

Tiered Referee Rating (TRR) Form)  Assessing (Walded from		sment date: mm/dd/yyyy							
(All date form			nats are mm/dd/yyyy)						
Referee Name: # PCO		(4+ mc		xpiration: erassessment)mm/dfd/yyyy # USAP					
	Cell:			· · · · · · · · · · · · · · · · · · ·					
	Secondary Residence: (Province/State)			<b>Country:</b> (if not Canada or USA)					
				% Date mm/dd/yyyy					
(+90%, within a month )	Line Judge Test:								
Visual Acuity Date: Training Hours:	Best Practices Test:								
	Matches F	Refere	ed:						
Trainer's Name: 1	Trainer's e	email:							
Instructions: Make sure all fields above are completed before proceeding. Refer to the TRR Instructions for more details.									
Make sure handwritten entries are legible. For Level 1 rating, assess SKILLS 1 - 25 (1st page only.) For Level 2 rating, assess SKILLS 1 - 35.									
Circle each SKILL component missed. Acceptable number of circles for Level 1 and Level 2 rati				e L1 and L2 Rating columns.					
	✓ RATING			_					
Pre-Match Briefing & Warm Up		T 1	2	COMMENTS					
Court Inspection: Net Height / Net Position / Safety Hazards		1	0						
2. Pre-Match Briefing: Intros / Starting Server IDs / Match Format / Paddle Check /		1	0						
Line Call Responsibilities & Appeals / Questions / Coin Toss & Selections			Ů						
3. Look For Hearing Devices - Spare Balls / Court Abnormalities - Rule Modifications		1	0						
4. Final Steps: Info Warm-up Time / 1 Minute Warning / Times Up - Ball Selection /		1	0						
"15 Seconds" / Announce Start of Match Script									
Scoresheet Setup & Clipboard Management									
5. Confirms the Team & Each Player's Identity / Circle Names of Starting Server		0	0						
6. Marks Serving Order / End of Court Selected		1	0						
7. Clipboard Clamp Towards Serving End / Correct Placement of Server Clip		0	0						
8. Clipboard By Side Or Behind Back		0	0						
Scoresheet Setup & Clipboard Management									
9. Announces: Score / "Point" / "Second Serve(r)" / "Side Out"		0	0						
10. Score Calling: Looks at Receiver / Smooth Cadence / Sufficient Loudness / Correct Sco	ore	4	. 2						
11. Uses / \ and   Correctly / Moves Server Clip as Required		0	0						
Watchfulness									
12. Checks Players Readiness		1	0						
13. Corrects Incorrect Player Position &/OR Incorrect Server		2							
14. Identifies Illegal Serves: Volley Serve / Drop Serve / Questionable Serve (Script)		2	_						
15. Service Foot Faults: Baseline / Outside Serving Area / Ground Contact		2							
16. NVZ: Short Serve / Head Movement / Focus on Player's Feet / Missed Fault		2	1						
Match Management									
17. Controls Flow Of Game / Exhibits Confidence / Responds Correctly to Questions		1	0						
18. Calls Faults: Quickly / Definitively / Provides an Explanation		1	0						
19. Stop Play Procedure: Hand Up / Step Forward / Explain / Recalls the Score		1							
20. Line Call Appeals: Definitive Call / No Call (Scripts)		1	0						
21. Maintains Professional Demeanor On-Court & Off-Court		0	0						
22. Standard Time-Out: Announce "Time-Out (Receiver(s) / Server(s)" / Score /									
"1 Minute" / Timer On / Center Court / Ball Location / Mark Scoresheet /		1	0						
"15 Seconds" / Remaining Time-Out Script / "Time-In" / Score									
23. End Change Time-Out: Announce "Time-Out, Change Ends" / Score / "1 Minute" /		1	0						
Timer On / Center Court / Ball Location / Mark Scoresheet / Realign Clipboard & Scoresheet / "15 Seconds" / "Time-In" / Score		'	0						
End of the Game & Match Procedures									
24. End of Game: Announce "Point, Game" / Score / Last Names /			T						
"Time-Out, Change Ends, 2 Minutes" / Timer On / Collect Ball / Align Scoresheet /									
Confirm Starting Servers / "15 Seconds" / Return Ball /		2	1						
Announce "Game #, Change Ends at 6 (if necessary) / Time-In 0-0-2"									
25. Completion Of A Match: Announce "Point, Game, Match" / Score / Last Names /		9	1						
Complete Scoresheet / Confirm Winners / Obtain Initials / Collect Ball		2	7						



