

QUK SR Field Test

Score Sheet - see [here](#). See below for the criterion in more detail (to read before testing).

These criteria are written in the positive. Scoresheet is written in the negative. The candidate must get fewer than the maximum strikes in each section to pass.

Each section has a total number of marks which are divided into categories. A candidate can only earn up to that many strikes within a category (e.g. candidate fails to carry out a pregame check, they earn 1 strike and cannot earn anymore).

E.g. Section 1 has 10 strikes. Within Section 1, there are 9 categories. The 10 strikes are divided across the 9 categories. A candidate will fail if they earn 5 strikes or more.

Exception - see Section 8

SR Test Criteria

1. Professionalism and appearance - Total: ____ / 10

Auto-Fail: Candidate displays coarse, vulgar, or otherwise inappropriate language or behaviour at any point before, during, or after a game to anyone.

Criteria:

1a. Candidate arrives early to the pitch to carry out a pre-game Snitch equipment check and participate in the pre-game referee meeting. /1

1b. Candidate displays proper dress (preferably a referee jersey but if not the case, a jersey of differing colour to both teams). /1

1c. Candidate helps to solve pregame problems quickly, starting the game within a reasonable time frame. /1

1d. Candidate is available to speak to players, captains, HR and other assistants before and after the game without exhibiting defensive or antagonizing behaviour. /1

1e. Candidate does not draw unnecessary attention to particular team friendships or act overly friendly with a specific team. /1

1f. Candidate is able to interact with players and captains during the game while maintaining composure, responding to captains and diverting players questions to their captains respectfully. /2

1g. Candidate is able to display teamwork with Snitch and HR throughout the game and does not draw any unnecessary negative attention to assistant referees during or after a game (i.e. blaming an assistant for a missed call). /2

1h. Candidate interacts with Snitch, seekers, tournament officials, and spectators in a respectful manner.

Fail if get 5/10 strikes

2. Positioning and work rate - Total: _____/15

Auto-Fail: Candidate intentionally or recklessly positions themselves during a game.

Criteria:

- 2a.** Candidate moves within the play without repeatedly obstructing play. /3
- 2b.** Candidate is able to anticipate the movement of play to position themselves most advantageously. /2
- 2c.** Candidate is consistently able to see the movement of the Snitch and Snitch sock /2
- 2d.** Candidate is aware of the state of the Snitch sock and checks/corrects it when necessary. /1
- 2e.** Candidate is physically able to keep up with play, especially on fast breaks. /3
- 2f.** Candidate moves close into play when necessary (i.e. a pile-up). /2
- 2g.** Candidate is able to position themselves in such a way where they are aware of player/spectator boundaries. /2

Fail if get 8/15 strikes

3. Confidence - Total: _____/10

Auto-Fail: Candidate changes calls or revokes calls due to pressure from captains, players, spectators, or tournament staff.

Criteria:

- 3a.** Candidate is able to stop play without hesitation and keep Snitch and Seekers from moving once play is stopped. /1
- 3b.** Candidate makes quick decisions without conceding authority or neglecting to get all of the information. /1
- 3c.** Candidate is not shaken by hostile behaviour from players, captains, or spectators, and acts calmly and level headed in the face of hostility. /1
- 3d.** Candidate shows conviction in calls and is able to confer with Snitch and with other assistants when necessary. /1
- 3e.** Candidate displays confidence in their body language and voice, speaking calmly, clearly and loudly. /1
- 3f.** Candidate displays proper whistle technique, blowing the whistle properly loud without issue. /1
- 3g.** Candidate does not become visibly agitated or frightened when questioned. /1
- 3h.** Candidate is able to explain calls calmly and briefly without backing down. /1
- 3i.** Candidate is able to give back to hoop and verbal warnings without stopping play. /1
- 3j.** Candidate does not change calls based on the crowd reaction, player reaction, or other non-referee outward source. /1

Fail if get 5/10 strikes

4. Consistency - Total: ____/10

Auto-Fail: Candidate exhibits bias in favour or against any one team.

