

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 6; 9/21/22

Indicated below are some items that have arisen during Week 5 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Passer at LOS: The **R** & the **U** are responsible for knowing whether the Passer throws a forward pass from behind or beyond the NZ. The **R** must memorize the spot of grass or turf where the pass was released then hustle to that spot. Once he/she gets there then check the Down Box. The **U** will hustle forward & get to the NZ ONLY if the NZ is threatened by the Passer. He/she will check the spot where the Passer passes the ball near the NZ with the **R**. If the passer is clearly beyond the NZ then drop a flag at that spot.
2. FGA: It is imperative that the **Crew** communicate that this play is a FGA & not a Try. Maintain your awareness of what can happen, if the FG is blocked, & goes beyond or behind the LOS.
3. Incorrect Down (NCAA TV Game): Do you & your **Crew** know when a down can be corrected? Check Rule 5-1-1b. If controversy occurs, stop the GC & discuss it with the coaches & **Crew**.
4. Punt & Dead Ball: During a punt (loose ball) when does the punt become dead? Check Rule 4-2-e2. It is Imperative that the **BJ** stays back & maintains a cushion to see the "entire play". When the **BJ** is moving forward & the ball is bouncing & rolling or nearly at rest, he/she loses his/her peripheral vision needed to make these challenging calls.
5. Targeting & DQ: The Targeting Foul Penalty does Not include the offender being ejected. Yes, the **Crew** can get together & decide, if it is a flagrant enough foul, & eject the player. One **Crew** told the HC that they had to eject the player by Rule for a targeting foul.
6. Dead Ball Fouls: Please be vigilant and look for DB Fouls after the down has ended. We do not need all 4, 5, or 6 Officials watching the runner. Swivel your head once the ball is dead. As we know penalizing the initial DB Foul can help prevent this action from occurring again later.
7. GLM & Possible TD – **U** Helps: When the **Wings** lose sight of the FB as the Runner dives into the pile near the GL it is imperative that the **U** immediately digs to "find the FB". If the **U** is 100% sure it is a TD, & a **Wing** does not signal TD, run to the appropriate **Wing** & tell him/her what you saw. **Wings** will make the final decision as to whether it is a TD. See GB, P. 14, 18 D-2.
8. Game Control: A **Crew** expressed their frustration to the Assigner about the behavior of the players & coaches. However, the **Crew** issued no Sideline Warnings, nor did they suspend any players from the game. The game was "chirpy". When we step on the field, one of our highest responsibilities is "game control". The coaches share this same concern because of the possibility of players getting hurt as a result. Please discuss this as a **Crew**.
9. UNS: When a **Crew** suspends a player, if that player is later suspended again, it is a UNS foul.
10. Game Over: Once the game is over hustle off the field ASAP as a **Crew**. Do Not stop & talk with someone you might know. We are inviting the possibility of trouble if we do not hustle off.

11. **Wings** & FWP: When the runner is slowed down & players from both teams are attempting to “push the pile” (legal) **Wings** need to be very deliberate marking FWP. Do not move into the field of play until the ball is dead. Saw a video where the **Wing** hustled in too soon then had to take several steps downfield. Those steps gave the offense a first down.
12. **LJ** & Maybe a First Down: If the FWP spot is close to a first down but the **LJ** is not sure, stop the GC & take a look along with the **R**. If close enough to measure, then measure. If they decide it is not a first down & not close enough to measure, then wind the GC.
13. Double Foul After COP: Do you know the options? Can the team that ends up with the FB keep it? What must happen? Please discuss as a **Crew** (& do not send us the answers).
14. Mandatory player equipment worn improperly through play: A. A player’s jersey becomes untucked on the previous down – tell him/her to tuck it in. If the snap is imminent, wait until the next dead ball to tell him/her. Do Not, as seen on TV, stop the GC to have him/her tuck it in; B. Mouthpiece is hanging from the face mask & the snap is imminent – Stop the GC & suspend the player for a down; C. One of the 4 chin straps is not attached to the helmet & the snap is imminent – Do Not, as seen on TV, stop the GC so the official can snap it & then wind the GC. Instead, stop the GC & suspend the player for a down. None of these carry any penalty yardage.
15. OHSAAFB.COM Website: We post rule & mechanics interpretations from officials who inquire – makes for interesting & informative reading. In addition Jerry, Greg, & Eric do a great job with creating Quizzes weekly for our use. Check them out. In 2021 we had over 80,000 site visits.
16. Block in the Back: How do we know if it is a block in the back? Check to see how the player blocked falls to the ground. If he/she falls “on his/her face”, it is a block in the back. If he/she falls on his/her side & then rolls, it is not. Be patient & see how the blocked player falls. It is important to “anticipate the play, not the call”. Especially on punt plays, repeat the color of the RT several times. Then watch for RT players who are “chasing” KT players – in “chase mode”. These players become “suspect”. But again, do NOT anticipate the foul. Let Your Mind Digest What Your Eyes Have Seen!! See GB, P. 41, Blocking/Holding # 4.
17. Whistle Control: We had a few inadvertent whistles this past weekend. The beauty of FB is we can be late & be right. Ask yourself did I “see leather” every play & was the ball dead by Rule before sounding my whistle. On most plays we only need 1 whistle or at the most 2 whistles unless there are additional circumstances like a player being grasped & driven back.
18. **Wings**, SL, & GC: “Let your mind digest what your eyes have seen”. Go Slow. We have had multiple reports of **Wings** stopping the GC when runner is hit near the SL & driven back. If you mark FWP ahead of where the runner went OOB, GC needs to be wound unless it is a first down.
19. **R** & KO R&R: As the FB is kicked adjust your position on the GL to be a minimum of 5 YDS from the receivers. Saw a video -- the **R** did not adjust his position & was too close to the receiver.
20. Radios: When a Crew uses radios they still must use all approved GB Signaling Mechanics.
21. First Touching & Punts: We do Not throw a bean bag if the RT touches a punt. This is NOT “first touching” by Rule. Tossing a BB confuses the **Crew** if thrown when the RT touches/muffs the FB.
22. 8 Player Games: The Rules are in the NFHS Rules Book on pages 89-90.

Good Luck with Week 6 Games. Please Remember – Concentrate, Communicate, & Be Patient!!! And Remember, every game is a big game for those participating.