



CRITICAL MATCH INCIDENTS AND CLEAR REFEREEING ERRORS



Critical Match Incidents and Clear Refereeing Errors

Three types of errors

Critical Match Incident (CMI) errors: Each match official role has a prescribed list of CMIs. An error of this kind, unless the CMI difficulty is rated as “impossible,” will lower the match official’s final score.

Clear Refereeing Errors (CREs): Each match official has a prescribed list of clear refereeing errors. An error of this kind will only lower the match official’s final score if the difficulty is “routine.”

General Performance (GP) errors: Any other errors that a match official makes are considered general performance errors. An isolated error of this kind on its own may not lower the match official’s final score.



Critical Match Incidents and Clear Refereeing Errors

Considerations should be given to:

- Should any match official, *at that level of competition*, be expected to make that decision?
 - If so, the more likely the decision is clear
- If match video is available, do I need to use several *replays* or frame-by-frame to verify the decision?
 - The more replays/frame-by-frame are needed, the less likely the decision is clear
- If a group of refereeing experts voted, would the decision be nearly *unanimous*?
 - If not, the less likely the decision is clear
- Is the decision missed due to poor positioning, a lack of focus/concentration, poor mechanics, poor movement, etc.?
 - If so, the more likely the decision is clear
- Is the decision a serious and/or *obvious* misapplication of the Laws of the Game?
 - If so, the more likely the decision is clear



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 / Information

- Offside CMIs

For **AR Offside** CMIs, mark *Involvement* as N/A and evaluate only the *Information*.

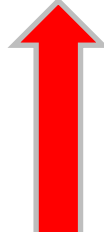
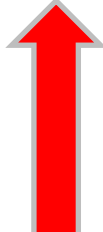
e.g., A CMI for the AR with a correctly raised flag is shown as:

Involvement: N/A

Information: Correct / Given

- Offside CMIs is the only category in which the “Correct / Not Given” combination can be given

CMIS AND POINTS ADDITION OR DEDUCTION FOR THE ASSISTANT REFEREE 1					
CRITICAL MATCH INCIDENTS (LIST ALL)					
TIME	TYPE	INVOLVEMENT	INFORMATION	DIFFICULTY	BRIEF DESCRIPTION
22:33	leads to/negates clear goal-scoring opportunity	N/A (Offside only)	Correctly not given (Offside only)	Routine	Attackers and defenders moving in the same direction



* Example of an evaluation form



CRITICAL MATCH INCIDENTS



Involvement / Information

- Non-offside CMIs

Evaluate both **Involvement** and **Information**

For AR non-offside CMIs, both the *Involvement* and *Information* portions of the decisions are evaluated

CMIS AND POINTS ADDITION OR DEDUCTION FOR THE ASSISTANT REFEREE 1					
CRITICAL MATCH INCIDENTS (LIST ALL)					
TIME	TYPE	INVOLVEMENT	INFORMATION	DIFFICULTY	BRIEF DESCRIPTION
22:33	Involvement/Information on PK	Correctly given	Incorrectly given	Routine	Elements of severity were identifiable and within AR's normal area of patrol



* Example of an evaluation form



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

- The official may have correctly got involved with the decision, but the information they provided was not correct.
- If the official provides correct information even though they were not expected to be involved, categorize the involvement as “Correct / Given.” In this scenario, this CMI is marked as correct.



CRITICAL MATCH INCIDENTS (EXAMPLES)

	Involvement	Information	Shared?
The AR incorrectly does not give offside on a goal.	N/A	Incorrect not given	No
The AR correctly informs the referee of a careless tripping offence by a defender inside the penalty area.	Correct given (AR correctly got involved)	Correct given (AR correctly gave information to award a PK)	Yes (with the Referee)
The AR incorrectly informs the referee of a handball offence by a defender inside the penalty area close to them even though handball did not happen.	Correct given (AR correctly got involved)	Incorrect given (AR incorrectly gave information to award a PK)	Yes (with the Referee)
The fourth official saw VC in front of them but failed to alert the referee.	Incorrect not given (Fourth official incorrectly did not get involved)	Incorrect not given (Fourth official incorrectly did not give information to give a direct send-off)	Yes (with the Referee)



CMI VS GP DECISION TYPES

- *Correctly Not Given* decisions for **Involvement/Information decisions** are addressed within General Performance, they are NOT CMIs
 - e.g. correct non-involvement for a PK decision when it is outside the scope of expected involvement of the AR



CMI DECISION TYPES – CHANGES TO ORIGINAL DECISIONS

Official	Original Decision	Changed by	Final Decision	Evaluate which decision
Referee	Incorrect	Other official, VAR, Referee	Correct	Original (Incorrect)
Referee	Correct	Other official, VAR, Referee	Incorrect	Final (Incorrect)
AR/4th (Inv/Info)	Incorrect	Referee	Correct	AR/4th: Original (Incorrect) Referee: Final (Correct)
AR/4th (Inv/Info)	Correct	Referee	Incorrect	AR/4th: Original (Correct) Referee: Final (Incorrect)
Any	Incorrect	Self	Correct	Original (Incorrect)
Any	Correct	Self	Incorrect	Final (Incorrect)



CLEAR REFEREEING ERRORS



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.