Criteria:

- 4a.** Candidate makes the same call in similar situations, game to game, team to team. /2
- 4b.** Candidate treats teams equally, no matter the hostility or lack thereof from any one team. /2
- 4c.** Candidate displays the same behaviours (calls, positioning, confidence, etc.) at the beginning of the game as at the end of the game. /2
- 4d.** Candidate does not allow fatigue to influence the quality of officiating in the game. /1
- 4e.** Candidate exhibits the same interpretation of rules throughout the game. /2
- 4f.** Candidate does not allow lack of or existence of penalties against one team to alter rules interpretations or alternate calls between teams in any intentional way. /1

Fail if get 5/10 strikes

5. Communication - Total: ____/15

Auto-Fail: Candidate becomes vocally angry or screams, cries or ignores another referee during a game.

Criteria:

- 5a.** Candidate is able to effectively communicate calls to Seekers. /4
- 5b.** Candidate accurately uses hand and verbal signals to convey calls. /1
- 5c.** Candidate accurately uses whistle signals to convey calls, especially stoppages of play and Snitch restart. /2
- 5d.** Candidate is able to give back to hoop and verbal warnings without calling a delayed penalty. /1
- 5e.** Candidate is able to communicate to the Snitch what the calls are, and if any Seeker has been given a first warning. /1
- 5f.** Candidate checks with Snitch (and other applicable referees) to confirm a good catch. /2
- 5g.** Candidate is able to confer with Snitch and HR quickly and concisely, never making stoppages of play last longer than they have to. /2
- 5h.** Candidate is able to accurately and visibly change a call, especially calling a catch no good. /2

Fail if get 8/15 strikes

6. Match control and stoppage management - Total: ____/10

Criteria:

- 6a.** Candidate stops play when needed and can do so quickly and concisely. /2
- 6b.** Candidate maintains the flow of the game and does not stop the game unnecessarily. /2
- 6c.** Candidate maintains control of the game and works to defuse situations when needed. /2
- 6d.** Candidate is not aggressive with players and captains, particularly when communicating calls. /2
- 6e.** Candidate does not change calls based on the crowd reaction, player reaction, or other non-referee outward sources. /2

Fail if get 5/10 strikes

7. Game procedure and advantage - Total: ____/10

Criteria:

- 7a.** Candidate implements Seeker floor procedure. /2
- 7b.** Candidate follows the proper procedure to signal a good catch or no good catch - including whistling to signal a catch. /2
- 7c.** Candidate follows the proper Snitch countdown and send Seekers back to hoops if applicable. /2
- 7d.** Candidate follows proper delayed penalty procedure and notifies the HR concisely during brooms down. /2
- 7e.** Candidate follows proper Snitch handicap procedure and notifies HR if Snitch is not complying. /2

Fail if get 5/10 strikes

8. Rules Knowledge - Total: __/20

Criteria:

- A candidate can up to 2 strikes per criteria but can only get up to 20 strikes for the whole category.
- Fail if they get 11/20 strikes.
- Add 1 strike to a misinterpretation if a candidate does not ask the HR what a card is for (and the result is a misinterpretation) or to a missed call for ignoring an assistant's call for a penalty (and the result is a missed call).
- If a call is borderline, it could have gone either way, no strikes are added.
- Auto fail for the sections in Red. Section 8a.i. and 8b.iv.

Below is a full written out version in the scoresheet for section 8

Missed Call- Red Card (Physical Contact)
Missed Call- Red Card (Other)
Missed Call- Yellow Card (Physical Contact)
Missed Call- Yellow Card (Other)
Missed Call- Technical
Missed Call- Back to Hoops
Misinterpretation- Red thrown, supposed to be yellow
Misinterpretation- Red thrown, supposed to be Technical
Misinterpretation- Red thrown, supposed to be Back to Hoops
Misinterpretation- Red thrown, supposed to be no foul
Misinterpretation- Yellow thrown, supposed to be Red
Misinterpretation- Yellow thrown, supposed to be Technical
Misinterpretation- Yellow thrown, supposed to be Back to Hoops
Misinterpretation- Yellow thrown, supposed to be no foul
Misinterpretation- Technical, supposed to be Red
Misinterpretation- Technical, supposed to be Yellow
Misinterpretation- Technical, supposed to be Back to Hoops
Misinterpretation- Technical, supposed to be no foul
Misinterpretation- Back to hoops, supposed to be Red
Misinterpretation- Back to hoops, supposed to be Yellow
Misinterpretation- Back to hoops, supposed to be Technical

Misinterpretation- Back to hoops, supposed to be no foul
Misapplication- Advantage situation, advantage not applied
Misapplication- Advantage situation, advantage drawn out