Ohio High School Athletic Association

2023 Approved FB Officiating Mechanics, Regulations, & Rules Philosophies Handbook

"The Gold Book"

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Beau Rugg, OHSAA Director of Officiating & Sport Management

5/24/23

OHSAA Football Officiating Website: **WWW.OHSAAFB.COM**

"Failing to prepare, is preparing to fail." John Wooden

Bruce L. Maurer, Ph.D., OHSAA Director of FB Officials Development (DOD)

Officiated 53 OHSAA FB Games last year —13 varsity; 40 sub varsity. Officiated OHSAA, NCAA & NFL for 51 years including 15 years in the NFL. Officiated 4 positions in the NFL—HL, LJ, BJ and SJ. Officiated 2 NCAA Division I Bowl Games. Taught officiating courses at OSU for 33 years. Officiated the 2008 OHSAA Division I Boys State Basketball Championship Game. Past President of the COFOA & COBOA. Tournament Manager for the OHSAA State Wrestling Tournaments for 44 years. Inducted into the OHSWOA Hall of Fame & the OHSWCA Hall of Fame. Inducted into the OHSAA Officials Hall of Fame. Email: Bmaurer.38@gmail.com

2023 Important Dates for OHSAA FB Officials

1. July 17 (Mon) (9AM): OHSAA State Rules Interpretation (SRI) Presentation Online begins.
2. July 21 (Fri) (10AM): Local Rules/Mechanics Interpreters Clinic (By Invitation Only). Site TBD.
3. July 22 (Sat) (9AM): OHSAA State FB Officials Clinic; Site TBD; $60; obtain the latest Rules Interpretations, Mechanics Changes, & Outstanding Video Related to Rules, Mechanics, & Judgment Calls. More information to follow from OHSAA in the future. Cosponsored by the COFOA.
4. August 14 (Mon) (11:59PM): Last Day & Time to use OHSAA SRI Online w/o having to pay a fee.

OHSAA.ORG Directions for FB Officiating Forms

Select Officiating Menu on banner & then select Forms. Included are: A. FB Crew Lineup Cards; B. FB Penalty Report; C. FB Playoff Game Report; D. Concussion Report; & E. FB Observation Reports.

OHSAA Interpreters

Beau Rugg & Bruce Maurer are State Rules Interpreters. Bruce Maurer is the State Mechanics Interpreter. Officials should check first with their Local Rules & Mechanics Interpreters before contacting Beau & Bruce. Thank you! (5/17/23)

WWW.OHSAAFB.COM

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Introduction

Greetings!! The 2023 **Gold Book (GB)** has been developed to clarify & standardize FB Mechanics & Regulations. The Mechanics are REQUIRED for all OHSAA Football Officials when officiating OHSAA Sanctioned Games. There are NO EXCEPTIONS. We EXPECT the **Referee** to become & be a Leader in this role. His/her Primary Responsibility is **Crew** Mechanics. He/she must know GB Mechanics thoroughly for each **Crew** position.

It has been 13 years (Started in 2010) since we first introduced many new mechanics based upon today's contemporary game. It was a challenging first year. Then in 2011 we saw significant improvement. During 2012 we reached a much higher level of excellence. During the State Finals as we observe the **Crews**, we record Constructive Comments. That number has dropped by 90% over the past 11 years. WOW!! We are doing a much better job of communicating, reading & reacting, & anticipating the play rather than the call. Our judgment was better because we were working harder to get into position to make the call. We expect this Season will be even better.

Local Associations & Local Mechanics Interpreters play a pivotal role. In order to have a "bridge" from the Online Learning to the Local Association, we request that all Associations hold & teach 5 classes for 1st, 2nd year, & transfer officials. Once the Association Meeting has started, these newer officials will move to another room, gym, or FB Field.

We are separating "pretenders" from "contenders". Contenders accept changes in Mechanics. Contenders will work OHSAA State Tournament Games – "pretenders" will NOT, or when observed at Games, will not in the future.

The term Primary used in the Gold Book does not mean "sole" responsibility. We are part of a team, the **Crew**, so all officials share their responsibilities. However, Primary implies that the official becomes the "expert" on his Primary Responsibilities & takes Great Pride in his study & knowledge. It is important to have ownership, yet "reach out" for input when needed.

The Gold Book is much better than last year; more detailed & accurate. The result is from listening to all who have provided Great Comments. It becomes better each year because of your interest & enthusiasm. It is by no means complete. Suggestions should be emailed to bmaurer.38@gmail.com. There is a fine line between being complete & too many pages. Throughout the documents we have tried repeatedly to "streamline" the information.

Thank you very much for your amazing enthusiasm, dedicated rules study, & service to the 75,000 student athletes who play OHSAA FB Games. We are truly blessed to be part of something very special! (5/22/23)

Beau & Bruce

The Journey Continues as Our Officiating is Improving!

1. **OUR MISSION**: We Will Improve Our Officiating significantly this year thru the Use of Additional Educational Tools, & the Study & Application of Mechanics & Rules.
2. **Why It Is Working:** An email was forwarded to us: "Just wanted to reach out and say thanks for the great job you and the OHSAA has done for the betterment of officiating. I remember being the first mechanics interpreter for our small chapter here in Southern Ohio many years ago and all the old timers, back then, were reluctant about learning the new mechanics. It took a few years, but the mechanics has made it so much easier to work games. Especially in the playoffs with folks that you don't work with in the regular season.**"**
3. **What's Happening in 2023**: A Lot!! Some of the many significant **Highlights** include:
   A. Gold Book: There are approximately 15 changes & clarifications from last year to the Mechanics, Point Differential, Regulations, & State Requirements. Many of these were suggested by our fellow officials. Please review them thoroughly.
   B. Gold Book: Our Far Reaching Goal is when an Official arrives on site; he/she has 3 publications: 1. FB Rules Book; 2. FB Case Book; & 3. Gold Book. Just about every question or challenging situation can be answered in one of these 3. Will the Gold Book have all the answers for this year? No, but as the Journey Continues we will add these unique situations. Please continue to send them to us.
   C. WWW.OHSAAFB.COM: Our interscholastic FB website was a resounding success last year as evidenced by the nearly 81,000 visits from officials around the world. The website can be accessed by your tablet, smart phone, & desktop computer. Included will be: 1. Gold Book; 2. Gold Book Mechanics by Position; 3. Expanded Rules Index; 4. Recognition Section; 5. 2022 State Regular Season & Playoff Bulletins (Updated with 2023 Mechanics); 6. Ask the DOD/SRI's Q's and A's About Rules, Mechanics, & Philosophy; 7. Weekly Practice Rules Tests; & 8. PPT Mechanics Presentations; 9. Past OHSAA Virtual Meetings with an emphasis on Video Review.
   D. Penalty Enforcement PPT: A wonderful PPT to help simplify the sometimes confusing aspect of enforcing Fouls with detailed graphics for better understanding.
   E. The NFHS Penalty Summary & Signals PPT was developed by Garry Mosier. This is a great study & reference tool for learning & refreshing our memories regarding the distance, special enforcements, & appropriate hand signals. It can be found on the WWW.OHSAAFB.COM website.
   F. Mechanics PPT Presentations: A wonderful "6 Types of Kicking Plays" was developed in 2011 & 5 Non Kick Plays in 2013. They will be updated with the Mechanics Changes for this year.
   G. Practice Rules Tests: Rules Geek, The Whistle, & Upon Further Review will continue this year on WWW.OHSAAFB.COM. Beginning Week 1, officials can take Rules & Mechanics Q's & A's weekly – Great Way to Study.
   H. Rules Index: Included in the Gold Book, the Rules Index has 342 listings. Each time someone asked me for a rules clarification I first went to the Index. We added to it. A great tool for all officials. (5/22/23)

We Hope You & Your Crew Have a Tremendous FB Season. Best Wishes & Good Luck!!!

