



State A Umpire - Practical Competency Checklist

A submission has been collected for State A Umpire Checklist

1. (Required) Assessment Date

____ / ____ / ____

2. (Required) Purpose of Assessment (Tick all that apply)

New Accreditation

Renewal

3. (Required) Candidate Name

4. (Required) DOB

____ / ____ / ____

5. (Required) Email

6. (Required) Club/Association

7. (Required) Assessor Name

Pre Match

8. (Required) Exhibits behaviour which is consistent with the officials code of behaviour (Tick all that apply)

Competent

Not Yet Competent

9. (Required) Model roles and responsibilities involved in umpiring a match (Tick all that apply)

Competent

Not Yet Competent

10. Demonstrates an appropriate level of fitness for the match (Tick all that apply)

Competent

Not Yet Competent

11. Understands the role of mental preparation in a high performance environment (Tick all that apply)

Competent

Not Yet Competent

During Match

Advantage

12. (Required) Applies concept of advantage and flow to create attacking opportunities (Tick all that apply)

Competent

Not Yet Competent

13. Identifies the situations where advantage is not applicable (Tick all that apply)

Competent

Not Yet Competent

Game/Player Management

14. (Required) Uses a wide range of tools effectively communicate decisions (Tick all that apply)

Competent

Not Yet Competent

15. Respond appropriately to player behaviour leading to dangerous and/or illegal play (Tick all that apply)

Competent

Not Yet Competent

16. Demonstrates an ability to managing the game pro actively (Tick all that apply)

Competent

Not Yet Competent

Teamwork

17. (Required) Displays match positioning to make timely and effective decisions (Tick all that apply)

Competent

Not Yet Competent

18. Shows ability to build positive relationships with all stakeholders (players, managers, coaches, other officials) (Tick all that apply)

Competent

Not Yet Competent

19. Demonstrates teamwork with other officials to manage the game effectively (Tick all that apply)

Competent

Not Yet Competent

Danger

20. (Required) Applies dangerous play (Tick all that apply)

Competent

Not Yet Competent

21. Effectively applies the rules in relation to aerial balls (Tick all that apply)

Competent

Not Yet Competent

Possession/Tackling

22. (Required) Identifies the actions of attackers which are infringements (Tick all that apply)

Competent

Not Yet Competent

23. Understands appropriate penalty for bringing opponents to ground (Tick all that apply)

Competent

Not Yet Competent

24. (Required) Demonstrates the ability to recognise infringements within tackling situations (Tick all that apply)

Competent

Not Yet Competent

Free Hits

25. (Required) Manages free hits situations efficiently (Tick all that apply)

Competent

Not Yet Competent

26. Applies the rules for free hits inside 23 (Tick all that apply)

Competent

Not Yet Competent

Presentation

27. (Required) Decisions made are able to be understood by all involved in the match (players, coaches, spectators, etc) (Tick all that apply)

Competent

Not Yet Competent

28. (Required) Portrays a professional image in line with FIH requirements/demands throughout the match (Tick all that apply)

Competent

Not Yet Competent

29. Demonstrates effective management of situations involving players crowding the umpire (Tick all that apply)

Competent

Not Yet Competent

Post Match

30. Ability to review umpiring performance and implement changes required (Tick all that apply)

Competent

Not Yet Competent

31. (Required) Ability to use feedback constructively to improve performance (Tick all that apply)

Competent

Not Yet Competent

32. Optional Feedback