



OFFICIATING SKILLS ASSESSMENT: OUTSIDE PACK REFEREE (OPR)

The following checklist is a tool to provide assessment metrics for an official's readiness in a number of categories. This process is not required, nor is it meant to be submitted to or used to replace a Certification program. It is a tool for leagues and officials to use to continually track improvement and to communicate an official's readiness at any given time.

There is no minimum number of categories in which an official must "pass" in order to be considered ready for each level of game play. The more categories in which an official has demonstrated proficiency, the more prepared that official will be to perform well at higher levels of game play.

Readiness in the position should be determined in the following categories. Position-specific guidelines are provided for each skill level in order to give basic expectations for performance at each level.

Rules Knowledge and Application

- **Novice:** Has little to any rules knowledge.
- **Intermediate:** Shows the ability to make calls on obvious actions (i.e. Cutting). Has basic knowledge of rules, though often misses finer applications. Can misinterpret or be confused by the wording of the rules.
- **Competent:** Makes good calls on most actions. Has good knowledge of rules but can miss some finer applications. Understands No Point/No Penalty but may miss calling Blocking Out of Bounds.
- **Advanced:** Makes good calls on all actions in play with multiple skaters and complex scenarios. Has good knowledge of rules including finer points and exceptions. Is up-to-date with rules clarifications. Applies rules correctly and consistently throughout the course of a game and makes adjustments as needed.

Skating Skills and Positioning

- **Novice:** Poor skating skills. Slow to get into position. Focused more on not falling than making calls. Always behind the pack no matter what the pace is. Does not understand the standard OPR rotation.
- **Intermediate:** Generally positioned where needed to enforce calls. Sometimes misses complex calls because of poor positioning. May need to start skating earlier when picking up the pack in the apex. Understands the OPR rotation but loses placement from time to time. Improvement needed in being in place for the Jam Referees.
- **Competent:** Well positioned most of the time and can adjust for changing conditions on the floor. Fully understands OPR rotation and makes adjustments if another OPR is out of place. Faces the pack when turning around most of the time. May have difficulty choosing where to be when one Jammer is at the front of the pack and one is at the rear. Still needs improvement on speed bursts and stopping. Starting to move their upper body to get a better view of action within the pack.
- **Advanced:** Consistently well positioned. Makes adjustments as play warrants. Does not need to concentrate on skating at all. Eyes are always on the pack even when it's on the opposite side of the track. Understands that the three OPRs work as a unit and can adjust as part of the team to give the best coverage. Anticipates where they need to be to see the action.

Initiator, Impact Spectrum, and Explanation of Calls

- **Novice:** Doesn't see who initiates actions. Impact spectrum is extremely to one side or the other (over / under call). Has difficulty explaining to others what happened or why they made (or not) that call.
- **Intermediate:** Starts to see who was initiator but misses complex actions. Impact spectrum is good on most actions but maybe off for others. Can discuss calls effectively with other officials. Sometimes stumbles for clear explanations of action. Some details missing in descriptions of actions and calls.
- **Competent:** Able to tell who initiated the action even in complex scenarios. Impact spectrum is consistent for most of the game but can drift on some actions or do to pace of the game. Ability to consistently communicate clearly in discussion and explanation of calls. Most necessary details are present for easier assessment of call accuracy. Can add and recall information as requested by the Head Referee.
- **Advanced:** Can clearly see initiator or initiators even in complex actions. Impact spectrum is constant and stays the same from start to end of the game. Uses clear and concise language of the rules to explain calls. All necessary details are present without additional questioning from the Head Referee or other officials.

Correct and Clear Use of Hand Signals and Other Communication

- **Novice:** Does not make or makes incorrect hand signals. Quiet or timid when saying verbal cues.
- **Intermediate:** Some signals are sloppy or unclear. Signals delivered inconsistently depending on complexity of play. Communication to other officials is sometimes outside verbal cue standards without reason, and may be unclear or inefficient. Inside penalty tracking crew has difficulty hearing the call. Fails to give Jammer Referees non-verbal communication when needed.
- **Competent:** Hand signals are mostly consistent and over the head, with minor variances if play is complex (hand signal may be rushed or messy). Communication to other officials is within the verbal cues most of the time. Communication outside the verbal cues is mostly clear and efficient. Inside penalty tracking crew is able to hear and see penalties called. Uses non-verbal communication to Jammer Referees but could occasionally fail to use eye contact.
- **Advanced:** Signals are always clear and crisp. Consistently uses the correct verbal cues in communication and communicates in a clear and efficient manner outside the verbal cues. Always able to give Jammer Referees good non-verbal confirmation and eye contact during a jam when needed.

Feedback and Adjustments During a Game

- **Novice:** Has difficulty in receiving, processing, and adjusting to feedback. Doesn't understand what adjustments need to be made and the reason for those adjustments.
- **Intermediate:** Struggles with feedback. Slow to adapt to requested changes in game.
- **Competent:** Increased ability to adapt and apply feedback. Can take feedback and adapt but sometimes doesn't apply feedback consistently from jam to jam.
- **Advanced:** Applies feedback immediately and consistently across the game and into future games.

Professional Behavior/Presentation

- **Novice:** Many lapses in professional behavior or unnecessary discussions with skaters or other officials that are off topic. Agitation, nervousness, or unrest is evident, especially in complex play situations or exchanges with coaches and captains. May have difficulty concentrating on the game.
- **Intermediate:** Some lapses in professional behavior or unnecessary discussions with skaters or other officials that are off topic. Some agitation, nervousness, or unrest is evident at times, especially in complex play situations or exchanges with coaches and captains. Facial expressions could lead to questions about points or penalties. Some loss of focus in the game, particularly during complex play situations.
- **Competent:** Almost no lapses in communication to other officials and skaters. Rarely looks nervous, agitated, or fazed by complex game play. Remains calm and collected in tense exchanges with coaches and captains. Almost no lapses in focus during the game, even in complex game situations.
- **Advanced:** Calm, professional, and focused behavior displayed at all times. The level of professionalism displayed helps other officials remain calm and collected.

Understanding of Non-Skating Official (NSO) Positions and Information Flow Between Referees and NSOs

- **Novice:** Has little to no understanding of the NSOs or how to communicate information to them.
- **Intermediate:** Understands the basics of communication for those NSOs positioned in the middle of the track but not with those NSOs outside it. Sometimes asks for clarifying information from NSOs who are not best positioned to provide it.
- **Competent:** A solid practical understanding of the Penalty Tracker (PT) and Penalty Wrangler (PW). Learning to use the Penalty Box for anything they may need. Effectively communicates with those on the inside and understands to whom to direct questions for the fastest and most efficient response.
- **Advanced:** Understands the roles and duties of all NSOs and is an effective communicator across all positions. Communicates with the inside clearly and checks the box multiple times during a jam. Has a general knowledge of how to utilize the NSO staff in game to quickly and effectively resolve game play issues. Sees the whole team and the importance of the NSOs.