Abbreviations: For the Gold Book & Observing

5/22/23

1. **A** – Team A
2. **B** – Team B
3. **BB** – Bean Bag
4. **BJ** – Back Judge
5. **BWP** – Backward Pass
6. **COP** – Change of Possession
7. **CRF** – Cross Field Mechanics
8. **CT** – Coin Toss
9. **DB** – Dead Ball
10. **DBF** – Dead Ball Foul
11. **DBS** – Dead Ball Spot
12. **DPI** – Defensive Pass Interference
13. **DQ** – Disqualification
14. **EL** – End Line
15. **EZ** – End Zone
16. **FB** – Football
17. **FC** – Fair Catch
18. **FGA** – Field Goal Attempt
19. **FGM** – Field Goal Mechanics
20. **FP** – Forward Pass
21. **FWP** – Forward Progress
22. **GC** – Game Clock
23. **GL** – Goal Line
24. **GLM –** Goal Line Mechanics
25. **GP –** Goal Post
26. **HC –** Head Coach
27. **HL** – Head Linesman
28. **HM –** Hash Mark
29. **HT –** Home Team
30. **IP –** Initial Position
31. **IW –** Inadvertent Whistle
32. **KO** -- Kickoff
33. **KOM** – Kickoff Mechanics
34. **KT** – Kicking Team
35. **LJ** – Line Judge
36. **LOS** – Line of Scrimmage
37. **LTG –** Line to Gain
38. **NZ** – Neutral Zone
39. **OKOM** – Onside Kick Off Mechanics
40. **OOB** – Out-of-Bounds
41. **OPI** – Offensive Pass Interference
42. **OT** -- Overtime
43. **PB** – Press Box
44. **PC** – Play Clock
45. **PM** – Pass Mechanics
46. **POE** – Points of Emphasis
47. **POA** – Point of Attack
48. **PSK** – Post Scrimmage Kick
49. **PUM** – Punt Mechanics
50. **PS** – Previous Spot
51. **PU** – Punt
52. **R** – Referee
53. **RA** – Restricted Area
54. **RB** – Running Back
55. **RFP** – Ready for Play
56. **RM** – Reverse Mechanics
57. **R&R** – Read & React
58. **RT** – Receiving Team
59. **RUM** – Run Mechanics
60. **SL** – Sideline
61. **SLW** – Sideline Warning
62. **SRI** – State Rules Interpretation Meeting
63. **SS** – Succeeding Spot
64. **SZ** – Side Zone
65. **TB** – Touchback
66. **TFM** – Third & Fourth Down Mechanics
67. **TO** – Time-out
68. **TD** – Touchdown
69. **U –** Umpire
70. **UNS** – Unsportsmanlike Conduct
71. **VT** – Visiting Team
72. **YL** – Yard Line

This Gold Book is dedicated to the thousands of OHSAA FB Officials who give their time so unselfishly on behalf of the tens of thousands of Ohio student athletes who play this Great game. We are truly blessed!!

Crew Improvement Checklist: Pretenders or Contenders

5/22/23

Does your **Crew** aspire to be a Contending Crew? As we all know Post Game Evaluations are very important to the continual improvement of the **Crew** & Each Official. These Questions have been developed to help **Crews** set Game Goals & then rate themselves afterwards. Enjoy! **<u>During the Entire Game Did Your Crew:</u>**

1. Use the OHSAA Approved FB Gold Book Mechanics on every down?
2. Consistently Enforce the SL Restricted Area 100% with the help of all officials?
3. CONCENTRATE 100% on each & every down & the interval between Downs?
4. Use the OHSAA Approved Hand Signals to communicate effectively with each other?
5. Dress in OHSAA Approved Uniforms that look new or newly new & fit?
6. Enforce all NFHS Rules Related to Player Equipment?
7. Have 100% Completions on all underhand relay passes to fellow officials & ball persons?
8. Have 100% Correct Enforcement of All Penalties?
9. Communicate Effectively & Professionally with the HC's?
10. During Hurry up Offenses with the GC Running have the ball spotted & be ready to officiate prior to the team wanting to snap the ball?
11. Enforce all LOS Dead Ball Fouls within 10 seconds?
12. Have FB spotted within 15 seconds after ball becomes dead unless administrative stoppage?
13. **BJ** jogs to **R,** & then verbally communicates with the **R** at the End of Each Period whether or not the period will be extended?
14. Apply the Conserve & Consume Rules at the end of both Halves?
15. Conduct themselves in a Professional & Respectful Manner with Players, Fans, Fellow Officials, & Game Management?
16. Apply & Enforce All OHSAA Safety Policies & Regulations?
17. Confirm Game with AD via email early that Week, Arrive 90 Minutes Prior to Varsity Game Time, Conduct a Thorough Pre Game Conference, Meet with the HC's approximately 35 minutes Prior to Game Time, & Conduct the Toss 20 minutes Prior to Game Time?
18. Call & penalize all DB & Personal Fouls along with any UNS?
19. When the GC was stopped communicate game clock status with each other & catch any scoreboard timing errors along with the wrong number of time-outs posted?
20. Keep an eye on the weather for any lightning seen or thunder heard?

The CHALLENGE is for a **Crew** to answer YES to all 20 Questions – because that is near perfection. Set as a GOAL for the following week to discuss during the Pre-Game Conference areas we are going to dedicate ourselves to emphasize & thus improve. Over the 10 weeks we expect all **Crews**, including ourselves, to improve substantially. While visiting with OHSAA **Crews** this past Winter & Spring, it was amazing to see the difference between a **Crews'** Performance from game tape in Weeks 1 or 2 & then Weeks 9 or 10. It is a Great Feeling!!!!!

Empowered Crews

<u>The R: A Leader or an Authoritarian Figure?</u>
A truly Great **R** involves the entire **Crew** in all Game aspects. The **R** is a mentor who watches with great satisfaction as his/her crewmates grow & mature as the season progresses. He/she prods, compliments, encourages & offers "constructive comments". He/she welcomes feedback. He/she knows the Gold Book IP & R&R's for all Crew members, not just his/her own. He/she makes suggestions during the game, at half time, & post-game so Crew members can grow weekly.

He/she DELEGATES many pregame duties rather than think that ONLY HE/SHE can talk with timers, chain crew, & coaches. By involving his/her Crew he/she EMPOWERS them in the eyes of HC's, Players, Fans, & Game Management. **R** – Look in the Mirror – Do you treat your Crew as you would like to be treated? Are you doing everything to empower & nurture the officials who look up to you?

We remember that the performance of the crew is a <u>reflection</u> on the official in "the white hat".

