THE SPOTTER CARD

RECOGNIZE. REMOVE. REFER.

One page of the free FieldWatch Playbook. Any sport, any level, with or without an athletic trainer.

FIELDWATCH PLAYBOOK

RECOGNIZE
A FieldWatcher sees the sign and calls it.

REMOVE
The athletic trainer, or the designated coach where there is none, takes the athlete out. Automatically.

REFER
A licensed health care provider evaluates before any return.

What to watch for

A Concussion Alert starts with a sign. See one, call it. Aligned with the CRT6.

Loss of consciousness or unresponsive	Does not respond to voice or touch, even briefly.
Lying motionless	On the ground, not moving, for more than a moment.
Falling unprotected	Goes down without bracing; head or face hits the surface.
Seizure, fit, or rigid posturing	Stiffening, jerking, or an arm held rigid and raised.
Unsteady or poor coordination	Stumbles, staggers, needs help to stand, wide or wobbly gait.
Dazed, blank, or vacant look	A glassy or empty stare. Looks through people.
Disoriented or confused	Wrong huddle, wrong bench, asks the score, cannot answer a simple question.
Slow to get up after a direct or indirect hit to the head	Clearly slower than usual, or up in stages. An indirect hit is a hit to the body that snaps the head.
Clutching or shaking the head after a hit to the head	Grabs the helmet or head, shakes it as if to clear it.
Facial injury	Bleeding, swelling, or a cut around the eye or nose after contact.
Not acting like themselves after a hit	Unusually quiet, irritable, emotional, slow. In a child: crying that does not stop, clinging, asking to go home.

Every sign: the athlete is removed and does not take another snap, shift, or possession. The FieldWatcher keeps watching until the athletic trainer or designated coach has eyes on them. Saw the sign but not the hit? Say "did not see the hit." A hard hit with no sign is not an alert. Most alerts will be false alarms. That is the system working.

THE ESCALATION SCRIPT, IN ONE BREATH

"Concussion Alert, Number 24, offense, helmet-to-helmet on the last play. He's slow getting up and he's not acting like himself."

1. **ALERT** — "Concussion Alert." Unmistakable. Cuts through the noise.
2. **WHO** — Number and position, or color and position.
3. **WHAT HAPPENED** — The hit: head to head, head to ground, body hit that snapped the head. Or "did not see the hit."
4. **WHAT CHANGED** — The sign from the list, in plain words.

RED FLAGS (CRT6): ANY ONE MEANS CALL 911

- Neck pain or tenderness
- Seizure, fit, or convulsion
- Loss of vision or double vision
- Loss of consciousness
- Increasing confusion or drowsiness
- Weakness, numbness, or tingling in more than one arm or leg
- Repeated vomiting
- Severe or increasing headache
- Increasingly restless, agitated, or combative
- Visible deformity of the skull

While waiting: assume a possible spinal injury. Do not move the athlete except for airway support unless trained. Do not remove the helmet or equipment.

THE RULE

When in doubt, sit them out. A FieldWatcher is never wrong to call it, and nobody argues with a removal on the sideline. No same-day return, even if the signs go away. No later return without written clearance from a licensed health care provider, per your state law and your policy.

The lane. Call what you saw, from the list, in the words of the script. You describe; the athletic trainer or designated coach decides.

Log it. Time, who called it, the hit if one was seen, what was seen, what was done, who the athlete was handed to.

Free: the full FieldWatch Playbook. getfieldwatch.com/playbook

School Sports Edition and Youth Sports Edition. The three roles and where FieldWatchers stand, the 60-minute training (15 minutes for youth coaches, 10 for parents), the Coach Agreement, the parent letter, and every worksheet, fillable. FieldWatch is a division of Rehberg Innovations, LLC, and is not affiliated with or endorsed by any league or governing body.

SPOTTER CARD v1.3
November 2026
© 2026 Robb S. Rehberg