

Announcing Rubric

Descriptor	Amateur	Rookie	ESPN pregame	ESPN prime time
Knowledge of rules	Gets confused when trying to explain scoring or trying to announce the score. Can identify some violations but makes mistakes about the penalties for infractions.	Demonstrates knowledge of basic rules of the sport and can explain what is happening during game play.	Knows the rules and correctly identifies violations and penalties for all major rules. Knows rules associated with scoring and offensive and defensive play.	Knows the rules of the game and can add color or information about their role in the game, purpose of the rules, and what would happen if the rule did not apply. Knows rules that do not often come up and their penalties.
Knowledge of tactics and skills	Knows basic tactics associated with on-the-ball play but gets confused about support and off-the-ball tactics. Description of the game is inaccurate and/or confusing.	Demonstrates knowledge of basic tactics for both on-the-ball and off-the-ball play. Describes the game accurately but occasionally may make errors.	Demonstrates knowledge of offensive and defensive game tactics, skills that support them, and decisions about when they should be used. Knows basic strategies or plays associated with tactics and when they are used effectively.	Uses game stats to support knowledge of the game. Demonstrates extensive knowledge of tactics and the skills associated with them. Uses this knowledge to describe the game so that someone with their eyes closed can follow the action.
Delivery	Has few things to say; noticeable gaps between comments. Uses incorrect grammar. Frequently uses filler words (e.g., <i>like</i> , <i>um</i> , <i>er</i>). Hesitant—often behind the action of the game so some important comments are missed. May mumble.	Speaks clearly with few grammatical errors. Uses a few filler words, but they do not interrupt the call of the game.	Description of game play flows. Enthusiastic. Uses player names. Avoids using filler words. Uses correct grammar. Is loud enough to be heard.	Keeps the flow of the game at a rapid pace. Gets the audience excited about the game even when the score is lopsided.