

SPECIAL REMARKS

1st Referee:

SPECIAL REMARKS

2nd Referee:

COMPETITION NAME, CATEGORY, LOGO

FEDERATION
INTERNATIONALE
DE VOLLEYBALL**R-4**

REFEREEING EVALUATION

CITY :

HALL :

DATE :

 Dj M/m Y/a

TIME:

 H Min

POOL/PHASE :

MATCH

N° :

TEAMS :

vs.

SEX:

RESULT:

 Sets: - Points:

TIME PLAYED:

 H Min**FUNCTIONS**

FAMILY NAME, Name

CATEGORY**COUNTRY**

1st REFEREE :

Cand.	Inter.	FIVB
<input type="text"/>	<input type="text"/>	<input type="text"/>

2nd REFEREE :

Cand.	Inter.	FIVB
<input type="text"/>	<input type="text"/>	<input type="text"/>

REFEREEING

DELEGATE :

IRC	RGC
<input type="text"/>	<input type="text"/>

FINAL EVALUATIONTOTAL POINTS
(SEE REVERSE)

1st REFEREE :

2nd REFEREE :

SCORE EVALUATION KEY :

90 - 100 : VERY GOOD (VG)

75 - 89 : GOOD (G)

60 - 74 : SUFFICIENT (SUFF)

UNDER 60 : INSUFFICIENT

MATCH DIFFICULTY

EASY (*)

MEDIUM (**)

TOUGH (***)

EVALUATION

1st REFEREE :

2nd REFEREE :

ENGLISH KNOWLEDGE

GOOD

SUFF.

INSUFF.

GOOD

SUFF.

INSUFF.

SIGNATURE OF THE GAME
REFEREEING DELEGATE**INSTRUCTIONS FOR COMPLETION DURING THE MATCH**

- Write the letter "R" (Remark) in the corresponding line in the column of the 1st or 2nd referee.
- Add the set number ("R¹") or an index ("R₁") or both ("R¹₁").
- Write explanations of recommendations in the "Remarks" section for the 1st or 2nd referee.
- For the 1st referee – for each first remark in Section 1, 2 or 3, a minimum of two points must be deducted from the actual score. If the remark is repeated, a minimum of three points must be deducted; four points for another repetition, etc. For remarks in Section 4, 5 or 6, a minimum of one point, then two points, then three points must be deducted.
- For the 2nd referee – for each first remark in any section, a minimum of two points must be deducted from the actual score. If the remark is repeated, a minimum of three points must be deducted; four points for another repetition, etc.
- According to your remarks and overall evaluation, award points for each group (1-6).

CHECK-UP ON REFEREEING ITEMS	POINTS			
	1ST REFEREE		2ND REFEREE	
	MAX	ACTUAL	MAX	ACTUAL
1. SERVICE, PLAYERS POSITION	10	<input type="text"/>	10	<input type="text"/>
1.1 EXECUTION OF THE SERVICE (R 12)				
1.2 DELAY IN SERVICE (R 12)				
1.3 SCREEN (R12)				
1.4 POSITIONAL FAULTS (ALSO LIBERO) (R 7,19)				
1.5 ROTATION FAULTS (R7)				
1.6 OTHERS				
2. BALL CONTACT CONTROL (CRITERIA, UNIFORMITY)	20	<input type="text"/>	10	<input type="text"/>
2.1 FIRST HIT OF THE TEAM (R 9)				
2.2 SECOND HIT (R 9)				
2.2.1 NORMAL SITUATION				
2.2.2 EXTRAORDINARY SITUATION				
2.3 THIRD HIT (R 9)				
2.4 FOUR HITS (R 9)				
2.5 DOUBLE CONTACT (R 9)				
2.6 SIMULTANEOUS CONTACTS (R 9)				
2.7 ASSISTED HIT (R 9)				
2.8 BALL TOUCHED (OR NOT) BY BLOCK OR OTHER PLAYERS				
2.9 BALL CONTACT WITH FLOOR, OUTSIDE OBJECT (R 8)				
2.10 OTHERS				
3. PLAY AT THE NET	25	<input type="text"/>	30	<input type="text"/>
3.1 CROSSING SPACE (ANTENNAE, OUTSIDE) (R 10)				
3.2 REACHING BEYOND THE NET (R 11)				
3.3 PENETRATION (LINE, SPACE) UNDER THE NET (R 11)				
3.4 NET TOUCH				
3.4.1 NET TOUCH ILLEGAL (R 11)				
3.4.2 NET TOUCH LEGAL, BUT WHISTLED (R 11)				
3.5 FRONT-ROW PLAYERS				
3.5.1 ATTACK-HIT CONTROL (ALSO LIBERO SET) (R 13, 19)				
3.5.2 BLOCKING CONTROL (R 14)				
3.6 BACK-ROW PLAYERS				
3.6.1 ATTACK-HIT CONTROL (ALSO LIBERO) (R 13,19)				
3.6.2 BLOCKING CONTROL (ALSO LIBERO) (R 14,19)				
3.7 OTHERS				

CHECK-UP ON REFEREEING ITEMS	POINTS			
	1ST REFEREE		2ND REFEREE	
	MAX	ACTUAL	MAX	ACTUAL
4. APPEARANCE AND PERSONALITY	10	<input type="text"/>	10	<input type="text"/>
4.1 PRESENTATION : CLEAN AND FORMALLY DRESSED				
4.2 IMAGE, BEHAVIOUR				
4.3 REACTIONS : HESITANT OR QUICK				
4.4 ATTITUDE : UNSURE OR DECISIVE				
4.5 EXTERNAL PRESSURE : INFLUENCED OR NOT				
4.6 OTHERS				
5. GAME MANAGEMENT	25	<input type="text"/>	30	<input type="text"/>
5.1 COOPERATION (R 23, 24, 25, 26)				
5.2 GAME INTERRUPTIONS				
5.2.1 TO, TTO (R 15)				
5.2.2 SUBSTITUTIONS (R 15)				
5.2.3 INTERVALS, INJURY, EXT. INTERFERENCE (R 8, 17, 18)				
5.3 LIBERO (R 19)				
5.4 IMPROPER REQUESTS, DELAYS AND SANCTIONS (R 15, 16)				
5.5 MISCONDUCT WARNING AND SANCTIONS (R 21)				
5.6 OPTICAL POSITION TO JUDGE				
5.7 USE OF WHISTLE				
5.8 USE OF OFFICIAL HANDSIGNALS (R 22, 28, DIAGRAM 11)				
5.9 ATTENTION TO DETAILS				
5.10 OTHERS				
6. ORGANISATION	10	<input type="text"/>	10	<input type="text"/>
6.1 GAME PREPARATION (R 7)				
6.2 PLAYING PROTOCOL				
6.3 PUNCTUALITY				
6.4 GAME COMPLETION				
6.5 SCORESHEET CONTROL				
6.6 OTHERS				
POINTS (SUMMARY ITEMS 1 TO 3)	55	<input type="text"/>	50	<input type="text"/>
POINTS (SUMMARY ITEMS 4 TO 6)	45	<input type="text"/>	50	<input type="text"/>
TOTAL POINTS (SUMMARY ITEMS 1 TO 6)	100	<input type="text"/>	100	<input type="text"/>