



## Ratable Game / Sufficient Test Policy National Assessment Program

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In order to ensure that referees are assessed on games that test their competency for the level they are being assessed, this document has been developed to provide assessors, at all levels, with criteria to be used to determine whether the game posed a “sufficient challenge” for the officials.

If the game is not a “sufficient challenge,” it is not a failure, it just may **not** be used for recertification and upgrade purposes (it is therefore not ratable or gradable). Referees must be challenged and tested in specific areas of competency by the game. If they are not challenged/tested, then the referee’s performance in that game cannot be rated/graded. This does NOT mean the referee did a poor job, it just means that the “Game” did not provide a sufficient stage for the official to fully exhibit his/her skills and competency at the level. Feedback can still be provided by the assessor but the game will not count toward recertification or upgrade.

### **Definition: Sufficient Challenge or Ratable Game**

*Overall, it is the competitive nature of the “Game” that determines if a game is “Ratable” and **not** the referee’s performance. The referee’s performance determines the grade or rating or assessment score.*

- The “Game” must be a “Sufficient Challenge” whereby the “Game” presents a referee with the opportunity to exhibit/display the characteristics provided below as they relate to the level they are recertifying for or upgrading to. **If a majority of the opportunities exist, the game is therefore a “Sufficient Challenge” and Ratable.**
- The “Game” must present the referee with the opportunity to deal with a majority of the situations noted below. If the situations do not exist, the game cannot be rated. If the situations exist but the referee fails to deal with them, then the referee’s overall performance rating or grade should reflect the failure to address the challenge appropriately.
- **The “Game” must provide the referee the stage to exhibit and demonstrate skills necessary to succeed at the level for which they are being assessed.**

## **“Ratable” Game: Minimum Criteria**

Note the following requirements regarding “ratable” games as they relate to the different referee grades. If the “game” presents a “sufficient challenge” and a majority of the following factors exist, then the *age, score, gender of the players in the game or other factors not listed below do not matter*.

If the referee does not act upon the opportunities, then the referee’s numeric score/grade should be reflected.

Once the assessor determines that the “Game” was ratable, then he/she should provide written documentation in the referee’s assessment form focusing on the criteria provided in the assessment form.

- **National Candidates and National Referees**

A “Ratable” game is the one which tests referee’s ability to manage games at the highest level [a professional game or a match on the list of “additional approved games” (O-36)] and involves a majority of opportunities listed below.

In addition, note that “Ratable” games must meet the following criteria:

1. The game must be 90 minutes in duration (abbreviated or shortened tournament games cannot be used).
2. The game must be officiated with three (3) currently registered USSF officials using the diagonal system of control.
3. Only one game per day may be assessed for National Maintenance or National Candidate Upgrade.
4. The “Game” must present the referee with a majority of the “sufficient test” criteria described below.

- **All Other Level Referees**

A “Ratable” game is the one which tests the referee’s ability to manage games at the level for which they are being assessed. For example:

- a. A State Grade 6 upgrading to a State Grade 5: The game must provide the referee with a “sufficient test” of his/her skills at the adult Division 1 leagues or higher.
- b. A Referee Grade 7 upgrading to a State Grade 6: The game must provide the referee with a “sufficient test” of his/her skills at the adult Division 2 league level or higher.
- c. A Referee Grade 8 upgrading to Referee Grade 7: The game must provide the referee with a “sufficient test” at the under-17 level or higher.

In addition, note that “Ratable” games must meet the following criteria:

1. The game must be 90 minutes in duration (abbreviated or shortened tournament games cannot be used).
2. The game must be officiated with three (3) currently registered USSF officials using the diagonal system of control.
3. Only one game per day may be assessed per official.
4. The “Game” must present the referee with a majority of the “sufficient test” criteria described below given the level of competency.

**Sufficient Test Criteria**

The following criteria must be present in the “Game” in order to determine whether the “Game” is a “sufficient test” for the referee given the level for which the referee is being assessed.

Unless otherwise noted as required, **the majority of the criteria** should be evident in order for the “Game” to be a considered a “sufficient test” of the referee’s ability.

Criteria #	Description
1	The game required the referee to show competency in the areas of: <ul style="list-style-type: none"> <li>• Foul recognition/discrimination/selection</li> <li>• Misconduct recognition/discrimination</li> <li>• Advantage application</li> <li>• Player management</li> </ul>
	The game was of sufficient quality and skill to present challenges for any referee at that level of competency
2	The referee had to establish <i>presence and use personality</i> to manage the game. Opportunities to demonstrate presence/personality where presented to the referee in terms of: <ul style="list-style-type: none"> <li>• Preventing the next foul</li> <li>• Influencing outcomes</li> </ul>
3	The Referee had to exhibit multi-dimensional personalities to match multiple game situations and/or challenges
4	The referee was challenged by the competitive nature of the game. The referee was faced with situations that required more than just whistle blowing
5	The game challenged the player/personnel management skills of the referee
6	The referee was required to distinguish between careless, reckless and excessive force
7	The referee was required to demonstrate the ability to <i>prevent fouls</i> and was forced to recognizing the change in the game’s temperature by taking a <i>proactive</i> approach to game management

8	The game presented opportunities for the referee to implement U.S. Soccer's "game management model" of flow, risk taking and game control
9	The referee was provided with at least one "Moment Of Truth" opportunity that tested his/her knowledge of foul recognition and foul selection
10	The level of competitiveness of the game required the referee to demonstrate his/her fitness ability as well as the ability to anticipate and be present at crucial positions
11	The referee had to exhibit management techniques for "players with special skills and abilities"
12	The game challenged the referee to change/modify his/her tactical approach to the game during and/or at half time
13	The referee was tested in recognizing gamesmanship vs. routine fouls
14	The referee team was provided with the opportunity to apply USSF's standards relating to "managing the technical area"

### **Summary**

The following equation should be used as a gauge to determine whether the game is a "sufficient test" and should be ratable for a referee at any level:

$$\begin{aligned}
 & \textbf{Quality Game Opportunities} \\
 + & \textbf{Personal Qualities of the Referee Exhibited/Tested} \\
 = & \textbf{Ratable Game}
 \end{aligned}$$