**Back Judge Rating Score Sheet**

**To be used as help in to observing and evaluating the game**

Back Judge Rating Score Sheet; Official being evaluated \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Visitors’ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Home \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scale of 1-5

**All areas require comments to be made no matter what score is given:**  
5- This person went well above the standard and demonstrated **"excellent"**skill in this area -**Must provide exact example of this situation or behavior**  
4 - Did something that was above the expectations and you considered it a "good to great" job - Provided comments to drive more of this behavior   
3 - Met expectations and was solid  
2 - Needs Improvement in this category - Be specific in your comments to help the official understand needed areas of improvement  
1 - Demonstrated serious flaws in this area and brings into question whether this person should officiate at the varsity level - **Must provide exact examples of this situation or behavior**

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| % | Criteria | | Criteria Breakdown | 1-5 | Comments | |
| **5%** | **Pre-Game Responsibilities** | | **Arrive 30 minutes early**; Field safety walk. Direct clock operator about responsibilities; Back judge observes team on head linemen’s side while head linesman completes instruction to line to gain crew. Perform duties in a business-like manner.  Back Judge remain at hash marks and observe team; bring approved game ball. Record which team has 1st choice 2nd half. Hustle to kickoff position  **Appearance**  Uniform is neat and clean  Shirt 2-1/4” with clean white stripes  **Official’s Physical Condition**: Excellent; Average; Poor |  |  | |
| **15%** | **Safety and Equipment** | | **Players are equipped legally by rule**; legal knee pads, play cards proper; no uncovered back pads; no adornments  **During live action**; Keeps play safe: Calls personal fouls, illegal helmet contact/targeting; spearing/late hits;.  Sideline Control: Consistently administers enforcement so that all game officials have enough room to work.  **Safety and Equipment rules not enforced are crew deductions** |  |  | |
| **5%** | **Dead Ball Officiating** | **Stay vigilant for action after a play has ended**, penalize late hits and unsportsmanlike fouls. Use good ball mechanics and signals. | |  |  |  |

