

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 4; 9/7/22

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

1. Virtual Meetings: Terry Williams & I produced a meeting yesterday – it runs approximately 45 minutes. OHSAA will be posting it shortly. Yes, you will receive 1 “education credit” of your 4 needed. It is 90% video clips with narration. Thanks Terry!
2. Talking to Players: Officials need to be careful on how they address players. Acceptable terms are “#”, “sir”, & “captain”. Unacceptable terms are “dude”, “boy”, & “buddy”.
3. False Start (FST)/Shift: Players are allowed to legally shift on any down. If the movement simulates the snap, it is a false start. We do not read intent. If it is a sudden and/or abrupt movement, it is a FST.
4. GLM: It is IMPERATIVE that the **Wings** go immediately to the GL when the ball is snapped on or inside the + 5 YL. 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.
5. 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.
6. Holding: See GB, P. 41, Item #2: “If there is offensive or defensive holding but the action occurs clearly away from the POA & has no (or could have no) effect on the play, holding should not be called since the officials are concentrating on the POA.” We had a report of a **Wing** throwing an OH on the opposite side at the LOS when the QB was 20 YDS beyond the LOS on a sweep to the other side.
7. 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 player (s) #’s on their game cards. **Wing(s)** will escort 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/her for UNS (assuming it is a non-contact act).
8. 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.
9. Accepted KO OOB Fouls: Spot the FB on the near hash; NOT in the middle of the field.

10. OPI & Where Pass Was Caught: **BJ** called OPI on a pass caught behind the NZ.
Obviously, if the pass is caught here one or both of the **Wings** are in R&R 1. They need to talk with the **BJ** immediately & wave off this flag. This would be a Great “Crew save”.
11. Preventive Officiating: A). A23 could have blind side blocked B23 – **Wing** told A23, “good job easing off & using hands to block”; B). B65 approached the Passer & at the last second veered off & did not hit passer after **R** said “balls away”. **R** told B65 good job staying off. Our communication with players can play a significant role to reduce fouls.
12. **R’s** IP & Punts: If punter is on the GL or in the EZ, then the **R** is on the EL, 10 YDS Wide. If punter is between the – 5 YL & GL, the **R** is 10 YDS wide & on the GL.
13. **LJ & BJ** Mechanics: Long pass thrown to receiver near the field numbers. **BJ** had DPI & **LJ** had incomplete pass only. Excellent Mechanics – **BJ & LJ** got together, talked, & then the **BJ** signaled DPI to the **R**. It is imperative that the officials get together & talk in these situations. Remember the Rules Philosophies on GB P. 42 & 43 regarding PI.
14. **U & PI**: Yes, if the **U** is 100% certain that he/she sees an OPI or DPI, he/she can call it.
15. **Wings** on Try - Muddle Huddle: Stay in GLM until the KT shifts to Try-Kick. **BJ/U** on EL.
16. **Wings** & “Open the Door: Do Not “open the door” until runner goes beyond the HM.
17. **Wings** & Signaling: We do not signal unbalanced by moving one arm/hand up & down. This is the signal for resetting the PC to 25 seconds.
18. Team TO’s: HC was told by 2 **Crews** in 2 games that he was not allowed to go between the hash marks to meet with his team. He even referenced Rule 2-6-2a & b. **Crew** said No. Incorrect. One Coach can meet with his/her team between the 9 YD marks during a Team TO. Even though the Team Box can be expanded to the 10 Yard Lines, teams must still huddle between the 25 Yard Lines during time-outs.
19. **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**.
20. **R & Ready Signal** (4 Officials): Be sure the **U** has a chance to get to his/her IP on a Punt.
21. **U & Punt Play** (4 Officials): Use **BJ** mechanics. Be on the wide side with 1 receiver.
22. **CJ & Try/FG** (6 Officials): Reminder, the **CJ** is 5 YDS wide & 10 YDS deep from the hold
23. 7th & 8th Games: Ask each HC before the game whether his/her team has any eligible numbers lining up in ineligible positions (usually T, G, or C position) or any 50-79 numbers lined up in eligible positions. During the game inform B when this occurs. We are talking about standard scrimmage plays, not punts, FG’s or Try’s. We had a report of an eligible number lined up as a tackle that caught a TD pass. GB, P. 38, # 21F.
24. Play Clock (**4 Person Crew**): **R** is responsible to “time” the 25 second count. **R** will communicate with the **U**, to hold up his arm/hand & count down loudly & waving

his/her arm the last 5 seconds. Prior to the **U** count down, **R** will hold up a closed fist & verbally say "10" with 10 seconds on the PC.

Best wishes for a Great game this weekend!!