

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 9; 10/21/20

Indicated below are some items that have been observed this past week & have been brought up by our fellow officials. These Rulings supersede any previous ones issued.

1. Calls Late in Tight Games: Please make these calls “big”. As we know there is a lot at stake. Can the foul be clearly seen on video? Does the call follow the Rules? Two very helpful statements by veteran officials nationwide are: A. Don’t trouble, trouble; & B. Don’t be a Pioneer. This does not mean “pass” on a call that needs to be made.
2. Rule 3-4-7: The offended team HC must be asked by the appropriate **Wing** what he wants to do with the status of the GC. Please discuss this thoroughly.
3. **BJ** & End of 1<sup>st</sup> & 3<sup>rd</sup> Periods: After telling the **R** that there is no extension at the end of the 1<sup>st</sup> & 3<sup>rd</sup> Periods you will hustle to the succeeding spot ahead of the **R & U**. This serves as a triple check with the **R/U/HL** regarding spotting the chains & down box.
4. We would like to thank Jerry Peters, Greg Bartemes, & Eric Mauk for all their wonderful help with developing 90 Questions on Rules, Mechanics, & Regulations for the [www.ohsaafb.com](http://www.ohsaafb.com) website quizzes this year. Thanks Jerry, Greg, & Eric!
5. **BJ** & Side Zone: We are seeing too many **BJ**'s using the hash mark as a stop sign – in other words once the ball is dead they are standing in the middle of the field or near the hash mark rather than moving into the Side Zone to help the **Crew** when the play ends near the side line. **BJ**'s stay between the hash marks only while the ball is live.
6. **Wings**: When A's formation's widest player is on, inside, or very near the hash mark move off the side line 3 – 4 steps out on to the field. This helps you to move to the hash mark if the play goes to the opposite side line.
7. IW: SLOW DOWN! See Leather! We can be late & be right. If there is a question about whether the runner was down before the ball became loose then we must be sure that the ball was dead in the runner's possession. And do NOT mirror the signal for the runner down. If you see it clearly, then rule runner down emphatically.
8. OKO OOB: FB is kicked OOB at the – 45 YL untouched. What is the penalty? Discuss!
9. Measurement: We must place the FB on the ground at the FWP spot to measure.
10. Helmet Off: If a player's helmet comes off & there is no foul the **Crew** needs to signal TO. The **R** needs to signal to the PB that an officials TO has been called.
11. **R** & Reverse Mechanics (RM): If the SS is inside the – 10 YL then the **R**'s IP is the EL. Why? In case there is a fumble or muffed backward pass the **R** is standing on the EL to make this critical call.
12. Player's Numbers: The NUMBER 0 is an Illegal Number for Varsity games. Legal: 1 – 99.

13. Onside KO Mechanics: Late in 4Q & team behind scores a TD. Does the **Crew** think there is any chance of an Onside KO? If so, go to ONKO Mechanics. Better safe than sorry.
14. HC Pre Game Meeting: All **Crew** members are required to attend this very important meeting with each HC at or near 35 minutes before scheduled game time.
15. TD & UNS Foul: Runner scored the apparent TD with 3 Seconds in the game. UNS was called on the runner before he crossed the GL. The **Crew** enforced the UNS from the spot of the foul & wiped out the TD. NO!! ALL UNS Fouls are treated as DB Fouls in HS.
16. Spotting the FB: Do you and your **Crew** know the 7 times a team can indicate to the officials where they want the FB spotted between the hash marks? See CB 4.3.6.
17. KO & **BJ/U**: Once kicked (other than onside) hustle into the hash marks at the 50 YL.
18. Try-Kick Mechanics: On a missed Try Kick, only the **U & BJ** signal No Score, not the **R**.
19. Try-Kick Mechanics: After starting on the field numbers the **Wings** need to Hustle in after the FB is kicked –Preventive Officiating. After starting 5 YDS behind the holder & 2 YDS outside the Hash Mark the **R** needs to jog in as well –Preventive Officiating.
20. Punts & **Wings**: The **Wings** IP is on the SL. This gives them a better look at a Punt that goes OOB, either in the air or rolls OOB, plus it gives them wider vision for fouls.
21. **Crew** Discussion with HC: While meeting with the HC before the game the HC brought up a challenging formation on a punt play. The **Crew** handled it very well. They told the HC they would check the RB/CB and get back with him before the KO. They checked then showed the HC in the Rules Book why the formation was illegal. The HC was appreciative of their effort. This is one of many reasons why we carry the 3 books to the field before the game. Don't let your ego get in the way of checking the books.
22. **U** & Punt Mechanics: The only one of the 11 different types of plays in the GB where it specifies the **U's** IP is the Punt Play – opposite the **R**. This is due to "alleys" where the **R** & **U** can look downfield & watch for holds, BSB, & BIB. If the ball is snapped near or on the HM, the **U** will be in the SZ. We need to have the **U** "nose up" on the offensive tackle.
23. Officials Authority: Time expires for a very challenging game. Once the **R** signals "end of period" get off the field ASAP. Do not hang around. If a player (s) and/or coach (s) confront your **Crew** with obscene language or gestures, then DQ them as needed. You still have authority to DQ them, even after you have signaled "end of game". See GB, P. 36, Section 13.
24. Player OOB: If an A/K Player goes OOB without being blocked prior to a COP or there is No COP the appropriate **Wing** will throw his hat. GB, P. 15, # 19.

**"We Might Not Be Perfect, but We MUST Be Excellent."**

**Unknown**