Below are Delegated Responsibilities for each Crew Member before & during the Game:

1. **CREW**: Pre-Game Conference: All Officials are Actively Engaged in the Discussion
2. **R:** Talk with Game Management if Inclement Weather is a possibility
3. **LJ**: Talk with the GC Operator; **BJ**: Talk with the PC Operator
4. **Wings**: Talk with the Ball Person (s) on Your SL
5. **HL**: Talk with the Chain Gang
6. **R**: Determine What Medical Personnel Will be Available During the Game
7. **U**: Talk with HC's & Trainers Regarding any Player Equipment Issues
8. **R/LJ**: Talk with TV / Radio Personnel Regarding Time-outs, Half Time, etc.
9. **CREW**: During the Week Before the Game: Divide Duties such as Transportation Coordination, Contacting Home AD, Line-Up Cards, & Pre-Game Topics
10. **LJ:** Times Half Time, Inclement Weather Delays, Game Delays, & Interval Before OT Begins
11. **CREW**: All have an equal voice & input during the Game. **R** breaks the "ties".
12. **CREW**: Meet with Varsity HC's Approximately 35 Minutes before Game Time.
    A. Each Official introduces himself/herself to the HC
    B. **R**: Players Legally Equipped; Captain's #'s; Kicker – Rt. or Left? Sportsmanship
    C. **U**: Any Player Equipment that needs to be Checked
    D. **HL** (VT HC): Lineup Card, Get Back Coach, Unusual Plays, Unbalance Line?
    E. **LJ** (HT HC): Lineup Card, Get Back Coach, Unusual Plays, Unbalance Line?
    F. **HL/LJ**: Assure the HC that we will get player's # & detailed description on all fouls called as soon as we can, but we still have to be able to officiate the game (5/22/23)

Good Luck to the Contending Crews with Empowered Officials -- Own Your Position!!

Crew of 5 Officials -- Primary Responsibilities for FB Mechanics

5/22/23

It is imperative that you **OWN** your position. Take ownership for the Primary Responsibilities indicated below:

Referee	Umpire	Crews That Are CONTENDERS
1. OHSAA Gold Book Mechanics	1. Equipment -- Players & Officials	1. Uses OHSAA Gold Book Mechanics
2. Conserve & Consume Timing Rules	2. Penalty Enforcement	2. 5 Fingers of a Hand -- All Working Together
3. KO -- Count RT (11)	3. KO -- Count KT (11)	3. Open & Honest Communication = Crew Success
4. FG/Punt/Try -- Count KT (11) & Subs	4. FG/Punt/Try -- Count KT (11)	4. Have the Courage to Help a Fellow Official
5. Run/Pass -- Count A (11) & Subs	5. Run/Pass -- Count A (11)	5. Treat Others as You Would Like to be Treated
6. QB -- Pass/Fumble; Int. Grounding (**Crew** Help)	6. Pass – Ineligibles Downfield (**Crew** Help)	6. Let Your Mind Digest What Your Eyes Have Seen
7. Official Score & Game Stopped Score	7. Passer -- Beyond/Behind NZ	7. We are There to Defuse Rather Than Incite
8. Complete All Reports Except DQ	8. Pass -- Beyond/Behind LOS (**Crew** Help)	8. Talk Low & Slow When Addressing Coaches
9. Number of Team TO's -- **Crew** & Scoreboard	9. Game Balls --Approve Them	9. Be Firm Yet Fair With Players & Coaches
10. Backward Pass -- Punch & Yell	10. Legal Snap	10. Address Players & Coaches: Yes Sir; No Ma'am
11. Decide to go to OKOM When **Crew** Disagrees	11. Try --Sound Whistle After Kicked	11. Be Professional -- Uniforms Look Sharp & New
12. The Expert -- Rules 2 & 9	12. The Expert -- Rules 1 & 10	12. Enjoy the Moment -- We Are Truly Blessed

Head Linesman	Line Judge	Back Judge
1. Correct Down Number & Yardage	1. Game Clock & Talk with GC Timer	1. Play Clock - 25 Seconds to Snap/Kick; Time TO's
2. ENFORCE Restricted Area	2. ENFORCE Restricted Area	2. Signal **R** to Start Clock or Not When Stopped
3. KO -- Count RT (11)	3. KO -- Count RT (11)	3. KO -- Count KT (11)
4. Pass/Punt/Run -- Count Number off LOS --A/KT	4. Pass/Punt/Run -- Count Number off LOS --A/KT	4. FG/Punt/Try -- Count RT (11)
5. Pass/Punt/Run -- Eligible A/KT Receivers	5. Pass/Punt/Run --Eligible A/KT Receivers	5. Run/Pass -- Count B (11)
6. Player in Motion -- Your Side of Center	6. Player in Motion -- Your Side of Center	6. Pass Coverages -- Coordinate with **HL/LJ**
7. Measurements & Initiate Double Stakes	7. First Down or Not -- Your Call	7. Extension of Period -- Communicate with **R**
8. Chain Gang -- Lead Them	8. Time Half Time & Interrupted Game Interval	8. Game Stopped -- Record Concussion, DQ, & UNS
9. Backward Pass -- Punch & Yell	9. Backward Pass -- Punch & Yell	9. Punt -- Any Signals by RT
10. Double Check Yardage by **U** on Penalties	10. Double Check Yardage by **U** on Penalties	10. Subs B, & RT on FG/Punt/Try
11. Ball Person -- Your Side	11. Ball Person -- Your Side	11. Next KO -- Time 30 seconds, then jog to K
12. The Expert -- Rules 5 & 7	12. The Expert -- Rules 3 & 4	12. The Expert -- Rules 6 & 8

Crew of 4 Officials -- Primary Responsibilities for FB Mechanics

5/22/23

It is imperative that you **OWN** your position. Take ownership for the Primary Responsibilities indicated below:

Referee	Umpire	Crews That Are CONTENDERS
1. OHSAA Gold Book Mechanics	1. Equipment -- Players & Officials	1. Uses OHSAA Gold Book Mechanics
2. Conserve & Consume Timing Rules	2. Penalty Enforcement	2. 4 Fingers of a Hand -- All Working Together
3. KO -- Count RT (11) at 10 YL	3. KO -- Count KT (11); Instructions to Kicker & KT	3. Open & Honest Communication = Crew Success
4. FG/Punt/Try -- Count KT (11) & Substitutions	4. FG/Punt/Try -- Count RT (11) & Substitutions	4. Have the Courage to Help a Fellow Official
5. FG/Punt/Try --Count LOS Players -- Your side	5. Punt -- Move Downfield Like a 5 Man **BJ**	5. Treat Others as You Would Like to be Treated
6. Run/Pass -- Count A (11) & Substitutions	6. Run/Pass -- Count B (11)	6. Let Your Mind Digest What Your Eyes Have Seen
7. QB -- Pass/Fumble; Int. Grounding (**Crew** Help)	7. Pass – Ineligibles Downfield (**Crew** Help)	7. We are There to Defuse Rather Than Incite
8. Play Clock (PC) - 25 seconds to Snap Ball	8. Pass/Passer -- Beyond/Behind NZ (**Crew** Help)	8. Talk Low & Slow When Addressing Coaches
9. # of Team Timeouts -- **Crew** & Scoreboard	9. Game Balls --Approve Them	9. Be Firm Yet Fair With Players & Coaches
10. Backward Pass -- Punch & Yell	10. Legal Snap	10. Address Players & Coaches: Yes Sir; No Ma'am
11. Decides to go to OKOM When **Crew** Disagrees	11. Try --Sound Whistle When Kicked	11. Be Professional --Uniforms Look Sharp & New
12. The Expert -- Rules 2 & 9	12. The Expert -- Rules 1 & 10	12. Enjoy the Moment -- We Are Truly Blessed

