

Tiered Referee Rating (TRR) Form

Assessment date

(All date formats are mm/dd/yyyy)

mm/dd/yyyy

Expiration USAP

(4+ months after assessment)

mm/dd/yyyy

Referee Name	PCO #	USAP #	Cell
Email	Home Region (West/Central/East)	Primary Residence (Province)	Secondary Residence (Province/State)
Tests Results (+90%, within a month)	Referee Test: %	Date mm/dd/yyyy	Line Judge Test %
Visual Acuity Date (within 12 months)	Player Test: %	Date mm/dd/yyyy	Best Practices Test %
Trainer's Name	Trainer's Email	Matches Refereed	Trainer Approval for Assessment
			Date mm/dd/yyyy

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 ratings are identified in the L1 and L2 Rating columns.

	✓ RATING			COMMENTS
	T	1	2	
Pre-Match Briefing & Warm Up				
1. Court Inspection: Net Height / Net Position / Safety Hazards		1	0	
2. Pre-Match Briefing: Intros / Starting Server IDs / Match Format / Paddle Check / Line Call Responsibilities & Appeals / Questions / Coin Toss & Selections		1	0	
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 / "15 Seconds" / Announce Start of Match Script		1	0	
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	
Score Calling, Marking Points & Side Outs, Server Clip				
9. Announces: Score / "Point" / "Second Serve(r)" / "Side Out"		0	0	
10. Score Calling: Hand cue / Looks at Receiver / Smooth Cadence / Sufficient Loudness / Correct Score		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 & Incorrect Server		2	1	
14. Identifies Illegal Serves: Volley Serve / Drop Serve / Questionable Serve (Script)		2	1	
15. Service Foot Faults: Baseline / Outside Serving Area / Ground Contact		2	1	
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	0	
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 / "15 Seconds" / Remaining Time-Out Script / "Time-In" / Score		1	0	
23. End Change Time-Out: Announce "Time-Out, Change Ends" / Score / "1 Minute" / Timer On / Center Court / Ball Location / Mark Scoresheet / Realign Clipboard & Scoresheet / "15 Seconds" / "Time-In" / Score		1	0	
End of the Game & Match Procedures				
24. End of Game: Announce "Point, Game" / Score / "Time-Out, Change Ends, 2 Minutes" / Timer On / Collect Ball / Align Scoresheet / Confirm Starting Servers / "15 Seconds" / Return Ball / Announce "Game #, Change Ends at 6 (if necessary)" / "Time-In 0-0-2"		2	1	
25. Completion Of A Match: Announce "Point, Game, Match" / Score / Complete Scoresheet / Confirm Winners / Obtain Initials / Collect Ball		2	1	

ITEMS 26-35 ARE FOR LEVEL 2 ASSESSMENTS ONLY				✓ RATING			COMMENTS
Non-Standard Time-Outs. (May be Verbally Assessed)				T	1	2	
26. Medical Time-Out: Announce "Medical Time-Out Requested by (Name)" / Score / Summon EMS / Advise Players / Collect Ball / Manage Timer / MT Box / Validity / Back of Scoresheet / "15 Seconds" / Return Ball / "Time-In" / Score / Complete Scoresheet Invalid MTO: Charge a STO / TW or TF (if no STO) / Advise Player						1	
27. Referee Time-Out: Hand-Up / Announce "Referee Time-Out" / Score / "15 Seconds" / "Time-In" / Score. Identifies When to Use / Complete Scoresheet						1	
28. Equipment Time-Out: Hand-Up / Announce "Equipment Time-Out" / Score / "15 Seconds" / "Time-In" / Score / Identifies When to Use						1	
Penalties for Inappropriate Behavior. (May be Verbally Assessed)							
29. Verbal Warning: Announce Infraction / Mark Scoresheet Front & Back / "15 Seconds" / "Time-In" / Score / Complete Scoresheet / Identifies When to Use						1	
30. Technical Warning: Announce Infraction / Mark Scoresheet Front & Back / "15 Seconds" / "Time-In" / Score / Complete Scoresheet / Identifies When to Use						1	
31. Technical Foul: Announce Infraction / Mark Scoresheet Front Minus Point / Mark Scoresheet Back / Inform Both Teams their Score / "15 Seconds" / "Time-In" / Score / Complete Scoresheet / Identifies When to Use						1	
Match Retirement, Withdrawal, and Forfeits. (May be Verbally Assessed)							
32. Match Retirement: Confirm Retirement from Match or Withdrawing / Advise Withdrawing Players - Tournament Desk / Announce End of Match Script / Mark Scoresheet / Write "Retirement" Under Scores / Complete Scoresheet						1	
33. Match Withdrawal: Confirm Withdrawal from Match / Advise Withdrawing Players - Tournament Desk / Announce End of Match Script / Mark Scoresheet 0-0 for each game / Write "Withdrawal" Under Scores / Follow End of Match Procedure / Complete Scoresheet						1	
34. Game Forfeit: Behavior: 3 TWs Circle 0 & Winning Score / "GF" by 0 / Announce End of Game Script / Draw Lines / Complete Scoresheet Tardiness: Verify w/ TD / "GF" and Time by 0 / Circle 0 & Winning Score / Follow End of Game Procedure / Complete Scoresheet						1	
35. Match Forfeit: Behavior: 4 TWs Announce End of Match Script / Circle 0 & Winning Score / "MF" by 0 / Record "11-0, 11-0" / Write "Forfeit" Tardiness: Verify w/ TD / "MF" and Time by 0 / 15-0 or 21-0 or 11-0 or 11-0, 11-0 / Follow End of Match Procedure / Complete Scoresheet						1	
ASSESSOR ADDITIONAL COMMENTS							
RATING AWARDED (CHECK ONE): ☐ TRAINEE ☐ LEVEL 1 ☐ LEVEL 2 Level 1 <u>cannot</u> have any check marks in the T column. Level 2 must have <u>all</u> thirty-five (35) skills checked in the L2 column.							
Credential Issued: YES - NO (Circle.) If NO and the performance requirements were met, please provide assessed referee's mailing address.							
Mailing Address :							
Assessor Check List: Refer to the TRR Instructions for more details.							
1. Make sure all Pickleball Canada requirements are met and all fields are completed before issuing credential.							
2. Within 7 days of assessment, submit scan or photo of this form and the Visual Acuity form to the assessed referee, RTC, PHR and CRC (Level 2 ratings or							
3. Do not post photos of subject on social media until the TRR is acknowledged as approved by the RTC.							
Assessor Signature		Assessor Name (Printed)			Assessor Email		
2nd L2 Assessor Signature		2nd L2 Assessor Name (printed)					
Referee credentials are a privilege, owned by Pickleball Canada and/or USA Pickleball. Referees must comply with all member and referee codes of conduct and policies (now known or later developed), subject to change, without prior notice. Violation of Code of Conduct or any policies may be cause for suspension or revocation of credentials, at the sole discretion of Pickleball Canada and/or USA Pickleball.							
I acknowledge above and agree to comply with all Pickleball Canada and/or USA Pickleball requirements & code of conduct.							
Referee Signature							