Clear Refereeing Errors

If the same decision is a CMI error and a CRE, only the CMI error affects the official's score.

E.g. A referee gives a caution for SPA when they should have issued a red card for DOGSO. Although there was an incorrectly given caution (SPA) and an incorrectly not given direct send-off (DOGSO), only the CMI error (incorrectly not given direct send-off) will trigger a deduction. The incorrectly given caution will not affect the score.

But if a referee fails to award a PK and fails to give a caution for a downgraded DOGSO, both the CMI error (incorrectly not given PK) and the CRE (incorrectly not given caution for downgraded DOGSO) will trigger deductions as these are two separate decisions.



Clear Refereeing Errors

In the scenario described on the last page, on the evaluation form, list only the CMI error. Incorrect caution is added to the caution data base but not to the CRE section to avoid a double deduction. Address the caution error in GP.

CAUTIONS - TOTAL NUMBER IN THE GAME							
Correct Given	0		Incorrect Given	1		Incorrect Not Given (Missed)	0
SEND OFFS - TOTAL NUMBER IN THE GAME							
Correct Given	0		Incorrect Given	0		Incorrect Not Given (Missed)	1
CRITICAL MATCH INCIDENTS							
TIME (MM:SS)	CMI TYPE	INVOLVEMENT	INFORMATION	CMI DIFFICULTY	CMI DIFFICULTY REASON		SHARED
23:45	Send-off (Direct) (players)	N/A	Incorrect Not Given	Routine	Clear view of incident		

Note: This incorrect caution will not be added to the CRE list.



CMI DIFFICULTY LEVELS AND CONSIDERATIONS



CMI 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



CMI 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



CMI 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

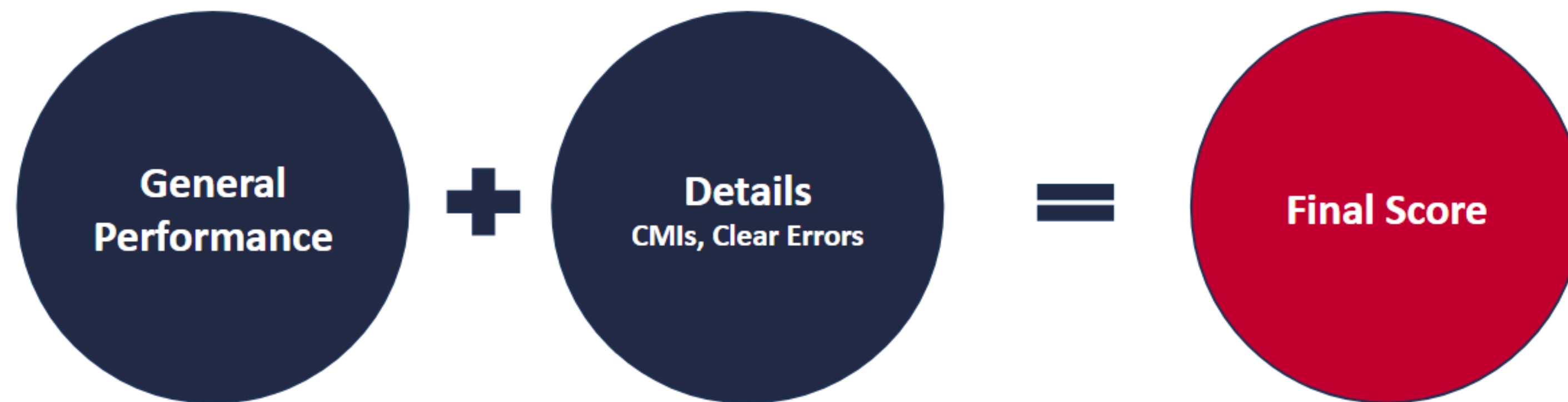


CALCULATING A FINAL SCORE



CALCULATING A FINAL SCORE

To work out a final score for each official, 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



Calculating a Final Score

Benchmark General Performance Score range for

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

A general performance score higher than 8.4 is possible even when the difficulty of the match is normal

If the official makes 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



CALCULATING A FINAL SCORE

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

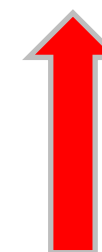


CALCULATING A FINAL SCORE

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



CALCULATING A FINAL 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 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 CMIs 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.



CALCULATING A FINAL SCORE

The following cases will result in point addition or deduction:

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

Addition 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)





CALCULATING A FINAL SCORE (DEDUCTIONS)

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.



Calculating a Final Score

When a match official makes a correct difficult decision, their score is adjusted with an addition of 0.1.

A correct CMI is never rated “impossible.”

A correct routine CMI does not result in an addition.

A correct caution of any kind does not result in an addition

If the match had an incorrect CMI decision, the deduction from the CMI error is calculated first, and any addition is made to the deducted score.

Reminder: The evaluation form will automatically calculate these additions once the CMI list is filled out.

See the scenarios at the end of this manual for examples.



Score	GP Conditions	Final Score Conditions
> 8.9	A “good” performance on a “very difficult” match	
8.6 – 8.8	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	7.9: 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)	