Head Linesman	Line Judge	Mechanics Differences From 5 to 4 Officials
1. Correct Down Number & Yardage	1. Game Clock; Signal **R** to Start/Stop Clock	1. **U** Becomes "**BJ**" on Punts & GLM
2. ENFORCE Restricted Area	2. ENFORCE Restricted Area	2. KO -- **LJ** at 50 YL on PB SL; Stay on SL After KO
3. KO -- Count RT (11) at 10 YL	3. KO -- Count RT (11) at 50 YL	3. KO -- **U** at 40 YL On SL Opposite PB; Stay on SL
4. Pass/Punt/Run -- Count Number off LOS --A/KT	4. Pass/Run -- Count Number off LOS --A/KT	4. KO -- **HL** at 10 YL -- On SL Opposite PB
5. Pass/Punt/Run --Eligible A/KT Receivers	5. Pass/Punt/Run --Eligible A/KT Receivers	5. KO -- **R** at 10 YL -- PB SL
6. Player in Motion -- Your Side of the Center	6. Player in Motion -- Your Side of the Center	6. Try/FG --**Wing** looking at **R's** Back --Go to EL GP
7. Measurements & Initiate Double Stakes	7. First Down or Not -- Your Call	7. **U** -- Counts RT(11) on Punt/Try/FG (11)
8. Chain Gang -- Lead Them	8. Punt -- Punt Crosses LOS; Extension of Period	8. On Site - 20 Min. Prior to KO for 8 -10 Minute Qt.
9. Backward Pass -- Punch & Yell	9. Backward Pass -- Punch & Yell	9. Onside Kick -- **U** at 40 YL; **HL/LJ** at 50 YL;
10. Double Check Yardage by **U** on Penalties	10. Double Check Yardage by **U** on Penalties	10. Onside Kick -- **R** in Middle of Field at 10 YL
11. Ball Person -- Your Side	11. Ball Person -- Your Side	11. **R** -- Times 25 Seconds to Snap Ball -- PC
12. The Expert -- Rules 5, 7 & 8	12. The Expert -- Rules 3, 4, & 6	12. **U** -- Counts B (11) Players on Non Kick Plays

“If in Doubts”: They Make Us Better Officials

5/22/23

If In Doubts recommend not calling a foul in questionable situations, allowing play to continue instead of blowing the play dead, & giving the team the benefit of more favorable field position when it is difficult to determine where the ball is to be spotted. Please take some time to learn & understand how to apply each of the “If in doubts” in game situations.

1. If in doubt, consider the safety of all paramount to the game. (Rules 1 & 3)

2. If in doubt, it is **not** a foul. (Rule 2)

3. If in doubt, apply conserving/consuming time. (Rule 3)

4. If in doubt, the player is inbounds. (Rule 4)

5. If in doubt, measure for a possible first down. (Rule 5)

6. If in doubt, the airborne KO/punt near the GL is **not** a TB. (Rule 6)

7. If in doubt, implement onside kick mechanics. (Rule 6)

8. If in doubt, the kickoff/punt/pass is untouched. (Rules 6 & 7)

9. If in doubt, the pass is forward. (Rule 7)

10. If in doubt, the runner did **not** fumble. (Rule 7)

11. If in doubt, control of a pass followed by loss of possession is incomplete. (Rule 7)

12. If in doubt, the pass near the ground is a catch. (Rule 7)

13. If in doubt, the passer is behind B’s LOS. (Rule 7)

14. If in doubt, the player is on A’s LOS (Rule 7)

15. If in doubt, it is **not** a TD or a safety. (Rule 8)

16. If in doubt, it is Roughing the Kicker (Rule 9)

17. If in doubt on a punt, the foul by RT near the LOS is PSK. (Rule 10)

Mechanics for 4, 5, or 6 Officials on a Crew: Brief & Concise

Primary Responsibilities (PR) are listed for each position elsewhere in the Gold Book (GB). **R** has PR for his/her **Crew** Mechanics. Mechanics for 5 Officials are detailed below. Six & four Officials' differences are indicated below with a "NOTE". Four officials are summarized on the PR page. Mechanics are alphabetized below to locate easily. **Crews** Must meet with both HC's prior to every Varsity/Sub varsity Game. There are NO exceptions. Changes from last year are shaded**.** (5/23/23)

1. **Ball Handling Mechanics (BHM)**
   - **A.** **CREW**: On COP relay "old" FB to SL after no threat of a DBF. Do not wait for a "new" FB to remove "old" FB to Ball Person. Do not kick FB. State "old" & "new" to **Crew** members.
   - **B.** **CREW GOAL:** 100% Completions. Take extra steps before underhand only relay.
   - **C.** **CREW:** Contenders watch DB Action while Pretenders are in a big hurry to secure a new FB. We cannot miss a DBF because we are looking for a new FB.
   - **D.** **U:** Must hustle into the SZ, grab & spot FB off Back Side **Wing.** If FB is near the SL, still move into the SZ & secures the FB, hustle to HM & spot off Back Side **Wing.** After an incomplete pass spot FB off the Down Box. Move to IP ASAP after spotting FB.
   - **E.** **CJ:** On long incomplete passes retrieve FB from near your SL & relay it to the **U**, if needed.
   - **F.** **U:** Rain/Snow: Hold & cover FB with towel at DBS. Set FB down as team breaks huddle.
   - **G.** **CREW:** Play with the same FB as much as possible to facilitate the game & 25/40 PC.
   - **H.** **HL/LJ:** Do NOT spot FB in SZ unless close to a 1st Down. Use downfield foot.
   - **I.** **BJ:** If DBS is outside the HM's, secure a new FB before measuring for a 1st down.
   - **J.** **CREW:** During Inclement Weather make shorter relays & run FB in when needed.
   - **K.** **CREW:** Do not throw FB toward SL so it hits the ground. It looks unprofessional.
   - **L.** **R/CJ:** Help relay FB on plays that lose 15YDS or more.
   - **M.** **BJ:** Help relay FB on plays that gain 20YDS or more.
   - **N.** **BJ:** On deep incomplete passes, hustle & relay FB off field. **HL/LJ** gets a new FB.
   - **O.** Ball Persons stay off the field on their team's SL only for the entire game. (Exception: After a TD the **BJ** will have the Ball Person hold a new FB near the GP Upright.)
   - **P.** **CREW**: HT & VT TEAMS: Each team keeps their own FB's on their own SL.
2. **Bean Bag Mechanics (BBM)**
   - **A.** **CREW**: Throw orange BB above head level – prevents IW on fumbles. **Crew** sees a BB; knows FB is loose. BB on correct YL, not at the spot of fumble. NO BB's on interceptions or backward passes behind NZ, but is thrown on backward passes beyond NZ. Drop BB at spot of catch or interception for Momentum Rule (inside – 5 YL).
   - **B.** **BJ** (Kicks): Mark 1st touching by KT only on KO's & punts. Also, throw BB at end of the punt (PSK), except for a TB, FC, & when KT recovers the punt. Carry 2 BB's.
   - **C.** **HL:** On 1st down drop BB on SL if Down Box Person is late & A is ready to snap the FB.
   - **D.** **WINGS:** No BB at OOB spot on SL (Exception: Fight breaks out down field or OOB).
   - **E.** **BJ/U**: KO (BB in hand) – "think onside kick". **F. BJ/CJ/HL/LJ/U**: BB in hand for OKOM.
3. **Change of Possession Mechanics (COPM)**
   - **A.** **Covering Official**: Signal New Direction first (2X), then signal TO (2X).
   - **B.** **Non-Covering Officials**: Signal TO (2X) immediately when **Crew** member signals COP.
4. **Coach/Referee Conference Mechanics (CRCM)**
   - **A.** Definition: HC wants to Review a Rule Misapplication/Misinterpretation. Consequences for NOT Following this Mechanic is Official (s) could be suspended a maximum of 2 years. NOTE: We "stay out of trouble" by granting the Coach/**R** Conference.