ITEMS 26-35 ARE FOR LEVEL 2 ASSESSMENTS ONLY		✓ RATI	ING		
				COMMENTS	
Non-Standard Time-Outs. (May be Verbally Assessed)	6	T   1	2	COMMENTS	
26. Medical Time-Out: Verify MTO Requested /	В		1		
Announce "Medical Time-Out Requested by (Name)" / Score / Summon EMS /					
Advise Players / Collect Ball / Manage Timer / MT Box / Validity / Back of Sco	resneet /		1		
"15 Seconds" / Return Ball / "Time-In" / Score / Complete Scoresheet	В		)		
Invalid MTO: Charge a STO / TW or TF (if no STO) / Advise Player					
27. Referee Time-Out: Hand-Up / Announce "Referee Time-Out" / Score /	Ι. Β		1		
"15 Seconds" / "Time-In" / Score. Identifies When to Use / Complete Scoreshe	et		<u> </u>		
28. Equipment Time-Out: Hand-Up / Announce "Equipment Time-Out" / Score /	. B		1		
"15 Seconds" / "Time-In" / Score / Identifies When to Use / Complete Scoresh	eet	<u> </u>	L		
Penalties for Inappropriate Behavior. (May be Verbally Assessed)					
29. Verbal Warning: Announce Infraction / Mark Scoresheet Front /	В		1		
Mark Scoresheet Back / "15 Seconds" / "Time-In" / Score /	В		1		
Identifies When to Use / Complete Scoresheet			<b>!</b>		
30. Technical Warning: Announce Infraction / Mark Scoresheet Front /	В		1		
Mark Scoresheet Back / "15 Seconds" / "Time-In" / Score /	B		1		
Identifies When to Use / Complete Scoresheet			<u> </u>		
31. Technical Foul: Announce Infraction / Mark Scoresheet Front Minus Point /	В		1		
Mark Scoresheet Back / Inform Both Teams their Score / "15 Seconds" / "Time-	·In" /		1		
Score / Identifies When to Use / Complete Scoresheet		<u> </u>	1		
Match Retirement, Withdrawal, and Forfeits. (May be Verbally Assessed)					
32. Match Retirement: Confirm Retirement from Match or Withdrawing /	K		1		
Advise Withdrawing Players - Tournament Desk / Announce End of Match Script /	/ B		1		
Mark Scoresheet / Write "Retirement" Under Scores / Complete Scoresheet	B				
33. Match Withdrawal: Confirm Withdrawal from Match /	K		1		
Advise Withdrawing Players - Tournament Desk / Announce End of Match Script /	<i>'</i>		1		
Mark Scoresheet 0-0 for each game / Write "Withdrawal" Under Scores /	B		l '		
Follow End of Match Procedure / Complete Scoresheet					
34. Game Forfeit: <b>Behavior:</b> 3 TWs Circle 0 & Winning Score / "GF" by 0 /	В		1		
Announce End of Game Script / Draw Lines / Complete Scoresheet	B		1		
Tardiness: Verify w/ TD / "GF" and Time by 0 / Circle 0 & Winning Score /	В		1		
Follow End of Game Procedure / Complete Scoresheet	B				
35. Match Forfeit: <b>Behavior:</b> 4 TWs Announce End of Match Script /	K		1		
Circle 0 & Winning Score / "MF" by 0 / Record "11-0, 11-0" / Write "Forfeit"	В		1		
Tardiness: Verify w/ TD / "MF" and Time by 0 / 15-0 or 21-0 or 11-0 or 11-0, 11-	0 /		1		
Follow End of Match Procedure / Complete Scoresheet	Ď				
ASSESSOR ADDITIONAL COMMENTS:					
/					
RATING AWARDED (CHECK ONE): TRAINEE		LEVEL	1	LEVEL 2	
Level 1 cannot have any check marks in the T column. Leve	el 2 must have all ti	hirty-five	(35)		
·					
Credential Issued: YES NO (Circle.) If NO and the performance requirements we	re met, please pro	ovide as	sess	ed referee's mailing address.	
Mailing Address :	-				
Assessor Check List: Refer to the TRR Instructions					
1. Make sure all Pickleball Canada requirements are met and all fields are completed b	•			DTO and ODO // accel 0 mating as a min	1
2. Within 7 days of assessment, submit scan or photo of this form and the Visual Acuit 3. Do not post photos of subject on social media until the TRR is acknowledged as app			eree,	KIO, and OKO (Level 2 ratings only.	)
2. Do not post priotos of subject on social media until the Trix is authorited as app	ordered by the INTO				
	_				
Assessor Signature Assessor Name (Printed)	)			Assessor Email	
		_	ΔTF	ENTERED INTO NRD	mm/dd/yyyy
2nd L2 Assessor Signature 2nd L2 Assessor Name (prin	nted)				

2nd L2 Assessor Name (printed)
Refer to the TRR Submission Form Instructions for more details.