



BOARD 6 RATINGS FORM

Official's Name _____

Observer's Name _____

Game Date _____

Teams _____ @ _____

Game Level: Varsity JV Freshman Middle School/Other

Rater's Level: Varsity Split Sub-Varsity

Ratings Scale

Rating Score

9.5 – 10	Excellent	7.0 – 7.5	Average	5.5 -- 0	Poor
8.0 – 9.0	Above Average	6.0 – 6.5	Below Average	* Comments required for a Rating Score 5.5 or below	

Rating Area	Comments
<p>APPEARANCE AND CONDITIONING</p> <ul style="list-style-type: none"> • Official is in physical condition and exhibits hustle and energy through the game. • Official's uniform and overall appearance is neat, clean and well kept. 	
<p>MECHANICS</p> <ul style="list-style-type: none"> • Utilizes proper mechanics, up-to-date techniques and procedures as detailed in the IAABO Officials Manual. • Performs accurate foul reporting and clock administration. • Has a resonant, strong voice that is supported by proper mechanics for purpose of clarification. 	
<p>TEAM WORK</p> <ul style="list-style-type: none"> • Has the ability to work effectively as a "team" with his/her fellow official. • Arrives on time; actively participate in the pre-game. • Actively participate in the post-game. • Accepts criticism. • Shares the responsibility and avoids attempts to shift the blame. 	
<p>JUDGEMENT</p> <ul style="list-style-type: none"> • Presents a thorough knowledge of the rules of basketball. • Uses unbiased judgment and common sense in applying the rules of the game. • Appears to make his/her decision with consideration to the effect the calling, or equally as important, the not calling of a rule violation will have. • Is consistent in all calls regardless of situation or point of time in the game. For example, consistency in the determination of a block vs. a charge. • Reacts quickly enough to make a decision at the moment of its occurrence. • Makes quick and positive decisions, especially with respect to the "close ones". 	
<p>GAME MANAGEMENT</p> <ul style="list-style-type: none"> • Demonstrates control of the game. LEADERSHIP, ABLE TO RUN THE GAME • Communicates with coaches, partners and table. • Is courteous and polite • Exhibits a confident manner i.e. attention to detail, alertness, firmness, and timeliness of his/her reaction to a situation. • Remains consistent when calling violations or fouls without regard to the score, whom it may hurt, or how it may effect future relations with the coach. Has a quiet influence on the game that relieves tensions and creates a steady effect upon contestants (both players and coaches alike). • Has control of his/her emotions. • Takes the time to prevent an error from being made. 	



Thinking is Different in The Classroom

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