B. **CREW:** OHSAA Requires NFHS Rule Book, Case Book & Gold Book (OT) is at the Field.
C. **R/HL** or **R/LJ** (**R** will signal Officials TO)**:** Meet HC at SL & listen to him/her. Judgment calls do not apply. **R** will explain Ruling to HC. **R** can meet with **Crew** to discuss the ruling. It is imperative that all **Crew** members have an opportunity to talk. **R** must facilitate so an overly aggressive official is NOT allowed to dominate the discussion.
D. **CREW:** If HC Disagrees with **R's** Ruling, then **Crew** Must Secure 3 Books, find ruling in the books & show the HC. Use Rules Index in the Gold Book for a quick reference.

5. **Coin Toss Mechanics (CTM)**
   A. **R:** Face Scoreboard at 50 YL. **HL/U:** Opposite PB SL. **LJ/BJ:** PB SL. **CJ**: Face **R** at 45 YL.
   B. **HL/U & LJ/BJ**: The speaking captain is positioned closest to the **R**. **LJ/BJ** delay walking until the **HL/U** is at Field #'s. Usually HT is PB SL. Escort Captains & Introduce to **R.** NOTE: Coaches & other players must be outside the HM's for the CT. You can allow some media & "honorees" near the CT. Captains may be in street clothes or not legally equipped for the CT. NOTE: CT choices cannot be changed once the **R** has signaled them to the PB.
   C. **U/HL/LJ/BJ:** Move to 45 YL with backs to scoreboard.
   D. **R:** Request officials to introduce themselves to Captains. Ask which Captain will call & ask him/her for "call", & then repeat it (Items D – G should take only 2-3 minutes).
   E. **U:** Steps forward & repeats Captains' "Call" of Heads or Tails.
   F. **R:** Toss coin at 20 minutes, catch it, & ask Captain to repeat the "call". Ask Captain if he/she wants to Defer or choose for 1st half. Defer- Signal PB (1X). If choose kick, receive, or GL turn captains & signal on Captain's side closest to PB. CT can be earlier if both teams are ready due to weather, senior night, homecoming, or teams have left the field.
   G. **R:** Discuss Sportsmanship with Captains & then check options with **Crew**.
   H. **BJ** (HT)/**U** (VT): 2nd Half: Bring 1 Captain each to center of field & meet with **R**.
   I. **R:** 2nd Half: Secure options from Captains & signal PB. Discuss sportsmanship if needed.
   J. **CREW** (OT): Toss, secure choices, turn captains, & signal PB by pointing to GL.

6. **Dead Ball Mechanics (DBM)**
   A. **HL/LJ** (OOB Runner): Stop GC (2X) immediately when runner goes OOB, then TURN-N-WATCH OOB. Swivel head, watch runner & other players return inbounds.
   B. **R/HL/LJ/BJ:** When space permits STOP a minimum of 5 YDS from pile of players (Exception: GL or close to a 1st down – hustle in hard & fast). Allows officials to see more "big picture" & call DB Fouls when warranted. Game becomes chippy--move closer to pile – Prevention.
   C. **R:** In most cases there is no need to run to the DBS at or beyond LOS. Stay back & swivel your head (2X), watching for any DB action. Then hustle to your IP.
   D. **CJ:** Stay back & swivel your head unless action by players dictates moving to the pile (Exception: Spot the FB on a QB sack). Stop near field #'s & observe DB play. Move to SL only if player action dictates it.
   E. **BJ (**Player in Opponent's Bench): Go into Team Box & escort player(s) back to field.
   F. **CREW** (Ball Dead): Swivel head (2X) & watch players in your area rather than stare at DBS.
   G. **CREW**: Immediately raise arm/hand to indicate next down. BE A GREAT DB OFFICIAL!
   H. **CREW**: Officiate DB action FIRST. Penalize first DB Hit; this usually stops it.

7. **End of Period – First & Third Mechanics (EOPM)**
   A. **CREW:** Record down, distance, & YL. Check scoreboard & verify all info. Light jog to SS.
   B. **R:** Ensure no penalties; communicate verbally with **BJ** -- no Extension, & signal End of Period Very Deliberately to PB. Verbally confirm down, distance, & location of FB with **U.**
   C. **U:** Walk off distance to near YL, record info, move to opposite side, & confirm with **R/BJ.**

D. **HL:** Record clip YL; grab clip, reverse the 2 chain rods, move downfield, place clip, & ask chain crew to pull stakes tight. Make sure clip is on the back of the YL.

E. **LJ:** Record info, move downfield, monitor your team, & verify new location of chains.

F. **LJ:** Communicate with **R** that the GC has the correct time to start the 2Q & 4Q.

G. **BJ:** Verbally check with **R** -- no extension; time 1 minute; hustle to SS. Wait for **U** to spot ball

8. **Field Goal Mechanics (FGM)**

A. Definition: FG from any YL. (Assume Right Footed Kicker below) NOTE (4 Officials): **HL** or **LJ** who looks at **R's** back goes to EL. **U/HL** or **LJ** (GP Uprights). NOTE (6 Officials): **CJ** - Non Plant Leg Side of Kicker, 10 YDS Deeper than the Holder & 5 YDS Wide of the Holder. **R** Only Calls Roughing/Running the Kicker/Holder. **R** will secure info from **CJ** as Needed.

B. Initial Position (IP):

1. **R**: Plant Leg Side of Kicker. 5 YDS Deeper than Holder, 10 YDS Wide of Holder, & shoulders at a 45 degree angle.
2. **U/BJ**: GP Uprights (choice of post). 3. **HL/LJ**: Stand 15 YDS wider than all KT Players.

C. Read & React (R&R) Then Flow:

1. **R**: Signal **Crew** ASAP when "Tee" & Kicker come on field. KEYS: Holder #, Snap, Holder's Catch & Knees, NO FAKE, Snapper, Holder, Rushers, & Kicker/Holder. Mark FB ready when **U** gets to EL & you are at your IP. Inform RT loudly to "stay off center & H/K". Yell "Ball's Away" when FB is kicked to warn RT to avoid H/K. FG good – Watch KT & RT for DBF. FG blocked – back pedal – might be needed at GL. Count 1001 & 1002 while watching Center for a direct contact foul within 2 seconds. FG good – jog into players.
2. **U**: Communicate to **Crew** – NO WHISTLE. KEYS: Snap, Snapper, & NO FAKE. Watch Center on Snap. Count 1001/1002 on Center for a direct contact foul within 2 seconds.
3. **HL/LJ**: KEYS: Snap, FAKE, & Near TE/WB Block. Long FG: Move downfield when kicked. Short FG Made: Hustle in toward linemen. Fake or mishandled snap: R & R quickly & move to SL OOB, & if necessary, move toward GL.
4. **U/BJ**: If faked/ blocked, **BJ** stays on EL & **U** hustles to GL. If FG is short, both go to GL, & rule if Kick breaks GL Plane. Sound whistle when kick crosses GL, & signal no score &TB.
5. **U/BJ:** Good – **U** sounds whistle, both signal FG good & move 2 YDS into EZ; Not good & hits in or beyond the EZ – **U** sounds whistle. Both move 2 YDS into EZ, signal no score ONLY (2X) & TB (2X). **BJ**: Responsible for upright & Crossbar. **U** has upright only.

9. **Fight Mechanics – Actual Fight (FMA)**

A. Definition: 2 or more opponents are swinging at each other (rare in Ohio).

B. **CREW:** If players are swinging, stand back, & "take numbers". Keep other players away from fight. Once players go to ground, attempt to break it up.

