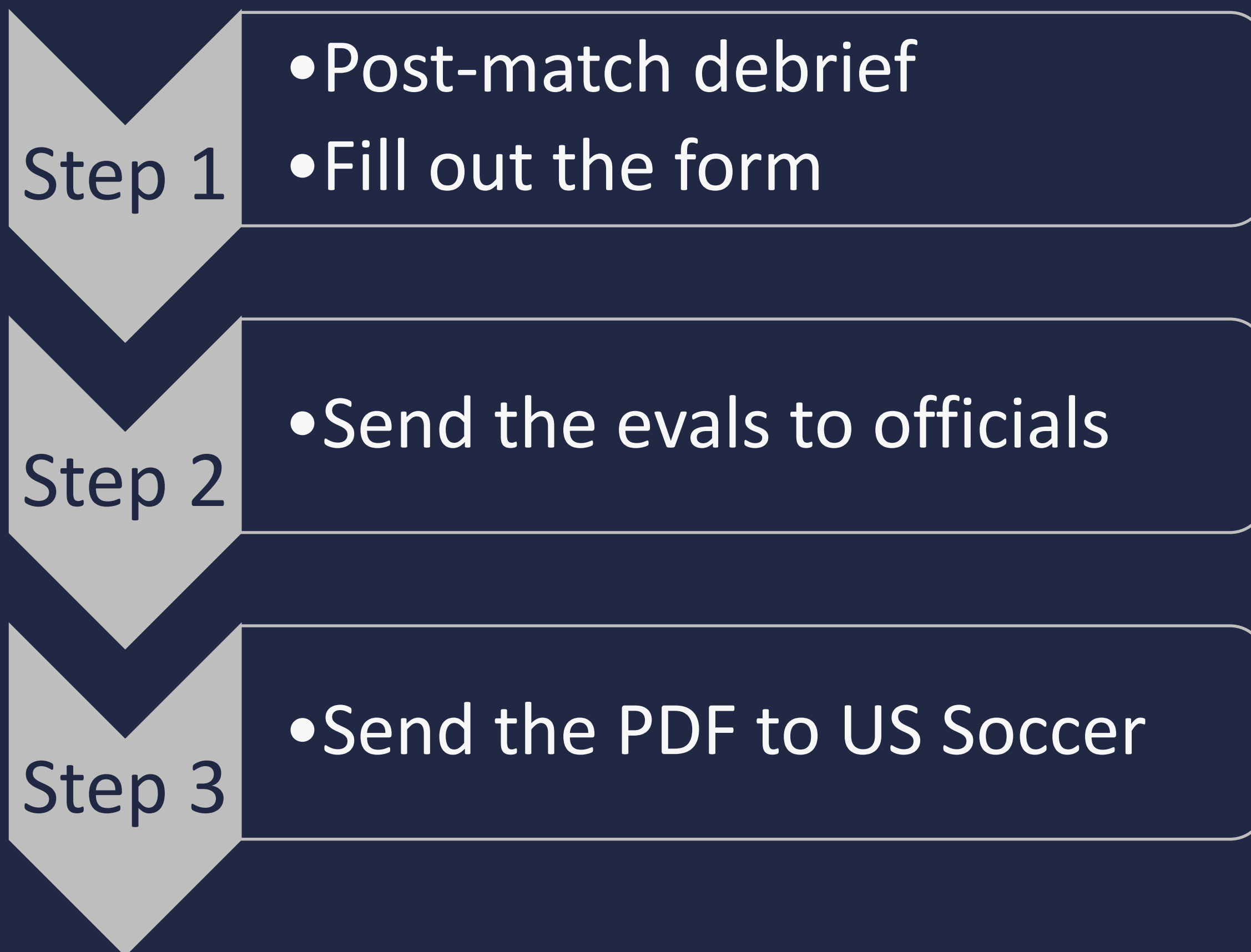
Once the match and the post-match debrief are completed:

- The match-day national referee coach (NRC) will fill out the evaluation form for each official.
- US Soccer approvers will audit the submitted form to either approve it or request a revision.
- Once the file is approved, the form will be released to each official by the approver from the website.

