

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 9; 10/12/22

Indicated below are some items that have arisen during Weeks 7/8 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Wow!!! Can you believe it – it is already Week 9. It just seemed like yesterday that we were working our first scrimmages of the season. And now the regular season is coming to a close too fast. A GREAT BIG THANK YOU FOR ALL YOUR HELP DURING WEEKS 1 – 10. Words cannot begin to express our sincere thanks for a job well done!!!
2. Playoff Assignments: Regular season **Crews** work Weeks 11/12. Contracts will be sent on the M before the F game. Please accept or decline these contracts ASAP!!!
3. We would like to thank Jerry Peters, Eric Mauk, & Greg Bartemes for all their wonderful help with developing 90 Questions on Rules, Mechanics, & Regulations for the www.ohsaafb.com website quizzes this year. Thanks Jerry, Eric, & Greg!
4. PO MTG's: MTG's next week are: A). **SE** – Monday, Oct. 17, 6:30PM, Athens HS; B). **E – T**, Oct. 18, 6:30PM, Buckeye Local HS (Rayland). All invited. Note: Plan a little extra time for Findlay Donnell MS (10/25) as Findlay's Halloween Parade is that evening.
5. Onside KO Mechanics: Late in 4Q & team behind scores a TD. Onside KO? If so, go to ONKO Mechanics. Better safe than sorry. AND the **BJ** does not signal to the **R** that we are ready to go until checking that the **U, HL, LJ, & CJ** are in position with arm up.
6. HC Pre Game Meeting: All **Crew** members are required to meet with each HC.
7. Calls Late in Tight Games: Please make these calls "big". As we know there is a lot at stake. Can the foul be clearly seen on video? Does the call follow the Rules? Two very helpful statements by veteran officials nationwide are: A. Don't trouble, trouble; & B. Don't be a Pioneer. This does not mean "pass" on a call that needs to be made.
8. Whistles: Our whistles are kept out of our mouth from the snap until the ball becomes dead. Why – to prevent Inadvertent Whistles. I have observed games where officials are anticipating the runner being tackled & put the whistle in their mouths. REMEMBER – we can be late & be right in our Great Game. Be Patient! And See Leather.
9. Momentum Rule (8-5-2a): Please review this Rule during your Pregame. A **Crew** incorrectly ruled safety when the Momentum Rule needed to be applied. It happens rarely. It is okay for the **Crew** to get together after the play, discuss it, & then rule on it.
10. OT: Once B secures possession of the FB the ball becomes DEAD by Rule.
11. Spotting the FB: Do you and your **Crew** know the 7 times a team can indicate to the officials where they want the FB spotted between the hash marks? See CB 4.3.6.

12. Newer Official & GB (4 Officials): Please follow the GB. Do not tell an official when we are in GLM that the **U** can stand anywhere in the EZ. It just confuses them. IP is the EL.
13. Player Equipment Issues: If a **Crew** suspends a player (S) for illegal or failure to wear mandatory equipment, they **MUST** be sure the team has sent in another player (s).
14. Punts & **Wings**: The **Wings** IP is on the SL. This gives them a better look at a Punt that goes OOB, either in the air or rolls OOB, plus it gives them a wider vision for fouls.
15. **Crew** Discussion with HC: While meeting with the HC before the game the HC brought up a formation on a punt play. The **Crew** handled it very well. They told the HC they would check the RB/CB & get back before the KO. They checked, then showed the HC in the RB why the formation was illegal. The HC was very appreciative of their effort.
16. **R's** IP near GL: When the ball is snapped from the – 10 YL to – 15YL, the **R's** IP is on the GL, 10 YDS wide instead of 8 YDS wide. This is due to having to stay on the GL when the QB rolls toward you. Remember that huge call of safety or not will be your call.
17. PE on Try-Run: A1 is tackled by B1 by the face mask at the + 5 YL. Is it enforced from the end of the run or the previous spot? (Please do not send us the answer).
18. PE on a Pass: B55 grabs & holds receiver A85 who catches pass for a 39 YD gain. The hold becomes DPI. Is the DPI enforced at the end of the run? (Please, send no answers)
19. **U** & Punt Mechanics: The only one of the 11 different types of plays in the GB where it specifies the **U's** IP is the Punt Play – opposite the **R**. This is due to “alleys” where the **R** & **U** can look downfield & watch for holds, blind side blocks, & blocks in the back. If the ball is snapped near or on the HM, the **U** will be in the SZ. We need to have the **U** “nose up” on the offensive tackle. With 6 officials the **U** is always “nose up” on the Center.
20. **BJ** & **U** KO Mechanics: When the KT kicks a short “pooch kick” into the SZ there is no need for the near side **BJ** or **U** to hustle to the hash mark at the 50 YL. If the short “pooch kick” is between the hash marks then neither would come in.
21. Officials Authority: Time expires for a very challenging game. Once the **R** signals “end of period” get off the field ASAP. If a player (s) and/or coach (s) confront your **Crew** with obscene language or gestures, then DQ them as needed. You still have authority to DQ them, even after you have signaled “end of game”. See GB, P. 37, Section 13.
22. Try-Kick Mechanics: The **Wings** IP is the bottom of the numbers. Hustle in after the FB is kicked –Preventive Officiating. After starting 5 YDS behind the holder & 2 YDS outside the Hash Mark, the **R** will jog in as well.
23. Try-Kick Mechanics: On a missed Try Kick, only the **U** & **BJ** signal No Score, not the **R**. And the **R** does not signal TD. He/she has other more important responsibilities.
24. Player OOB: If an A/K Player goes OOB without being blocked prior to a COP or there is no COP, the appropriate **Wing** will throw his/her hat. GB, P. 15, # 19.
25. Virtual MTG: The KO OOB – it was interpreted that the RT Player did not intentionally go OOB. If the player had, CB Play 9.6.2 Sit. C would apply.

NOTE: Good Luck during Weeks 9 & 10!! The next bulletin will be during Week 11.