C. **HL/LJ:** Primary responsibility for SL & keeping non-players from leaving their bench.

D. **CREW:** After order is restored, huddle away from everyone, discuss, & then assess penalties & DQ's. Give all officials an opportunity to speak & be heard.

E. **R:** Go to SL with **HL** or **LJ** present & inform each HC -- penalties & DQ's for both teams.

F. **R (**Signal): DB & Personal Foul, Not UNS, since there is contact while fighting. Signal DQ for each player ejected from game for each team.

G. **CREW:** After game record facts. Complete required Ejection Forms online; follow OHSAA Ejection Policy, as best you can. Be Specific. OHSAA makes any necessary adjustments.

H. **CREW:** During weeks 1 – 10 Contact League Assigner or Commissioner.

10. **Fight Mechanics – Prevention (FMP)**

A. Definition: Tempers are rising; players are getting "personal"; it is "heating up".

- **B.** **CREW:** Allow no talking between opposing teams; stop it immediately. "Pinch into field" further. Your presence is vital. **U:** An important role in the middle.
- **C.** **CREW:** Talk with players on the "edge" of a late hit, but not late enough to call.
- **D.** **CREW:** 2 opponents "chest up" or shove each other. Get between the opponents & stop it then assess penalties, if warranted. If players are not swinging, get between them. This is GOOD DB Officiating. Positive statements can help to defuse it.
- **E.** **CREW:** Be Assertive without being Aggressive – Do Not push players to ground, tackle players, grab a player's face mask, or pull them off pile. Sound your whistle loudly.
- **F.** **CREW:** It is vitally important to penalize the FIRST late hit, when warranted.

11. **First Down Mechanics (FDM)**
    - **A.** Definition: Close to a first down
    - **B.** **LJ**: Primary Responsibility to decide if it is a 1st down. If 1st down, stop GC (2X) & signal with arm by pointing to B's GL. If close, stop GC & look. If not, start GC. We do not have to measure because we stopped GC. **LJ** has best look from across field & is usually downfield. Signal **R** to come & look for second opinion, if needed. **HL**: No looking over your shoulder.
    - **C.** **CREW**: If CLOSE regarding first down MEASURE. There are too many games where a **Crew** refused to measure, & then, in "eyes of coaches, they could do no right". On synthetic & well-marked grass fields, if forward stake is beyond YL & DBS is behind same YL, we will not measure. Too many times we look across field & think "that is not even close", & then we bring chains across field -- "Wow – that was close or is a 1st down".
    - **D.** **HL/LJ** (Close to 1st down): Sprint in assertively until you meet resistance. **HL/LJ** who can "see leather" yells for FB. **U** will "dig for FB" & "hand it". Do not throw FB to **HL/LJ**.
    - **E.** **HL:** If 1st down, hustle to SL & mark YL with foot where rear stake & down box will be set.
12. **Flag Mechanics (FLM)**
    - **A.** **CREW**: All flags must be in front & tucked in. Carry 1 or 2 center weighted Black ball flags.
    - **B.** **CREW**: No flags thrown at players. No Spot: Throw flag high into air. Spot: Throw flag to YL. Passer beyond LOS – Drop Flag at spot. **Crew** must cover a spot foul flag. Pass Interference – 1 throws & 1 nearby does not. Need to come together & discuss it.
    - **C.** **CREW**: Same Foul: Multiple flags – move flags to same spot. Confirm foul & player #, then 1 official signals Prelim to **R**. UNS/DB Personal Foul: Throw flag high into the air.
13. **Forward Progress Mechanics (FWPM)**
    - **A.** **HL/LJ**: Put downfield foot in front of backfield foot to mark FWP. Square Off. No angle in.
    - **B.** **HL/LJ**: Cross field mechanics (runner driven back) – look across field for help & an accurate FWP spot. Back side **Wing** MUST move into field near HM so your partner can see you.
    - **C.** **HL/LJ:** Marks FWP most of the time. **R** marks FWP behind LOS on a large loss of yardage which is rare. **BJ** marks FWP down field.
    - **D.** **HL/LJ**: Player hit/driven back between field # & SL – wind (2X) & move in, not past players**.**
    - **E.** **HL/LJ/BJ**: After you sound whistle for FWP swivel your head (2X) & watch for DB action.
    - **F.** **HL/LJ/BJ**: Trapped pass – catch or no catch – do not move in to mark FWP until you know it is a catch. If you square off & move in you are indicating Catch. Swivel your head & see if other officials signaled incomplete pass. Key is: Go SLOW here!!
14. **Free Kick After Fair Catch (FC)/Awarded FC (FKFC)**
    - **A.** Initial Position (IP): **R** (Kicker); **U** (GP Upright, Opposite PB); **HL** (KT Line); **LJ** (RT Line); **BJ** (GP Upright, PB). NOTE **(**4 Officials): **R** (KT Line); **Wing** (RT Line); **Wing/U** (GP Uprights). NOTE (6 Officials): **CJ** – KT Line on PB SL; HL – RT Line Opposite PB SL.
    - **B.** Read & React (R&R) Then Flow:

1. **R:** Ask **BJ** if it is a FC. Ask HC where to spot FB. 2. **CREW:** Once kicked use FGM.

15. **Free Kick After Safety (FKS)**
    - **A.** Initial Position (IP): **R** (RT 20 YL); **U** (KT 30 YL); **HL/LJ** (RT 30 YL); **BJ** (KT 20 YL). NOTE (4 Officials): **R/HL** (RT 30 YL); **U** (KT 20 YL); **LJ** (KT 30 YL). NOTE (6 Officials): **CJ** – KT 30 YL, PB SL, 2 YDS OOB.
    - **B.** Read & React (R&R) Then Flow: KOM. **BJ/U**: Run to KT 30 YL HM after kick/punt.
16. **Fumble Mechanics (FUM)**
    - **A.** **CREW:** Covering Officials throw BB. **R** will stop GC (no whistle) after 2 seconds if there is no signal from an official signaling possession. If A retains possession, covering official signals next down & **R** winds GC immediately along with **LJ**.
    - **B.** **CREW**: Large pileup & officials have to "dig". First official to pile "digs". Official, who rules team possession, yells team color, & closest official signals team possession direction (2X), after making sure of proper direction. Stop GC (2X) for COP.
17. **Game Management Mechanics (GMM)**
    - **A.** **R** (Meetings with HC's*)*: Inform HC the **Crew** will send player(s) to SL who is approaching "fouling status". **Crew** will stop GC & appropriate **Wing** will escort player to the SL & inform the HC. Record player's numbers on game cards who are sent off the field. Player can reenter when HC thinks he/she is ready to play & behave appropriately. Send any player out who is talking to an opponent. We must "control" the game. Too often there is early talking, & then later we try to regain "control". Stop the talking between teams early.
    - **B.** **CREW**: When HT & VT enter & leave a common opening the **CREW** must "direct traffic" by "holding" the VT until the HT has a chance to enter or leave if they are "together".
    - **C.** **CREW** (Halftime): **R** winds GC when teams are at their LR then **Crew** Jogs Off field together.
    - **D.** **CREW** (End of Game): **R** signals End of Period deliberately & **Crew** gets together as a TEAM & RUNS OFF the Field to the LR. Don't Stay to Visit – Use Preventive Officiating.
18. **Goal Line Mechanics (GLM)**
    - **A.** **CREW**: Use GLM for Try-Run/Pass (2 Pts.)
    - **B.** Definition: Snap on/inside +10 YL. NOTE (4 Officials): **U** moves to EL between Uprights.
    - **C.** Initial Position (IP):
      1. **R**: 15 YDS behind LOS & 8 YDS Wide of QB at 45 degree angle. Wide Side of Field.
      2. **U**: 7 YDS off LOS inside TE's, irrespective of **R's** IP. Not on GL. Vary position laterally.
      3. **HL/LJ**: 2 Yards outside SL (restraining line). 4. **BJ**: EL between GP Uprights.
    - **D.** Read & React (R&R1 & 2) Then Flow:
      1. **R**: Same as Pass or Run Play. After TD watch players move toward SL. Do NOT signal TD to PB. Look for Tee held by Kicker. After TD ask HC for location to spot FB for Try.
      2. **U**: Same as Pass or Run Play. If you are 100% sure it is a TD, & **Wing** has not signaled TD, run to appropriate **Wing** & tell him what you saw. The TD call is the **Wing's** Decision. **U:** NEVER signal TD. Do NOT spot FB for Try until HC indicates spot.
      3. **HL/LJ:** MUST be at GL before FB arrives at GL. R&R1: (+10YL & +5YL) – Start moving immediately toward GL, 2 YDS outside the pylon under control. R&R2: (+5YL & GL) – Hustle ASAP to GL, reading the play as you move to the GL. Be 2 YDS outside pylon before FB arrives at GL. Stay beyond FB & come back as needed. Runner dives at pylon – back out to see. TD – PIVOT-N-WATCH runner in EZ. Pinch in hard & fast on CLOSE Play at GL. Be assertive!! Dig for FB if necessary. It is a TD – Run in on GL. Not Sure – Run in Short of GL. SELL IT. Be PATIENT – find FB first!! Be Late & Right. Runner runs hard to opposite pylon – Back side **Wing** pinches in. NEVER MIRROR A TD SIGNAL.

