

TO: OHSAA Football Officials

FROM: Bruce Maurer, DOD & Beau Rugg, Sr. Director of Officiating & Sports Management

Subject: FB Bulletin - Week 1; 8/26/20

Thank you Very Much for your incredible dedication to the youth of Ohio. Indicated below are some items that have arisen. These Rulings supersede any previous ones issued.

1. Rule 1 – Check the players before the game for any illegal & required equipment.
2. OHSAA POE for 2020: A. Player Conduct; B. Legality of Low Blocks by A & B: & C. Ineligible receivers illegally downfield on a RPO play.
3. Thunder & Lightning: Due to the forecast please review the inclement weather policy:
 - a. If thunder is heard, the game will be stopped & the 30 minute clock starts - **NO EXCEPTIONS!**
 - b. If lightning is seen (but no thunder heard), the game will be stopped & the Game Administrator(s), R, & HC's will convene & determine what type of delay will be administered. **If there is lightning in the area, the 30 minute clock starts.**
 - c. At night under certain atmospheric conditions, lightning flashes may be seen from distant storms. In these cases, it MAY be safe to continue. If no thunder can be heard & the flashes are low to the horizon, the storm may not pose a threat. Independently verified lightning detection information would help eliminate any uncertainty. **If any member of the group assessing conditions is uncertain, delay for 30 minutes!**
 - d. Lightning detection devices may be used to stop the contest if lightning is in the area (usually 10 miles) even if it is not seen or thunder heard.
 - e. Error on the side of safety. If there is a delay, players, coaches and officials must clear the field of play and seek cover.
4. Blind Side Blocks: There are 5 criteria that must be met to call the BSB Foul: 1. Outside the Free Blocking Zone (it disintegrates when the ball leaves it); 2. Not with Open Hand (s); 3. Forceful; 4. Not against the Runner (Check Rule 2 – how is the Runner defined); & 5. Out of the Visual Field of the Opponent. You must be 100% sure to make this call.
5. Possible Ejections: The **Crew** needs to discuss whether a player is to be ejected or not. Make sure they are “big” & there is no doubt that the player has to be DQ'd. There are many hard hits during a game that could be a foul, but are not necessarily flagrant.
6. Revised Mechanics Due to the Virus: A. The **Crew** can carry any number of orange bean bags (BB); B. Any official can place a BB on the field & pick up a BB; C. On a field with long grass the **U** might have to communicate with the Center regarding BB location; D. On a long run or pass play the **R** can assist with securing the BB; E. On a run or pass play that does not gain many yards & the dead ball spot is between the numbers & SL, the back side **Wing** can help with the BB once there is no threat of a dead ball foul & the

near side **Wing** has the FWP spot; F. With a **Crew** of 5 officials it is the decision of the **U** as to whether he/she works as a **CJ** or in the standard **U** position or a combination of both based upon game tempo. The Key Word is Flexibility. We will work as a **Crew** & help each other due to these very challenging times.

7. Gold Book, P. 40 – 42: Do you consider yourself & your **Crew** as contenders or pretenders? Through self-study & **Crew** discussion, we must all have a thorough knowledge of the Rules Philosophies. Learn these 3 pages just like you learn & understand the RB, CB, & GB. Pick a Section & discuss it weekly at your pre game.
8. Game Control: We are paid to Control the game. It is one of our highest priorities when we officiate the game. The Gold Book, Section 17, Game Management, gives us the authority to suspend players if their behavior warrants it. Please use it.
9. Player Neck Gaiters: They can be of any color. If an opponent grabs the neck gaiter & pulls the player down similar to an Illegal Horse Collar then call the foul.
10. **BJ** IP: On run/pass plays between the + 15 YL & +10 YL– do you know your IP? Please review P.17, 26 B-4. We have seen too many **BJ**'s at scrimmages that need to know their IP. Remember the **BJ** has responsibility for the GL in this situation.
11. **ENFORCE THE RESTRICTED AREA BEGINNING WITH THE OPENING KO!!!!**
12. Ejection Reports: Be specific on actions, language, & behavior. The Official who DQ's the person MUST file the report online with OHSAA within 24 hours & contact the AD.
13. Reminder: UNS Fouls are Non-Contact while Personal Fouls are Contact.
14. Concussion: When a player has signs or symptoms of a concussion he is suspended from the game & may not reenter, even if a doctor says he is "okay". When any player is injured, bring available medical personnel on the field. Let them do their job first, then check with them regarding the player. Obviously when there are no doctors or trainers on site then we must make the decision.
15. Officials Dress: All officials must wear the same uniform for Varsity Games Only. Beginning this year all officials must wear the OHSAA Logo Hat for Varsity Games Only.
16. NFHS Rules Book: Delete PP. 85 - 88 regarding OT. OHSAA starts the OT from the + 20 YL. (Remember in Ohio we play OT in Varsity Games ONLY).
17. NFHS 40/25 PC: In the event that both a Team A & a Team B player are injured or have an equipment issue during the same play, the play clock will be set to 25 seconds.
18. NFHS Rule Book, P. 71 Correction: The signal for Roughing the Passer is S38-S34-S8.
19. Intentional Grounding: GB, P. 17, #26C-3. Please review. It is okay for the **R** to drop a late flag at the spot of the foul once the **Crew** has discussed if a receiver was in the area. For a **Crew** with a **CJ**, he/she must know the spot where the Passer throws the FB.
20. End of Period: The **R** will not hold the FB; signal Timeout to the PB & hold up your hand.

Best of luck this weekend. We appreciate all you do for the youth in Ohio who love playing this Great Game. Be safe & Be Smart. Wear your face covering when you arrive on site & continue to wear it unless you are actively officiating.