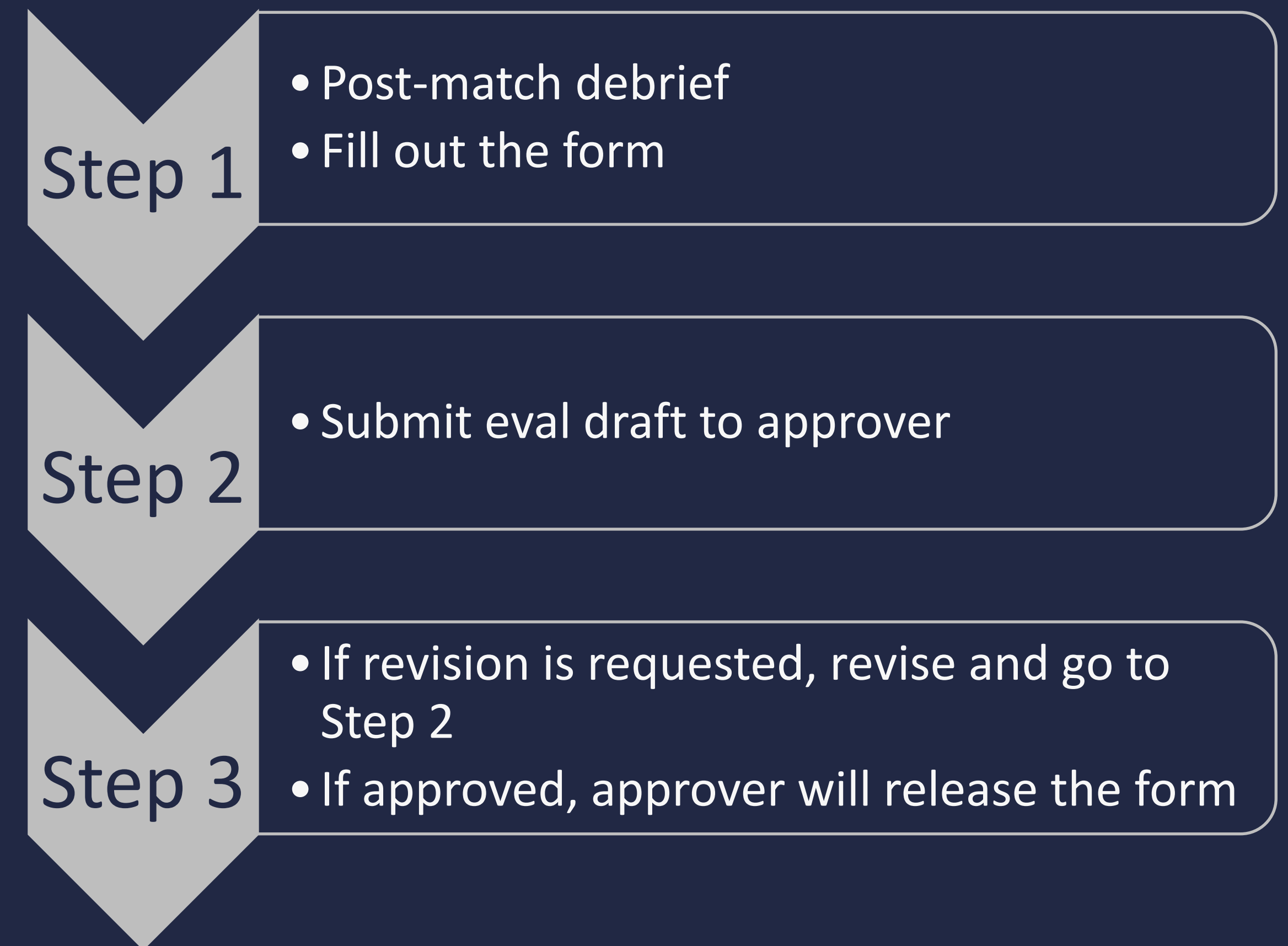


Processing Evaluations (National Form)

Excel version



Web version





PROCESSING EVALUATIONS

SRC



Processing Evaluations (SRC)

Each SRC will identify one or two auditors.

The auditors may be the SDA, the SDI, and/or other SRC members. The referee coach license is preferred but not required.



The auditors should be able to audit submitted evaluations within 48 hours for timely processing.