4. **Wings:** If runner moves toward the opposite SL, go directly to pylon & pinch in. Make sure runner does not change direction. Do NOT "open the door" on GLM.
5. **BJ**: Stay on EL during live ball. Hustle down EL, maintaining a 5 YD cushion with receiver. Straddle EL on tight catch/no catch. Observe A Players near SL for touching EL. **BJ** signals incomplete pass (2X) on EL only, not **Wings**.
6. **HL/LJ/BJ**: EZ Corner – Eye Contact with **Wing** Prior to TD Signal; if someone sees Incomplete Pass, signal immediately (2X); Pass –Wait several seconds before signaling TD – It is Better to be Late & Right. Signal TD (hold 2 seconds) only if you see it. STOP at GL, Signal TD, Pivot 90 Degrees, & WATCH/FOLLOW Runner & other players after TD.

19. **Hat Mechanics (HATM)**
    - **A. HL/LJ/BJ:** Throw hat if any A/K Player goes OOB without being blocked prior to a COP or there is no COP. Muddy Field: Save hat & YELL the player's number loudly!!!
20. **Hurry-up Offense Mechanics (HUM)**
    - **A. R/HL/LJ**: Adjust position by not moving in as far when FB is dead.
    - **B. R:** Emphatically tell Center & QB to "wait for my whistle" (If required) if A is ready to snap.
      R: If Center is over FB, back pedal quickly to IP before marking ball ready (If required).
    - **C. U:** The "Sprinter" between downs, runs to grab FB & spot it off Back side **HL** or **LJ**. Remember, GC becomes more important than exact DBS, unless close to a 1st down. Spot FB & move to your IP as quickly as possible. Hustle, But Do Not Hurry.
    - **D. HL/LJ:** Both hold DBS for **U** as he/she might use either back side or front side **Wing**.
    - **E. CREW:** When A catches or runs with FB, use 1 FB only when spotting for next down.
    - **F. CREW:** GOAL for every game is efficient, quick, & accurate FB spotting so A never has to wait for officials other than for TO's or 1st down measurements.
21. **Kick Off Mechanics (KOM)**
    - **A.** Definition: KO at KT 40 YL. Score & time don't indicate Onside KO. Same IP for **R/HL/LJ** if KO is at KT 35 YL. NOTE (4 Officials): **R** (RT 10 YL near PB SL); **HL** (RT 10 YL opposite PB SL); **LJ** (RT 50 YL on PB SL); **U** (KT 40 YL opposite PB SL). **U/LJ:** Stay on SL after KO. Wind GC (2X): **R** signals when Kick touches player/caught between your SL & far HM. **HL** starts GC between your SL to near HM. **R/HL:** When TB is ruled 2 officials sound whistle loud & repeatedly while running to #'s to prevent DB Fouls. NOTE (6 Officials): **CJ** – 50 YL, PB SL, 2 YDS OOB. Slide down SL to – 40 YL & Stop. Be ready to back pedal.
    - **B.** Initial Position (IP):
      1. **R**: Straddle GL on wide side of 1 receiver & between 2 receivers.
      2. **U**: 50 YL, 2 YDS OOB, & opposite PB with BB in hand (think onside kick).
      3. **HL/LJ**: **HL** opposite PB at GL. **LJ** on PB SL at GL. If KO is caught short of the - 20 YL, move to – 10 YL for next KO for that team. Be ready to move back toward the GL. If kicked between the – 20 YL & GL, stay at GL. The GOAL is to trail the Receiver, NOT be even with him/her. NOTE: KT penalized 15 YDS -- move up field accordingly for re kick.
      4. **BJ**: 40 YL, 2 YDS OOB & on PB SL with BB in hand (think onside kick).
    - **C.** Pre Kickoff:
      1. **BJ:** (Start 1Q & 3Q): Do not hand the FB to the kicker until the GC reads correct time.
      2. **BJ:** After Try, secure new FB from Ball Person near GP Upright, start your timer for 60 seconds, & jog up PB SL. Jog to Kicker at 30 seconds. Check Tee & hand kicker FB. REMIND KT to stay behind Line until kick. Jog to SL. Clear Restricted Area, secure ready from **U,** & signal **R.** If FB falls off Tee sound your whistle (2X) & repeat.
      3. **U**: Jog up SL opposite PB & clear Restricted Area. Signal **BJ** when ready (raise arm).

4. **U/BJ**: Memorize Kicker's shoe & sock colors so you see him/her kick FB if positioned more than 5 YDS from KT line.
5. **LJ** (Start 1Q & 3Q): Step on Field #'s with stop signal pointed to **R** until GC reads 12:00.
6. **R/HL/LJ**: Count RT & secure "ready" signal from **HL/LJ/BJ** (raised arm).
7. **CREW**: If wind blows ball off Tee (2X), then a KT member must hold the FB.
8. **HL/LJ**: If they disagree whether to be at GL or - 10 YL, stay at GL.
9. **R/HL/LJ**: Count RT; **U/BJ:** Count KT. **U/BJ** work together to communicate with KT & HC regarding KT players being within 5 YDS of Free Kick Line & 4 KT players being on both sides of Kicker. **BJ** will call within 5 YDs & **BJ/U** will call the 4 players.

