

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 3; 8/31/22

Indicated below are some items that have arisen during Week 2 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. **Intentional Grounding:** Intentional grounding has not changed other than adding the new exception if the player is outside the FBZ and the ball reaches the NZ, it is not grounding. There has always been an exception for contact to the player in the act of passing as to the direction of the ball if the arm is going forward. The new exception is exactly what it states for the passer. Contact to a player in the act of passing is separate from this. I have these video links this week! The first link is what the exception is. The second link is not intentional grounding because of contact on a player in the ACT of passing. The third link is intentional grounding.
 - a. <https://ohsaaweb.blob.core.windows.net/files/Sports/Football/2022/2022-08-27PJ-H%20on-GroundingIsItDPI.mp4>
 - b. <https://ohsaaweb.blob.core.windows.net/files/Sports/Football/2022/2022-08-27LegalOrIllegalIntentionalGrounding.mp4>
 - c. <https://ohsaaweb.blob.core.windows.net/files/Sports/Football/2022/2022-08-27LegalOrIllegalIntentionalGrounding2.MOV>
2. **Rules Discussion:** Spend time in your pregame. **We have had way too many missed Rule misinterpretations.** Free kick vs. scrimmage kick, Substitution, & OPI/DPI are prime examples.
3. **DQ:** Anytime a foul is committed that could be ruled as flagrant these fouls “should call themselves”. Ask yourself “was it a FB play that became a foul because of poor technique or was this player trying to deliver punishment?” Check with another official & discuss before DQ the player (s). We have had games where player should not have been DQ’d. BSB, Targeting, & Helmet Contact are not automatic DQ’s in HS FB.
4. **Rules Philosophies:** A quick or abrupt movement by any A Player is a False Start. If, in your opinion, the movement simulates the start of the play, rule False Start. All shifts must be done with a smooth & rhythmic movement. Local Interpreters – please cover this at your next meeting. See GB, P. 42, LOS, # 4.
5. **Wings IP & Back Side Coverage** – If A lines up with the wide-outs inside your hash mark or inside your field #'s, step out onto the field. When the runner or passer moves toward the opposite SL we expect the Back Side **Wing** to move at a 45 degree angle toward the hash mark to help officiate. By starting on the field when the formation allows it, we are in a much better position to get to the hash mark. GB, P. 22, # 31, B3 & C3.

6. Third & Fourth Down Mechanics (TFM): Review Section 33 of the GB Mechanics. These lines can be very important. The **Wings** MUST move to the LTG on 3rd or 4th Down & 5 YDS or less. Both **Wings** need to communicate with each other about moving there.
7. Common Entrance/Exit: Upon arriving at the site check with Game Management and/or check the field regarding a common entrance/exit for both teams. If so, then we handle traffic control for the HT & VT when entering before the game & exiting/entering the field at halftime. GB: P. 37, 11A.
8. Consume/Conserve: Approximately 4 minutes to play, HT is ahead by 6 points, & snapping the ball with 2 or 3 seconds on the Play Clock. With 3 seconds on the PC, A 77 false starts. (The previous play was a run). Does the GC start on the ready or on the snap? Invoke Consume/Conserve & the GC starts on the Snap. Otherwise A can run approximately 46 – 48 seconds off the GC. Who on the **Crew** will think about this Rule, step up to the plate, & make a **Crew** Call? Please discuss.
9. Whistle Mechanics: “Let Your Mind Digest What Your Eyes Have Seen” – do NOT sound your whistle until you are POSITIVE you have seen the ball in possession & the runner is down. Ask yourself after the game – did I have 100% concentration on whistle control? And remember, once the ball is snapped we keep the whistle in our hand, not our mouth, until the ball becomes dead by Rule. On most plays we have only 1-2 whistles.
10. BSB & BIB: Watched video clip where **Crew** missed both a Blind Side Block & Block in the Back on a Punt Play. The officials were watching the runner. HC said in an email that he sees far more major fouls missed on punt plays than any other type of play.
11. **Wings** & Pass Plays: **Wings** need to move through their progression from R&R1, R&R2, & R&R3. We still have too many **Wings** who are watching the QB on Pass Plays.
12. **U**: Your IP is 7 YDS from the LOS. Vary your position throughout the game. Yes, your IP can be outside the HM’s in the Side Zone.
13. **BJ** Mechanics KO: Do NOT hand the kicker the ball for the KO to start the 1Q & 3Q until the GC shows 12:00 for Varsity Games.
14. **BJ** Mechanics PC: Remember, after holding up a closed fist with 10 seconds remaining on the PC, you Must count down the last 5 seconds while waving your hand/arm.
15. **BJ** Mechanics: The **BJ**’s IP is 5 YDS deep in the End Zone when the ball is snapped between the + 15 YL & + 10 YL. Unless the receivers force you back to the End Line, be ready to move to the GL ASAP when the runner moves toward the GL. If the runner moves toward the SL on a sweep then the **BJ** must move quickly toward the HM & GL
16. OT Rules: If there is any chance of a Varsity Game going OT, review these Rules at halftime. One **Crew** took far too much time before the OT started to review the Rules.
17. Ineligibles Illegally Downfield: Excellent call by the **LJ** seeing an ineligible illegally downfield on a pass deep into the End Zone. **WINGS**: Please continue to look for ineligible downfield on legal forward pass plays – especially the **Back Side Wing**.

We wish you the Best of Luck during Week 3.