

TO: OHSAA State FB Tournament Officials

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

Subject: FB Bulletin - Week 12; 11/11/20

Greetings!! We hope you had great game and a wonderful experience during Week 12. I have received over 200 Observations & there were many positive comments along with areas for improvement. Please review this bulletin during your pre game. This bulletin will cover items observed during Week 12. Questions: Feel free to email me at bmaurer.38@gmail.com.

1. Finals Schedule: 11/13 7PM DI; 11/20 2PM DVII; 11/20 7PM DII; 11/21 2PM DV; 11/21 7PM DIII; 11/22 Noon DIV; & 11/22 5PM DVI. All Games are at the Obetz Fortress.
2. **Wing & BJ** DPI: The **BJ** threw a flag for DPI. The **HL** signaled incomplete pass only. Fortunately, the **HL & BJ** talked and the flag was waived off. VG Officiating. Remember, if one official in the area throws a flag for PI & the other official signals incomplete pass, then they must come together & discuss the call.
3. Illegal Participation (9.6.4g): If a player's helmet comes off & he continues to participate in the play it is a foul for IP. Rules states in part "continue to participate beyond the immediate action in which the player is engaged". This play occurred several times last weekend.
4. **Wings & Sub** in RA: If a **Wing** bumps into a sub, coach or team personnel in the Restricted Area, it is a foul! It must be called.
5. Time-outs: There is no need for the **Crew** to get together during all or almost every time-out. Yes, several might have to get together for an important reason. For the most part **Wings** need to stay "with their team" to make sure they are huddling between the 25 YD Lines & be responsive to Coaches Questions plus verbally let them know that the time-out is over.
6. Spots/Lines: Ask yourself each down – Am I covering the appropriate line – GL, EL, LTG, and/or SL? Do I know the down & distance on each down? Crucial Spot for FWP – Do I look to the **Back Side Wing** for help when needed? Do I know the spot of enforcement, yardage, & spot of foul.
7. Play Coverage: Are we ball watching our "keys"? Are we watching "the action" at the POA? The **R, Backside Wing, & BJ** have a wide view & need to "read the play" & pick up important blocks. Do we make sure that any fouls called – "was there an advantage gained"?
8. **HL & Punts**: Please read the GB on Punt Mechanics. Do you know the difference between R&R 1, R&R 2, & R&R3? Once there is no threat of the punt being blocked start to move downfield slowly (R&R 1). Most punts travel less than 30 YDS so move 10 YDS & stop -- watch the players – NOT the FB. There are too many **HL's** that are too interested in the FB, the receiver, & FWP.
9. **R & CJ** on Pass Plays: When the QB drops back multiple steps the **R & CJ** need to "drop back" to maintain depth & use their peripheral vision to officiate effectively. Watched one game where the QB dropped back 4 – 6 steps then rolled toward the **R**. The **R & QB** were only a few steps apart. **R & CJ** need to communicate & help each other – reminding one another to step back.
10. KCI: Review this Rule (6.5.6b) during your pregame. "K shall not obstruct R's path to the ball."
11. Coach/Referee Conference: HC asked to talk with the **R** about a rule application. The **R & Wing** did an excellent job of listening & discussing the Rule. The HC was good with the

- explanation. However, the **Crew** did not charge that team with a time-put since the officials did not change the ruling. If the team is out of team time-outs, then a delay of game foul is called.
12. **DOG Foul:** Unless the **Crew** applies Rule 3-4-6, with all Delay of Game Fouls, the GC is started on the Snap. Everyone on the **Crew** needs to know this & so signal the **R**.
  13. **Our Personal & Crew Growth:** A Comment from one of our Many Excellent Observers – “All 1<sup>st</sup> half recommendations were corrected in the 2<sup>nd</sup> half. **Crew** was appreciative for the feedback & was very respectful”. Definitely a Contending **Crew**!
  14. **Fumble & R:** If a fumble occurs & there is no COP or next down signal, then after 2 seconds the **R** will stop the GC. Once he knows it is a fumble, he will count 1001, 1002, & then stop the GC. We do not want other officials to stop the GC unless they know for sure that there is a COP.
  15. **LJ & Possible 1<sup>st</sup> Down:** The **HL** needs to trust the **LJ**. The **LJ** is responsible for stopping the GC for either a 1<sup>st</sup> down or it is close enough to “take a look”. The **HL** stopped the GC when it was not a 1<sup>st</sup> down, the **Crew** did not know this, & the GC remained stopped until the next snap.
  16. **CJ DB Mechanics:** He did an excellent job on : A. Signaling GC status to **R** when GC was stopped; B. Gave several “Tip” signals on passes touched at LOS; C. Gave “inside 2 minutes” by tapping his wrist; D. Gave “double stakes”. Each time he gave them every time. Do you?
  17. **GC & Time-outs:** VT HC called a time-out. The Wing signaled stop the GC repeatedly before the GCO finally stopped the GC. We need to reset the Scoreboard GC to the correct time.
  18. **Suspended Player (s):** We had several cases of players being suspended for their actions. Many **Crews** were doing a very good job of Game Control. One reminder – a **Wing** Must escort the player (s) to the SL & inform the HC of who & why he is being suspended. AND, the **Crew** must record the player’s number on their Game Cards.
  19. **R & Next Down:** We know the importance of knowing the next down. Over the years we have had some misses. In order to have the correct down after each play we want the **R** to check with the **LJ** initially, then the **U/BJ/CJ**, then the **HL**, & finally the Down Box. This is one reason why it is imperative that each member of the **Crew** hold up the next down once the ball is dead.
  20. **R & GC Status:** It is the **R**’s responsibility to know the GC status after each down. This is especially important when the ball becomes dead near the SL on a 1<sup>st</sup> down. We expect the **R** to communicate with the covering **Wing** by signaling either “wind the GC” with his finger or using “crossed arms” to signal GC will start on the snap. Then the **R** needs to repeat this signal to the **Back Side Wing** so he knows & can communicate this important info to his HC.
  21. **R & Time-Out’s by HC’s:** We all know how critical team time-outs can be near the end of an half. It is imperative that the **R** or **CJ** look to the SL of the team who will probably call a time-out.
  22. **Whistle Mechanics:** We need one loud strong whistle sounded on every play. Coaches & players expect it for HS games. We do NOT need “toot, toot, toot” on most plays. Multiple blasts of the whistle are sounded to get the attention of the **Crew**. Please review.
  23. **U Mechanics:** A. Hustle to the SS spot rather than walk; B. Signal next down once the ball is dead; C. Stop GC (2X) by Rule; D. Once the ball is dead, retrieve the BB, hustle, & spot it, then move to your IP ASAP; E. Only move to LOS when the passer threatens it.

BEST OF LUCK WITH YOUR GAMES THIS WEEKEND!!!!!!!!!!!! ENJOY THE MOMENT!

**“We Might Not Be Perfect, but We MUST Be Excellent.” Unknown**