



OFFICIALS
Name

Understanding **0** Poor **1** Okay **2** Good **3** Great **4** Excellent

Game Code	Date	Home Team
Competition		Away Team
Assessors Name & Licence Number	Overall Score	Correctly attired YES/NO
	/	Level of Game EASY/AVERAGE/HARD

Mechanics 2PO/3PO

Application of the game (rules & special criteria)
Control of the game and administration

Comments

Strengths & Areas to improve or review

24" Operator

	Q1	Q2	Q3	Q4
Understanding of the 14/24 rule				
Correctly changing the shot clock (SC) after a turnover, violation or foul				
Correctly changing the SC after the ball hits the ring (reset)				
Blanking the SC display during Free-throws (FT)				
Informing time-keeper (TK) of last ten seconds on the offence				

Time-keeper (TR)

	Q1	Q2	Q3	Q4
Correctly starting and stopping at the beginning of the game				
Correctly stopping the clock upon hearing the referees whistle				
Correctly starting the clock following a missed or made FT				
Correctly starting the clock on an in-bound ball				
Correctly stopping the clock after a basket for a time-out (TO) call.				
Not changing the clock timers prematurely (re-setting)				
Showing the foul markers correctly				
Counting down the last five seconds of the shot clock offence, if any.				
Correctly stopping the clock after a basket in the 'last two minutes' of 4th or overtime				
Correctly starting the clock after a basket in the 'last two minutes' of 4th or overtime				
Signalling '10' during a TO/buzzer if not automatic.				
Correct (manual) buzzer at 03:00 and 01:30 before the game and 3rd quarter				
Correct (manual) buzzer at 00:30 before the start of the 2nd, 4th or OT periods				

Communication

Communication with other TOs				
Communication with floor officials / pre- and post-game				
Communication with floor officials in-game				
Contributing and being apart of the pre-game				

Scorer (SC) / Pre-Game (PG)

	PG
Correctly completing the scoresheet administration with all the required information (no blanks)	
Completing the squads in numerical ascending order	
Getting the home/away team's starting 5 player	
Getting the home/away team's coaches signature before the start of the game	

Scorer

	Q1	Q2	Q3	Q4
Correct colour pens for admin and each quarter				
Correctly recording two point scores				
Correctly recording three point scores				
Correctly recording FTs				
Lining out at the end of each quarter				
Correctly recording team fouls and time-outs				
Correctly recording personal fouls, P1/P2/P3				
Correctly recording technical and unsportsmanlike fouls (T & U)				
Correctly recording bench, warning or coach technicals (B, W & C)				
Lining out unused boxes (end of the game)				
Recording quarter scores/overtime/final score				
Administering substitutions correctly				
Administering time-outs correctly				
Blanking the SC display during Free-throws (FT)				
Informing time-keeper (TK) of last ten seconds on the offence				