TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 4; 9/16/20

Indicated below are some items that have arisen during Week 3 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Play Clock: Very Disturbing. There was no visible PC at the Field. It was a One Score Game Late in the 4Q. HC of team leading asked his Assistant Coach to time the 40/25 seconds so they knew when to tell their team to snap the FB. BJ did not hold up his hand for the 5 second “count down” until 40 seconds had expired. On one particular play he did not hold up his hand until over a minute had expired. This was an obvious advantage for the team ahead in the score. There is NOTHING in the Rule Book that gives authority to a Crew to modify the PC Rule. In the past I have heard BJ’s say that “I give them an extra one or two seconds to snap the FB. Wrong. By doing so we are placing the defense at a disadvantage. Please follow the RB & enforce the Rules.

2. UNS fouls must be given to players or non-players. There is no “team” UNS.

3. FGA: When a FG is attempted inside the + 10YL we use FG Mechanics, not GLM. The Wings IP is 15 YDS wider than all KT Players. GB P. 12, 8B #3.

4. Rule 10: Roughing the Passer called correctly by the R. Pass was completed for 20 YDS & a dead ball late hit was called correctly by the BJ. Crew decided this was a Multiple Foul & only enforced the RPS. This is a live ball followed by a DB foul so both are enforced. The RPS foul is a “tack on” since the DBS was beyond the NZ.

5. Rule 10: Roughing the Passer called correctly by the R. The pass was completed & the receiver was tackled behind LOS. RPS was enforced correctly from the previous spot.

6. No KCI: Punt – Receiver signals for a Fair Catch & completes the Catch then a KT Player tackles the Receiver. Crew ruled KCI. This is a DB “tack on” – not KCI.

7. Injury: If a trainer comes on the field for an apparently injured player, he must leave for one play (except halftime or OT intermission) even if the GC was stopped. Rule 3-5-10a.

8. Halftime: AD’s and/or Game Management determine the halftime length. The key word this year is “flexibility” – very challenging times – work with the AD’s please.

9. Center & Snap: Do not be concerned if a Center places 1 or both hands on the FB & then removes 1 or both. Just be concerned with any sudden movement to deceive B.

10. IW During the Punt: What is the Rule? Can the RT keep the FB. Please review.

11. Playoffs: Due to Covid-19 there is no minimum # of games for playoff eligibility in 2020.

12. OKO, DBF, & Communication: Onside KO. After the RT recovered the Onside Kick both the HL & LJ had DB Late Hits. One 15 YD penalty was enforced. OOPS!! The tape showed the Wings had 2 different DB late hits. We need great communication.
13. GLM: It is IMPERATIVE that the **Wings** go immediately to the GL when the ball is snapped on or inside the +5 YL. And, when the ball is snapped between the +10YL & +5YL then the **Wings** need to start moving to the GL at the snap. **Wings** need to be at the GL prior to the ball arriving. If the LTG is between the LOS & the GL, and it is 3rd or 4th down, then the **Wings** need to move to the LTG initially while reading the play.

14. GLM: **Wings** do not “open the door” when the ball is spotted on the +10 YL to the GL. Runner ran wide & then went directly to the pylon. There was no **Wing** at the GL.

15. Low Blocks: We have received video clips of low blocks not called recently. For example, if a wing back is not lined up on the LOS, he cannot block low. **Wings & BJ** must determine prior to the snap whether a player can block low or not at the snap. And remember an Illegal Low Block is a 15 YD penalty, Not a 10 YD Penalty.

16. Suspending Players: When a player(s) need to be suspended for a short period of time implement Game Management Mechanics (GB, P. 14, # 17). Call an official’s time-out. The **Crew** will record the player (s) #'s on all their game cards. The **Wing** will escort the player (s) to the SL & inform the HC of the player’s action. Then, later, if the same player must be suspended again, penalize him for UNS (assuming it is a non-contact act). Note: The HC can send the suspended player back in the game when he is “ready to play FB”.

17. Ineligibles Downfield: Excellent officiating & **Crew** communication – after the play the HL indicated he saw ineligibles downfield 3 – 5 yards. He was pretty sure ball crossed the LOS. U confirmed ball was clearly beyond the LOS & was not touched. Then the flag was thrown for Ineligible Downfield. As we know sometimes there is a lot of “traffic” in front of the U & it can be difficult for him. The **Wings/BJ** can make a “Crew Call”.

18. Positive Preventive Officiating: A). A23 could have blind side blocked B23 – **Wing** told A23, “good job easing off & using his hands to block”; B). B65 approached the Passer quickly & at the last second veered off & did not hit him after the R said “balls away”. R communicated with B65 about the good job for staying off the QB; that if he had tackled him, it would have been a foul.


20. **Wings** on Try - Muddle Huddle: Stay in GLM until the KT shifts to Try-Kick. Then the **R**

21. **U & GLM** (4 Officials): Ball snapped on + 9 YL. A2 ran toward EL & possessed ball in the air. He came down with his foot barely on the EL under the goalposts. Excellent signals by the **U** to indicate incomplete pass & receiver OOB’s. Both **Wings** indicated they could not get near the EL in time to make this challenging call. Well done by the **U**.

22. **R & Ready Signal** (4 Officials): Make sure the **U** has a chance to get to his IP on a Punt.


24. Last Virtual Meeting: We will be producing Meeting #5 – Rules 7 & 9 led by Rick Barnes on 9/21. Thanks Rick for all your wonderful help with this presentation & Terry for your Production.
Best wishes for a Great game this weekend!! Keep wearing those masks unless officiating.