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| **5%** | **Free Kick** | Before Kick: Position: K’s fee kick line outside sideline monitor bench area assist kicking team into position  Check legality of kicking tee, hand kicker ball, proceed to the sideline; Count K; position just outside the sideline on K’s fee kick line HL side; Sideline clean of personnel; only the kicker may be more than 5 yards behind the kicking team’s free kick line; indicate you are ready; If there is a foul to be administered on the free kick, give signal and administer penalty.; Time 25 second count  After Kick: Be alert for first touching by k mark spot with bean bag; kick which does not cross R’s free kick line  Mark out of bounds spot penalty marker if untouched by R  After ball has gone down field, move to the center of the field. Move downfield, no more than 10-15 yards while maintaining inside out coverage Take responsivity for K’s goal line.  Be in position to take over coverage of runner in your area on ling return  Observe legality of blocks and action away from ball  If there is a penalty for a foul before kick ends requiring re-kick, administer penalty and place ball ready |  |  |
| **5%%** | **Run Play:** | **After ball is spotted**; Position: Approximately 20 yards beyond LOS always deeper than deepest defensive back; When ball is on hash mark position no wider than near upright; On single and/or double spread formation, adjust position to provide best coverage  Areas of responsibility; Time 25 second count providing a visible count last 5 seconds ; Count B players indicate to the wing men  **After snap;** Read keys**;** On runs to either side of field, move so runner is between you and either head linesman or line judge while observing blocks in front of runner**;** Retreat to be in position behind deepest receiver stay far enough away to keep play boxed in**;** Maintain inside out coverage wild staying between the hash marks**;** Cover players who are deep than head linesman or line judge**;** When runner breaks free, cover action around him/her**;** Cover goal line**;** On out of bounds runs, especially in team areas, move into area of dead ball and assist game officials in maintaining order**;** Assist with relay of ball inside zone from wing official to umpire |  |  |
| **10%** | **Pass Plays** | **After ball is spotted:** SAME AS BACK JUDGE ON RUNNING PLAYS  **After snap;** Read keys. Retreat in order to be in position behind deepest receivers**;** Cover deep receivers down middle and to each side  When pass is thrown, move to ball: Watch for interference by either team; rule on possible fumble or illegal pass after completion; rule on all passes near goal line and end line  If pass is incomplete in your area: Give incomplete pass signal; Retrieve ball and relay to nearby game official  If pass is complete in your area of responsibility; ball becomes dead Move to spot of forward progress; When line to gain has been reached give time out signal twice |  |  |
| **10%** | **Punts** | **After ball is spotted:** Position: 10-12 yards wider than and 2-3 yards behind the deepest receiver on head linesman’s side of field  \*\*\*Acceptable alternative: Option B. 7-10 yards back is a lot more comfortable position to be in than 2-3 yard back.  Count R players indicate to wing officials  **After Snap** Carry contrasting bean bags in hand during down to mark first touching, fumble, momentum or end of kick  Short kicks to either sideline: Observe action of players around ball  Cover long or deep kick out of bounds on head linesman’s side; kicked ball goes out in flight, sound whistle; time out signal; referee spot you on sideline and hold spot until ball is spotted  Cover all kicks down middle; rule on whether kick is touched by either team: ball is muffed; rule on possession; Be alert for hand off and reverse  When K is first to touch scrimmage kick which is moving: Mark spot of first touching with bean bag; Continue to cover play  K is first to touch motionless kick beyond neutral zone, sound whistle, give time out signal; mark spot  Following fair catch; whistle, time out signal; mark spot; Inform referee knows it was a fair catch  When fair catch is not made: Stay with ball; Move with runner who catches kick and advances; Other officials will pick up runner near line of scrimmage; When done delay and observe action behind ball;  When kick becomes dead; Sound whistle; time out signal; rule on touch back and give signal  If kick is caught inside 5 yard line and player is downed in his/her end zone or ball goes out of bounds there, rule on his/her momentum took him/her into tend zone; Mark spot of catch inside 5 yard line with bean bag |  |  |
| **5%** | **PATs, Field Goals** | **After ball is spotted:** Position beyond the end zone and behind your upright  **After snap:** Rule on your upright. Move with the HL/LJ (at the same time) one yard into the end zone and signal score or no score.  Be prepared to move if kick is blocked.  Be prepared to move if kick is blocked, obviously short or a fake: Key tight end on your side, Head linesman or line judge: if run or pass develops to your vacated side, quickly move along end line to back pylon to rule on sideline. Next move is toward goal line to assist; Mark first touching, fumble, momentum or end of kick |  |  |
| **5%** | **Game Flow** | **Procedures** – Ready for play is consistent and timed well. Game has a consistent tempo, not rushed and not sluggish, clear signals, good clock management |  |  |
| **5%** | **Measurements** | Do not permit team attendants to enter field; Help clear players from measurement area; Observe all players ; Tend ball at time of measurement |  |  |
| **5%** | **Penalty Enforcement** | Help obtain ball; Assist in holding spot of foul or recovering penalty marker; Assist in relaying foul information to appropriate sideline ; Give final signal for foul to be enforced on kickoff to press box  **A penalty enforcement mistake is a CREW mistake** |  |  |
| **5%** | **Crew Communication** | Effective/proper crew signals; communicate on unusual plays and penalties, use effective ball mechanics, run half time and overtime intermissions properly |  |  |
| **20%** | **Overall Performance** | **How well did this official perform in the game;** including but not limited to good judgement, decisiveness, game control, hustle, safety guidelines, mechanics and overall appearance.  **New rules were adhered to and enforced** |  |  |
| **Info**  **only** | **Game Review:** | Team/Score: Home \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Visitor\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Game was: \_\_\_\_\_ Very difficult \_\_\_\_\_ Average \_\_\_\_\_ Very easy  Game status: \_\_\_ A rivalry \_\_\_\_\_ Playoff implications  Score was: \_\_\_\_\_ Very close \_\_\_\_\_ Within 14 points \_\_\_\_\_ A blow out |  |  |