

TO: OHSAA Football Officials

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

Subject: OHSAA Preseason Bulletin # 2 -- Revised GB Mechanics; 8/13/20

Due to the Covid-19 Virus these Revised GB Mechanics will be used for this FB Season to help prevent the spread of the virus. These Mechanics are mandatory similar to all previous GB Mechanics. The Bean Bag Mechanics we will use to mark the Dead Ball Spot have been used for the past 10 years at the OHSAA/OHSFCA 7v7 FB Clinic as well as at hundreds of thousands of touch & flag FB games for over 40 years. The only difference is we have used Round Cones (Amazon's term) that cannot be used in a tackle game due to the blocking.

1. Ball Handling (BH) Mechanics (GB P. 10): Continue to check the FB's (there is no limit a team may use) before the game & then sanitize your hands. The **HL/LJ** will instruct the Ball Persons to relay the balls to their respective teams throughout the game. They will not place a FB behind the Goal Post after a score. Due to safety concerns the Ball Persons will remain off the field.
2. BH Mechanics: Exception: Basically the only time the **Crew** will handle the FB is if there is the possibility of a measurement where the FB must be placed at the Dead Ball Spot. Use Measurement Mechanics (GB P. 16) as we always have.
3. BH Mechanics & HC Meeting before Game: Please spend some time with the HC discussing his plan for relaying FB's in & off the field & who is doing it; especially early in the season; & Especially with Sub Varsity Games. We will be Proactive!!
4. BH Mechanics: The **BJ** will inform the Kicker to bring the FB on the field for the KO. The **BJ** will tell the Kicker to secure the FB from the receiving team once the ball is dead. The **U** will place an Orange Bean Bag at the Dead Ball Spot.
5. BH Mechanics: Early in the game the **HL/LJ/BJ** will sometimes need to remind Team A to secure their FB after an incomplete pass. As soon as the ball is incomplete inform "# 88, get the FB". **R** might have to communicate this to all players in or near the huddle.
6. BH Mechanics: The **R** will inform the Center that he is in charge of the FB. He will secure the FB from his teammates, take it & keep it in the huddle, & bring it to the succeeding spot where the orange bean bag is located. He can place the FB on the ground & then remove his hands, if needed. We will continue to penalize any abrupt movement by the Center.
7. Bean Bag (BB) Mechanics (GB P.10): Purchase a roll of Orange Duct Tape from Home Depot, Lowe's, Zettler, Amazon, or another store to tape 2 bean bags. Cost is under \$4 for a roll. Why Orange? In the scrimmages it was difficult to see our blue bean bags from comments by players, coaches, & Wing Officials. By using duct tape it will help the wear & tear on them, especially during inclement weather. We will ONLY use an Orange

BB to mark the dead ball spot. We will continue to use our Blue Bean Bags for marking PSK, Fumbles, etc. Note: The **Crew** might want to carry an additional orange BB (3 instead of 2) for special situations that might occur during the game).

8. BB Mechanics: The **U** will use 2 Orange Bean Bags throughout the game to mark the DB Spot. He will initially place an Orange BB at the Dead Ball Spot after a KO or at the – 35 YL for games where a KO is not used. (**U** - Carry blue bag as well to mark Fumbles.)  
NOTE: Place the BB parallel to the yard line & inform the Center he must place & snap the FB BEHIND the BB. This is to prevent Centers from trying to gain yardage by placing the FB alongside the BB or in front of the BB.
9. BB Mechanics: Then after the first play from scrimmage the **U** will first place his second BB at the new Dead Ball Spot, and then retrieve the BB which had been placed at the previous DB Spot. Obviously, another official can help retrieve the previous BB on longer runs or completed passes. This can be done in a timely fashion with very little interruption to the game.
10. BB Mechanics: Occasionally, during the down the BB may be kicked (During a 60 play scrimmage on a turf field this happened 2-3 times). The **U** will need to double check the location of the BB after an incomplete pass.
11. BB Mechanics: Some fields with tall grass present a challenge. The **U** will need to memorize where the BB was placed. Many **U's** use a second elastic down indicator to mark the position of the FB – small finger & thumb (hash mark), middle finger (center of the field) & the other two fingers (GP Uprights). The **U** might need to point to the BB so the Center can see it with very long grass early in the season.
12. BB Mechanics & the Play Clock: By Rule officials can reset the PC due to an unforeseeable delay such as a team securing a FB -- a long pass, a team looking for a FB, or inclement weather.
13. Coin Toss (CT) Mechanics (GB P. 11): For a 4 or 5 Man Crew the **R & U** will be positioned with one captain for each team at the CT. For a 6 Man Crew the **R & CJ** will be positioned with one captain for each team at the CT. The other members of the **Crew** will stop at the hash marks. Once the CT is completed all members of the **Crew** will gather 6' apart & share the CT information.
14. **U's** IP for Scrimmage Plays in 5 Man Crews: We strongly suggest that the **U** move to the **CJ** Position for this year due to safety concerns. This would be 15 YDS deep & 8 YDS wide opposite the **R**. The **R** is on the right hand side of the QB & the **U** will be on the left hand side of the QB except for a FGA & Try-Kicks. The **U** will initially concentrate on the Center & both Guards. If the QB rolls toward the **U**, he will then move his concentration to the POA & the **R** will check the action on the Center & both Guards.
15. Pass Mechanics – 5 Man Crew (GB P. 17): When **U** works as the **CJ** the **HL/LJ** will have responsibility for Ineligible Receiver Illegally Downfield. The **BJ** can assist as well.

16. **U's** IP for Scrimmage Plays in 4 Man Crews: The **U's** IP will be 10 YDS deep (behind the linebackers) rather than 7 YDS deep. Why? Because we do not have a **BJ**.
17. KO Mechanics: Nothing has changed for 4 Man or 5 Man Crews on the KO. Even though the **U** works the "CJ" position he will follow GB KO Mechanics.
18. 6 Man Crews: The **U's** IP will be 7 YDS from the LOS behind the Linebackers.
19. Field Goal Mechanics (GB P. 12): On a 5 Man Crew with the **U** working the **CJ** Position a long FGA can be challenging late in the half. Do the best you can do. If the **U** cannot get there the **BJ** will make the call. We used to that many years ago with 4 Man Crews.

Again, thank you Very Much for your dedication & professionalism to this Great Sport & the youth of Ohio.