**Referee Rating Score Sheet**

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

Referee 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 game management to remove or repair any hazards on or near field |  |  |  |
|  |  | **Coin Toss;** Lines captains up on 50 yard line; and escorts players out on time. Give proper signals for choices of teams, kicking/receiving/defending goal. (note this should be covered by the last item – overall performance) |  |  |  |
| **15** | **Safety and Equipment** | **Players are equipped legally by rule**; legal knee pads, play cards proper; no uncovered back pads; no adornments  **(note - included below)** |  |  |  |
|  |  | **During live action**; Keep play safe: Calls personal fouls, illegal helmet contact/targeting; spearing/late hits;.  Sideline Control: Support flank officials with sideline control, provide proper enforcement for initial sideline warning, subsequent sideline interference and unsportsmanlike conduct penalties as appropriate.  **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. |  |  |  |
| **5** | **Free Kick** | **Before kick:** Position on R's goal yard line on the head linesman's side just outside hash marks.  If short free kick is anticipated take position near R's 10-yard line; Be alert to assist other game officials.  **After kick:**  Kick down the middle: Signal clock to start (S #2) when kick is touched other than first touching by K; follow runner and call illegal blocks in vicinity.  Deep kick: While standing on goal line, rule on touchback; If kick is caught inside 5 yard-line and player’s momentum carries him into end zone, mark spot with bean bag.  Kick outside opposite hash mark: move cautiously with play, call fouls behind, to side of, and around runner. |  |  |  |
| **5** | **Run Play:** | **After ball is spotted:** Move to a position approximately 10 yards from the line-of-scrimmage 5 yards wide. On passing arm side of quarterback/Able to view tackle on far side and backs/declare ball ready-for-play by using established procedure.  Count number of A players and signal to umpire; call snap infractions, false starts, and illegal shifts.  **After snap:** Read block of offensive tackle on opposite side; Call illegal acts that affect the play or involve player safety. If run, trail runner and call illegal acts affecting the play |  |  |  |
| **5%** | **Pass Plays** | **After ball is spotted,** same as Referee in running play  **After snap:** Read block of offensive tackle on opposite side; Call illegal acts that affect the play or involve player safety.  As passer retreats, remain wide and deeper than passer; call fouls against the passer; Be alert to call illegal pass and intentional grounding, use bean bag as needed. |  |  |  |
| **5** | **Punts** | **After ball is spotted:** Position: 3-5 yards outside the tight end and 2-3 yards behind the kicker, on kicking-leg side; Signal K is in scrimmage-kick formation. Count K players and signal to umpire;  **After snap:** Call fouls behind neutral zone near kicker; if blocked kick, rule on recovery.  After ball crosses neutral zone, observe downfield blocks, call illegal blocks that affect the play and all personal fouls; Move downfield slowly following kick, responsible for goal line on long returns.  Kick out of bounds in flight: Long kick: line up covering official with spot ball crossed sideline by using an outstretched arm.  If a penalty was called, tell chain crew to stay put.  Hustle to the next position for the ensuing ready for play |  |  |  |
| **5** | **PATs, Field Goals** | **After ball is spotted**  Position: 2-3 yards to rear and 3-5 yards to side of potential kicker, facing holder and able to see holder receive ball. ; Signal to crew scrimmage-kick formation; Count K players and signal to umpire.  **After snap:** Rule on roughing kicker or holder; If try is blocked, immediately sound whistle and give the no-score signal (S #1O) twice; If field goal is blocked, ball remains live, be prepared for broken play; cover as usual if run or pass; assist in sideline coverage.  Signal score (S #5) or no score (S #10) after receiving signal from game officials ruling on kick. |  |  |  |
| **10** | **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** | Give time-out signal (S #3) and indicate that it is an official’s timeout. Control process so that it goes smoothly and efficiently. In side zone, measure before ball is moved.  When measurement is completed, signal to press box if short; Signal number of next down; Spot ball at proper place; Wait for line-to-gain crew to return to position before ready for play. Wind clock if appropriate. |  |  |  |
| **10** | **Penalty Enforcement** | Obtain penalty information from crew and give preliminary signal to press-box side of field if appropriate  Determine if the penalty is accepted and ensure the correct enforcement spot and yardage with crew and then give signals to press-box side of field including the correct down. Complete the ready for play after all officials are set and wind the clock if appropriate.  **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** |  |  |  |
|  | **Game Review:**  **Information only** | 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 |  |  |  |