

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 7; 9/29/21

Indicated below are some items that have arisen during Week 6 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Game Management: Please review GB, P. 14. # 17A. HC said the **Crew** had warned his player 5 times to “knock it off” when talking to opponents & finally they threw a UNS Flag. Incorrect. Stop this EARLY when it first happens by stopping the GC & escorting the player (s) to the SL.
2. **R** Mechanics: IP is 15 YDS deep & 8 YDS wide unless the ball is snapped between the – 15 YL & - 10 YL where the **R** is 10 YDS wide (GB, P. 21, # 30 B 1). Once the ball is snapped on a running play, the **R** does not chase the QB or another runner. Simply look at the POA & check the appropriate blocks. And check yourself – do you have “happy feet”? Most tape we watch we see **R's** moving toward QB at snap. NO! One **R** nearly was run over when the runner reversed.
3. Professionalism at HC MTG: Please introduce yourself to each HC with a firm handshake & look him “in the eye”. And use your name, not some “made up” name in an attempt to be funny. AND, do not carry on separate conversations while another **Crew** member. Let him/her know you are excited to be there & looking forward to the game. Remember, he/she is excited.
4. Video Review from HC's: Requests by HC's to look “at my IPAD” to see a previous play – our response is “Coach, by NFHS Rule 1-1-9, I am not allowed to look at the play”. Encourage the HC to forward the video clips after the game & our **Crew** “would be happy to review them”.
5. Clock Management: All officials need to help. This is especially important at the end of the 2Q & 4Q. **Wings** need to communicate with the **Crew** whether the GC will start on the “ready” or snap, especially when the runner is tackled near the SL & has gained a first down. **R** needs to communicate with the **Wings** so he/she knows the GC status. And the **BJ** needs to know the GC status so he/she can communicate this info to the **R & Crew**. If, for some reason, the **R** mistakenly winds the GC when it should be started on the snap, the **Crew** needs to “step up to the plate” & make a **Crew** Save. Especially inside 2 minutes, memorize GC time whenever the GC is stopped by Rule. It gives us a “benchmark” if we have to add or delete game time.
6. Point Differential In Effect: Time expires for the 3Q. There was a live ball foul on the down when time expires & the foul (3-3-3) is accepted. Period must be extended even though Point Differential is being applied.
7. End of Period: **R** needs to be patient when giving the End of Period signal to the PB – especially if there might be some controversy. If the coaching staff is yelling about some aspect of the last few plays, determine what their concerns are first before signaling End of Period.
8. Importance of Games: Games between teams with average records can carry great weight with the OHSAA FB Rating System this time of year. Also, every game in every league is important. Let's all rededicate ourselves to raising our level of concentration & communication.
9. **U** & Chop Blocks: Please be vigilant in looking for these potentially dangerous high/low blocks.

10. Wings LOS Signals: If the closest A player is on the LOS & there is another A player positioned directly behind him/her we do not signal that the A player is off the LOS.
11. ING Fouls: Continue to be aware for intentional grounding fouls by the passer. Discuss in your pre game. Whenever the QB is threatened by B players & “unloads” the ball, the **Wings** must be able to point to & know the eligible receivers jersey number. Obviously, the **BJ & U** can help.
12. Illegal Shifts: A good mechanic is to count 1001 whenever a shift occurs (1 or more players) and the player needs to reset.
13. Professional Dress: As the weather cools down please bring both shirts to the game site. In sub varsity games officials do not have to all wear either SS or LS shirts, or either shorts or pants, but please dress professionally.
14. UNS & Personal Fouls: A **Crew** member yelled at a player “to Knock It Off” during a live ball as the player blocked an opponent OOB. The **Wing** correctly called a DB Personal Foul. The **R** changed it to a UNS Foul. NO!! Contact Fouls are Personal Fouls. They are Not UNS Fouls.
15. Low Blocks: A Crew had 2 low blocks F night. All were committed by the team we least expect:
A: B-3 cut receiver A-2 who was blocking ahead of the runner. B: On a KO the KT cut the RT to “break up” the blocking wedge ahead of the runner.
16. KO & First Touching: Rule 6-1-7. Remember, a bean bag is tossed only in the initial 10 YDS when the KT touches the free kick before it is touched by the RT. AND, we do not toss a bean bag if the RT is the first to touch the free kick.
17. KO & ONKO: HC told **Crew** that they onside KO every time. **Crew** correctly went to OKOM. Then the team started kicking it deeper. **Crew** needs to go to standard KO Mechanics.
18. Awareness Games: In order to recognize these games, Officials can use Pink Whistles if the ENTIRE Crew uses them. This is the only pink item that can be used or worn. (GB, P. 48, 3L) This way we do not have some members of a **Crew** placing “pressure” on other members. Teams can paint the field lines & numbers with pink paint. RB - white paint is “recommended.”
19. **HL** & Chains: Make sure there is a piece of tape on the chains at the “5 YD Mark” & double check for accuracy. In a game there was no tape on the chain & the **HL** told the **R** the 5 YD penalty resulted in a 1st down. The **R** signaled 1st down. Once the **U** marked off the penalty they measured & determined they were short of the LTG.
20. KO OOB: **R** does not give the DB signal prior to S19. Check Rule 2-1-2. Ball becomes live on the KO when it is kicked off. An OOB KO is spotted on the near HM if the HC selects this option.
21. Chain Crew: One warning is enough if you are having “challenges” with a chain crew member such as questioning your officiating.
22. Punts at Sub Varsity Games: HC tells **Crew** before the game that his/her league or the 2 coaches have agreed “that when a team declares they will punt the ball, the **Crew** will move the FB 35 YDS downfield”. This is okay.
23. **R** & Ready for Play (4 Person): Be patient when marking the ball ready – especially on 4th down when the **U** has to hustle downfield for a punt. Also, make sure the **U** is at his/her IP at 7 YDS.

Best of luck during Week 7!