

Ultimate Game Play Evaluation Rubric

Class: _____ Team: _____ Game: _____ Teacher: _____

Observation Dates: A) _____ B) _____ C) _____ D) _____

Scoring Key

5 = Very effective performance

4 = Effective performance

3 = Moderately effective performance

2 = Weak performance

1 = Very weak performance

Components/Criteria Being Assessed

1. **Base:** Returns to advantageous area of court for position.
2. **Decision-making:** Decides to pass or shoot at open player using appropriate throw.
3. **Skill execution:** Pivots, passes accurately, catches appropriate passes.
4. **Support:** Off-the-disc movement on offense: moves to open spaces to become free for pass. For defense: covers space to block passing zones.
5. **Guard/mark:** Defensive player moves to closely guard an opponent with the disc.
6. **Cover:** Individual matches up with possible receivers and causes turnovers by interception, block, or forced throwaway.
7. **Adjust:** Moves quickly in transitions either offensively or defensively as needed by the flow of the game.
8. **Personal responsibility:** Demonstrates knowledge and application of rules, makes fair calls, demonstrates behaviors of good sportsmanship.

Student name	Base	Decision making	Skill execution	Support	Guard/ Mark	Cover	Adjust	Personal responsibility	Game performance
	a)	a)	a)	a)	a)	a)	a)	a)	a)
	b)	b)	b)	b)	b)	b)	b)	b)	b)
	c)	c)	c)	c)	c)	c)	c)	c)	c)
	a)	a)	a)	a)	a)	a)	a)	a)	a)
	b)	b)	b)	b)	b)	b)	b)	b)	b)
	c)	c)	c)	c)	c)	c)	c)	c)	c)
	a)	a)	a)	a)	a)	a)	a)	a)	a)
	b)	b)	b)	b)	b)	b)	b)	b)	b)
	c)	c)	c)	c)	c)	c)	c)	c)	c)
	a)	a)	a)	a)	a)	a)	a)	a)	a)
	b)	b)	b)	b)	b)	b)	b)	b)	b)
	c)	c)	c)	c)	c)	c)	c)	c)	c)