Processing Evaluations (SRC)

The auditor's role is not technical but rather administrative. Check for:

- Accuracy of the information section

  REFeree EVALUATION									
Competition	SDI/SDA Workshop Championship					Game #	#001		
Gender	Male	Age	Adult	Level	International	Length	45 min x 2		
Home Team	Tigres			Away Team		Santos			
City	Kansas City	State	KS	Venue	National Training Center				
Date	3/9/2024	Time	1:00 PM	Evaluation Method	Video only	Purpose	Maintenance		
Final Score	3-0			In favor of	Tigres				
Half-time Score	3-0			In favor of	Tigres				
				State Association	License	Game Difficulty	Score*	Final Score	
Referee	Michael Scott			WV	Referee	Normal	8.4	8.3	
AR1	Andy Bernard			AZ	Referee				
AR2	Creed Bratton			DE	Regional				
4th Official	Kevin Malone			MT	National				
Ref Coach	Oscar Martinez			KY	Ref Coach				
* The score prior to any additions or deduction for the official.									
Date					Referee Coach Signature				



Processing Evaluations (SRC)

The auditor's role is not technical but rather administrative. Check for:

- Consistency between game difficulty and scores

			State Association	License	Game Difficulty	Score*	Final Score
Referee	Michael Scott	WV	Referee	Normal	8.4	8.3	
AR1	Andy Bernard	AZ	Referee				
AR2	Creed Bratton	DE	Regional				
4th Official	Kevin Malone	MT	National				
Ref Coach	Oscar Martinez	KY	Ref Coach				
* The score prior to any additions or deduction for the official.							
Date _____		Referee Coach Signature _____					

REFEREE PERFORMANCE			
Score* (General Performance)	8.4	Final Score	8.3



Processing Evaluations (SRC)

The auditor's role is not technical but rather administrative. Check for:

- Reasonability of Xs provided as well as consistency with the GP: Consider priority categories, game difficulty, etc.

Score* (General Performance)		8.4			Final Score		8.3			
FOR EACH CATEGORY, PLEASE USE AN X TO INDICATE THE PERFORMANCE LEVEL										
	N/A	< 7.0	7.0 - 7.4	7.5 - 7.9	8.0 - 8.2	8.3 - 8.4	8.5	8.6 - 8.7	8.8 - 9.0	> 9.0
Match Control					x					
Interaction with Participants								x		
Game Management					x					
Teamwork					x					
Positioning					x					
Movement								x		

	Game Difficulty	
	Normal	



Processing Evaluations (SRC)

The auditor's role is not technical but rather administrative. Check for:

- General appropriateness of comments: Are solutions provided? Are priority categories emphasized?

Positive Areas
Corect PK decision at Min 58. Despite the heat, you worked hard on this game. It was not an easy match. Players played hard. They were frustrated from time to time. You had a very professional and sincere attitude to the game and players. As noted below and as we discussed in the debrief, the game presented various challenges but I have no doubt you will be able to learn from this experience.
Areas for Development
There are two things you can learn from this game. First is foul selection. What are some of the considerations for a foul? What makes a challenge a foul? What kind of challenges are legal? This of 11:01. Did Blue #16 play the ball? Did he challenge Red #14 as the ball came to him? Or did he challenge after the fact? Second is your interaction with players. Your interaction with Blue #16 at 25:00 was less than effective. You talked to him but did he listen to you? Did you hear what he said to you? Was he looking at you or did he have his back turned to you? Also note that it was Blue #16 who continuously gave you a hard time. Identify difficult players early in the game. You gave advantage at 25:52 for the challenge in the mid-field but did the red team truly had a chance to score a goal? For the sake of your management, maybe a freekick would have been better? Understanding the temperature of the game and making adjustment is a key skill you need to learn to move up to the next level. Watch how players are acting. Sometimes, slowing down the game by not allowing a free kick right away may calm players down.



Processing Evaluations (SRC)

The auditor's role is not technical but rather administrative. Check for:

- Missing or incorrect data

CAUTIONS					
Correctly Given	4	Incorrectly Given	1	Missed	0
SEND OFFS					
Correctly Given	0	Incorrectly Given	0	Missed	0

The number of cautions in the caution database may be bigger than the CRE list as not all incorrect cautions are CREs.

