



(Appendix 1 – Practical Assessment form)

## Australian Oztag Referee – Practical Assessment

Referee Name:	
Date:	
Venue:	

To progress to a higher level a referee must demonstrate competency in the following criteria.

Presentation	Competent	Not yet Competent
1. Wearing the full and clean uniform	<input type="checkbox"/>	<input type="checkbox"/>
2. Possesses a confident manner	<input type="checkbox"/>	<input type="checkbox"/>
Task – Pre-Game	Competent	Not yet Competent
3. Possess ball, tags, whistle, score card and pen	<input type="checkbox"/>	<input type="checkbox"/>
4. Arrives at the field at least 2 minutes prior to kick off	<input type="checkbox"/>	<input type="checkbox"/>
5. Check the field for anything that could cause injuries to players	<input type="checkbox"/>	<input type="checkbox"/>
6. Calls in captains for decision on who will kick off etc	<input type="checkbox"/>	<input type="checkbox"/>
Task – During game (communication)	Competent	Not yet Competent
7. Use of vocals, whistle and hand signals in conjunction that displays authority	<input type="checkbox"/>	<input type="checkbox"/>
8. Vocals – makes calls as needed and loudly for:		
a. Handles conflict situations adequately (using the 4-stage approach)		
i. Diffusing conflict situations if possible – on field warnings	<input type="checkbox"/>	<input type="checkbox"/>
ii. Use of substitute players		
iii. Sin binning		
iv. Send off		
b. Applying rules on the run to improve game flow – use playing advantage / calling play on	<input type="checkbox"/>	<input type="checkbox"/>
c. Brief verbal explanation of rules as needed to aid understanding	<input type="checkbox"/>	<input type="checkbox"/>
d. Calling of tag count	<input type="checkbox"/>	<input type="checkbox"/>
Whistle – use whistle as needed, and loudly for:		
a. Start of game and restarts (from try being scored)	<input type="checkbox"/>	<input type="checkbox"/>
b. End of game and half time	<input type="checkbox"/>	<input type="checkbox"/>
c. Applying rules – use of whistle when calling any rules		
i. Quick whistle when infringement is made	<input type="checkbox"/>	<input type="checkbox"/>
ii. Walk to mark and blow whistle to give penalty		

d. Scoring a try	<input type="checkbox"/>	<input type="checkbox"/>
10. Signals – use or arm / hand signals for:	<input type="checkbox"/>	<input type="checkbox"/>
a. Knock on	<input type="checkbox"/>	<input type="checkbox"/>
b. Kick off	<input type="checkbox"/>	<input type="checkbox"/>
c. Awarding a try	<input type="checkbox"/>	<input type="checkbox"/>
d. Contact	<input type="checkbox"/>	<input type="checkbox"/>
e. Forward pass	<input type="checkbox"/>	<input type="checkbox"/>
f. Tag count restart (zero tag)	<input type="checkbox"/>	<input type="checkbox"/>
g. Jumping	<input type="checkbox"/>	<input type="checkbox"/>
<b>Task – During Game (Positioning and Rules)</b>	<b>Competent</b>	<b>Not yet Competent</b>
11. Demonstrate adequate knowledge of the rules with consistent rulings for:	<input type="checkbox"/>	<input type="checkbox"/>
a. Contact – zero contact behind the defensive line after a tag being made	<input type="checkbox"/>	<input type="checkbox"/>
b. Contact – defenders closing the hole on ball carrier	<input type="checkbox"/>	<input type="checkbox"/>
c. Kicking – on zero (with no play the ball), 4 & 5	<input type="checkbox"/>	<input type="checkbox"/>
d. Kicking – ball crossing the plain of the try line from a kick off	<input type="checkbox"/>	<input type="checkbox"/>
e. Kicking – ball must travel 10m from a drop out	<input type="checkbox"/>	<input type="checkbox"/>
f. Fending – “accidental” protecting of tags by bending, running with low arms / hands	<input type="checkbox"/>	<input type="checkbox"/>
g. Diving –to score a try (knees touching before the ball is grounded)	<input type="checkbox"/>	<input type="checkbox"/>
h. Jumping – to receive ball (from high pass or kick) with defender in tagging distance and going for the tag	<input type="checkbox"/>	<input type="checkbox"/>
i. Obstruction – in normal running of the ball	<input type="checkbox"/>	<input type="checkbox"/>
j. Offside – in front of the kicker from a kick off	<input type="checkbox"/>	<input type="checkbox"/>
k. Play the ball – 3 second rule	<input type="checkbox"/>	<input type="checkbox"/>
l. Play the ball – marker not square	<input type="checkbox"/>	<input type="checkbox"/>
m. Play the ball – marker leaving early	<input type="checkbox"/>	<input type="checkbox"/>
Ability to keep up with the play & create correct positioning to best make calls for:		
a. Trys	<input type="checkbox"/>	<input type="checkbox"/>
b. Forward pass	<input type="checkbox"/>	<input type="checkbox"/>

