

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 5; 9/14/22

Indicated below are some items that have arisen during Week 4 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Beau travels on F to watch multiple HS games (Last year he saw approximately 140 different officials). These are some of his observations: A. Cross Field Mechanics – Any time a receiver is hit & driven back the **Back Side Wing** needs to move into the field to the hash marks to mark Forward Progress. This would also apply to the runner being hit near the SL, driven back, & the covering **Wing** is trailing the play. B. **BJ's** Dead Ball Officiating – there is no need to run up to the pile of players. Saw an obvious late hit missed that was 2 seconds after the DB. C. Important Players: On each play identify the most important players based upon their movement. Continue to work hard on this.
2. Player Equipment (PEQ): If a player is wearing illegal PEQ or failing to wear required PEQ, & the snap is imminent, the official will call an official's TO & send the player off for one down. If he/she returns again (for example, knee pad not covering the knee) we repeat the same process. There is NO foul & penalty yardage in the Rules Book for the Illegal PEQ or Required PEQ. It was removed several years ago.
3. **Illegal use of hands/Facemask**: When blockers (offense or defense) are pushing their opponent's head back, **this is a foul!** It is either illegal use of hands (pushing the neck or chin) or a personal foul for grasping the face mask.
4. Kick Ends on a Punt: K 56 punts to the RT 20 YL and the punt is bouncing on the field. Several RT players muff it (no new force & no illegal bat) & the punt crosses the RT's GL. An official signaled TD when K 21 recovered the punt in the RT's EZ. Is this correct? Is this a TD or TB? Did the kick end? This is a TB. Can other **Crew** members help? YES!!
5. **Crew** Communication: After throwing a flag & the down is over, take a deep breath & think what you will do. Too often we get in a hurry & end up confusing our **Crew**. First & foremost, know the Official FB Signals in the Rules Book. Give a strong signal to the **R** regarding the foul & direction. When communicating with the appropriate **Wing** do NOT give color. Instead, use offense, defense, KT or RT. Be specific on "what happened" so the **Wing** can communicate effectively with the HC. Rather than say "offense # 76 held", indicate "offense, # 76 restricted the opponent with his right hand on the shoulder & turned him at the POA".
6. **BJ's** & Punts – Move while the punt is airborne to maintain your cushion. If the punt is short, be very careful about moving up more than several steps. Remember, we have the **Wing's** that can help with shorter punts. Plus this gives you a wider view. We have been missing some BSB & BIB because the **BJ's** are too close to the receiver (s).

7. Continuous Self Improvement: Ask yourself during the pre-game, “What will I work on this first half to be a better official by half time”. State this goal to your **Crew**.
8. Signaling TD’s: Signal TD when the runner crosses the GL, not when you arrive at the GL. Of course, contenders will beat the runner to the GL, unless it is a long run or pass.
9. DB Officiating: Do not be too quick to look for a new FB. Watched several games on TV where **Wings** were doing this, as well as the **BJ** after the Try – Kick. SLOW DOWN.
10. HC/R Conference: The **Crew** cannot refuse to meet with the HC if he/she asks for a conference. Inform him/her that, if the decision is not changed, he/she will be charged a team TO (DOG – if out of TO’s, Rule 3-6-2c). If this **Crew** had granted the Conference, they could have saved themselves “a lot of paperwork”.
11. **Wings** & Backward Pass: A pass was thrown toward the **HL**. The **LJ** correctly punched back for the backward pass. The **HL** signaled incomplete pass incorrectly. This is an inadvertent whistle (IW). The **LJ** needs to assertively tell the **Crew** that he/she saw pass was backward & is an IW. **Wings** – do not be in a hurry to signal incomplete if there is any doubt whether it is forward or backward. Go SLOW!!
12. Victory Formation (GB, P. 26). We have had **Crews** interpret this incorrectly at the end of the 4Q. With little time left, A HC, who is ahead by 10 points, says we will take a knee. B still has TO’s & will use them. The response to the A HC & to the players is “Defend Yourself”. This is a normal scrimmage play. The **R** must communicate this to the 22 players on the field. Unfortunately, a **Crew** did not & a player had to be DQ.
13. Team Time-outs: The **Crew** will communicate the number remaining to each other. Also, **R** gives the “steamboat whistle” when a team is out even if there is a microphone.
14. Play: Late in 2Q & A is driving for a TD. A completes a pass then runs up to the LOS & snaps the ball before the **U** is “in position”. **R** throws flag correctly for DOG. What is the GC status? This is Conserve Time & GC is wound on the ready.
15. Injury Time-outs: Teams must huddle between the top of the field numbers & the SL, & in front of their Team Box (25 YL to 25 YL) (Rules: 2-6-2a, 3-5-8c & 3-5-8a (3)).
16. Safety of the **U** & GLM (5/6 Officials): If the LOS is at the + 7YL the GB indicates that the **U** does Not stand on the GL so **Wings** can see better. We suggest the **U’s** IP is 1 YD deep in the EZ.

It is hard to believe the regular season is nearly half over. Enjoy your **Crew** & the experience this weekend. Before long we will all be lamenting just how fast this Great FB Season went!! Good Luck this weekend!! And again thank you very much for all your help!!