CMIS AND CLEAR ERRORS FOR THE REFEREE					
CRITICAL MATCH INCIDENTS (LIST ALL)					
TIME	TYPE	INVOLVEMENT	INFORMATION	DIFFICULTY	BRIEF DESCRIPTION
41:23	no with game-changing impact (Other - see descr	N/A	Correctly Given	Routine	Foul against the GK before a goal was scored.
25:52	Send-off (Direct) (players)	N/A	Incorrectly Not Given	Routine	Slide tackle with studs to the calf
76:08	Penalty Kick	Incorrectly Not Given	Incorrectly Not Given	Routine	The defender tripped the attacker inside the penalty area.
CLEAR ERRORS (INCORRECTLY GIVEN OR NOT GIVEN RECKLESS, SPA, DOWNGRADED DOGSO, HANDBALL ATTEMPTS TO/SCORES GOAL, AND UNSUCCESSFUL ATTEMPT TO PREVENT GOAL THAT ARE ROUTINE)					
TIME	TYPE	ACCURACY/ACTION	BRIEF DESCRIPTION		
86:00	UB - Reckless	Incorrectly Not Given	Shoulder to the chest		



Processing Evaluations (SRC)

The auditor's role is not technical but rather administrative.

- The auditor will not compare the match video to the evaluation
- The auditor will not provide their own advice to officials (RCs must remain independent)
- The auditor will not edit evaluations



Processing Evaluations (SRC)

Common errors

- Scores not filled out in the information section.
- GP score and final score are reversed in the information section.
- Score is not consistent with game difficulty and performance level.
- GP priority categories are not emphasized.
- Solutions are not provided in the areas for development.
- Spelling and grammatical errors.



LICENSING REQUIREMENTS



UPGRADE TO REGIONAL LICENSE

Referee Evaluations

- **Three games** with the final score average **at 8.0 or above**
- Drop the lowest score and replace it with the final score from a fourth match to achieve the final score average of 8.0 or above.
- **Effective July 1, 2024**, for the 2026 license



REGIONAL LICENSE UPGRADE

Referee Evaluations

	MATCH 1	MATCH 2	MATCH 3	MATCH 4	OUTCOME
Scenario 1	8.3	8.0	8.1		Upgrade (8.13)
Scenario 2	8.2	7.8	7.9	8.1	Upgrade (8.06)
Scenario 3	8.2	7.7	7.7	8.1	Upgrade (8.0)
Scenario 4	8.0	7.7	7.8	8.1	Not upgrade (7.96)

REGIONAL LICENSE RECERTIFICATION

Referee Evaluations

- **Two games** with the final score average **at 8.0 or above**
- Drop the lowest score and replace it with the final score from a third match to achieve the final score average of 8.0 or above
- **Effective July 1, 2024**, for the 2026 license



REGIONAL LICENSE RECERTIFICATION

Referee Evaluations

	MATCH 1	MATCH 2	MATCH 3	OUTCOME
Scenario 1	8.3	8.0		Maintain (8.15)
Scenario 2	8.2	7.9		Maintain (8.05)
Scenario 3	8.2	7.7	7.9	Maintain (8.1)
Scenario 4	8.0	7.7	7.9	Not maintain (7.95)

■ UPGRADE TO NATIONAL LICENSE AND ■ MAINTENANCE Referee Evaluations

- Applicant's entire body of work will be evaluated (i.e. all evaluations will be reviewed)
- The final score average of an 8.2 is a minimum expectation but does not guarantee a national license
- Effective July 1, 2024, for the 2026 license



REFeree COACH MAINTENANCE

Referee Evaluations

- 5 matches using the regional evaluation form.
- **Effective July 1, 2024**, for the 2026 license
- Refer to the eligibility document for other requirements



NATIONAL REFEREE COACH MAINTENANCE

Referee Evaluations

- 7 matches using the national evaluation form and/or PRO assessment form.
- **Effective July 1, 2024**, for the 2026 license
- Refer to the eligibility document for other requirements





**IF YOU HAVE ANY QUESTIONS,
PLEASE REACH OUT TO THE
REFEREE DEPARTMENT**