D. Read & React (R&R) Then Flow:

1. **R** (Keys): RT Touching Kick, Wind GC, GL, TB, Blocks Ahead of Runner, Clean Up Behind Runner & R&R. Straddle GL & maintain 5 YD cushion until GL is not threatened. Wind GC. Signal TB if needed. Move up field watching blocking ahead & around runner. Once ball is dead swivel head (2X) & clean up first.
2. **U** (Keys): RT Encroachment, Onside Kick, First Touching, KT Initial Contact by RT Front Line, & R&R. Run to near HM on 50 YL then STOP-N-Watch KT & RT. If runner breaks it, you have inside/out responsibility & **BJ** has GL. If it is a "pooch" kick, high & short, between your SL & #'s, then stay on the SL.
3. **HL/LJ** (Keys): RT Touching Kick, Wind GC, KT OOB, Blocks Immediately ahead of Kick Returner & R&R. Stay on SL until kick ends. Be aware of any FC signal by RT. Wind GC if kick is caught/touched in your SZ only. Move up field deliberately, trailing runner by a minimum of 5 YDS, & watching blocks. Do NOT hurry to get to DBS. Blocking is more important ahead of runner. The SL is yours, GL to GL.
4. **HL/LJ**: When starting at 10 YL, if the kick goes toward the GL hustle back to GL outside the pylon. Be ready to rule TB or OOB if the kick is near your pylon.
5. **HL/LJ**: OOB Kick – Throw flag at spot then hustle to HC for penalty choice.
6. **BJ** (Keys): Kicker, KT Encroachment, Onside Kick, First Touching, KT Initial Contact by RT Front Line, & R&R. Watch RT running forward to block Kicker, & then run to near HM at 50 YL. STOP-N-Watch KT players. If it is a "pooch" kick, high & short, between your SL & #'s, then stay on the SL. Use peripheral vision to check runner. Be ready to lead runner to GL. Arrive at GL prior to runner.
7. **R/HL/LJ:** When **R** signals TB, **HL/LJ** signal TB & run toward the - 10 YL #'s at a 45 degree angle, sounding their whistles loud & repeatedly to help prevent DBF's. **R** jogs to the - 10 YL & sounds whistle loud & repeatedly while signaling TB.

22. **Measurements Mechanics (MM)**

A. **R:** Makes decision to measure, signals TO to PB, & motions chains in. Face PB to Decide.

B. **CJ:** Keep players away from FB & forward stake.

C. **HL/LJ: HL** checks correct YL & clip, then places clip where the **LJ** has placed his/her foot. **LJ** will then step on the chain to secure it after the chain has been placed correctly. NOTE: Chain Crew cannot wear official's stripe shirts – causes confusion when looking across field.

D. **BJ:** If outside HM's secure a new FB, then hold existing FB in place. Face the foremost point of the FB with your back to GL.

E. **U/LJ: U** makes sure **LJ's** foot is lined up correctly on the YL with the clip & the **LJ's** foot on the chain, then takes forward stake & pulls it tight.

F. **R:** Looks at stake & FB, signals 1st down or signals short to PB. After grabbing FWP spot on chain, move chains inside HM & spot new FB if necessary. If short of a 1st down, wait for **HL** to reset clip & chains on the SL.

23. **Microphone Announcements Mechanics (MICM)**
    - **A.** **R:** One Microphone Only MUST be controlled by **R** ONLY, if it is heard in stadium. If not, do NOT use. Stand still; face PB; be concise, accurate, & think before talking. Pause for effect.
    - **B.** **CJ:** Assist **R** with player numbers when he/she is announcing 2 or more fouls.
    - **C.** **R (**Practice): No microphone in this game – verbalize fouls when you signal PB.
    - **D.** **R:** Briefly announce unique rulings; keep it short; avoid being too technical.
    - **E.** **R** (Examples): Player's # is announced.
      1. Dead Ball, False Start, Offense, # 79, 5 YDS, 1st Down
      2. Illegal Motion, Offense, # 38, 5 YDS, 2nd Down
      3. Roughing the Passer, Defense, # 41, 15 YDS, Automatic 1st Down
      4. Intentional Grounding, Offense, # 12, 5 YDS, Loss of Down, 3rd Down
      5. SL Warning, Name of HS, Their First.
      6. Time-out, Name of HS, Their First
      7. Name of HS, They Have Requested a Coach/Referee Conference
24. **Observers/Crew Meeting Mechanics**
    - **A.** Definition: Applies to Weeks 11 – 16 Only. Meets with **CREW** at halftime for a Maximum 10 Minutes & Post Game for a reasonable time. Listen attentively & be polite. However, if Observer makes a suggestion that is Different from the Gold Book, show him/her the GB.
    - **B.** **CREW**: Observer is REQUIRED to give **CREW** the OHSAA FB Observation Forms. If he/she does not, email the DOD – FB after the game.
25. **Onside Kick Off Mechanics (OKOM)**
    - **A.** Definition: Score &/or time indicate OKO might occur. KO at KT 40 YL. NOTE (5 Officials): **R** (GL in middle of field), **U/LJ** (RT 50 YL outside SL), **HL/BJ** (KT 40 YL outside SL). NOTE (4 Officials): **U** (KT 40 YL outside SL), **HL/LJ** (RT 50 YL outside SL) **R** (10YL in middle of field). NOTE (6 Officials): **CJ** – KT's 45 YL, PB SL, 2 YDS OOB.
    - **B.** **CREW:** If in doubt, use OKOM. Discuss after Try—**R** makes Decision ONLY if disagreement.
    - **C.** **CREW**: HC indicates his team onside kicks a lot – use OKOM always when they KO.
    - **D.** **CREW:** Do **NOT** give signals regarding possible onside KO - - ready for onside KO every time.
    - **E.** **CREW**: Be aware of any signals by RT – Fair Catch, Invalid or Illegal signals.
    - **F.** **R:** Stay at GL until there is no chance FB might touch GL or RT runs back to the GL.
    - **G.** **U/HL/LJ/BJ**: All 2 YDS OOB, BB in Hand. Clear restricted area before raising hand.
    - **H.** **HL/BJ:** Hold at 40 YL & observe 1st touching, blocks by KT & RT, & possession. Then move downfield to help rule on team possession.
    - **I.** **U/LJ:** Hold at 50 YL & rule on FB crossing RT's Free Kick Line, FC, & possession.
    - **J.** **U/HL/LJ/BJ:** Large pileup on onside kick - - dig out FB - - "survival of the fittest".
    - **K.** **U/HL/LJ/BJ**: Remind teams to stay behind their Free Kick Lines until FB is kicked.
26. **Pass Mechanics (PM)**
    - **A.** Definition: Snap is between – 10 YL & + 10 YL. A Pass is thrown. NOTE (4 Officials): **HL/LJ** has all receivers on their side & dual coverage over middle of field. NOTE (6 Officials): **R** – IP is 15 YDS from LOS & 8 YDS wide of QB on the right side. **CJ** – IP is 15 YDS from LOS & 8 YDS wide of QB on the left side. **R** Keys are Snap/QB/Opposite side Tackle. **CJ** Keys are Snap/QB/Opposite side Tackle. Both focus on blocking at LOS & ahead of POA. **R** Only calls Roughing Passer/Intentional Grounding. **R** secures needed info from **CJ**. **CJ** will assume

Passer responsibility if QB or a BKWD pass crosses his/her "Face". Assume R&R at this time. Let him/her cross your vision to maintain inside/out view of the play.

B. Initial Position (IP):

1. **R**: 15 YDS behind LOS & 8 YDS wide of QB at 45 degree angle; Wide Side of Field.
2. **U**: 7 YDS off LOS inside the TE's, irrespective of **R's** IP. Vary your position laterally. Shoulders parallel to GL.
3. **HL/LJ**: 10 YDS outside widest A Player; Never inside #'s. If A is near SL take steps OOB.
4. **BJ**: 20 YDS off LOS between the GP Uprights. Stay at 20 YDS until the FB is snapped between the + 15 YL & + 10 YL. Then move 5 YDS deep into the EZ. When snapped on or inside the + 10 YL (GLM) move to the EL. IP is behind the deepest B players.

C. Read & React (R&R1, 2, & 3) Then Flow:

1. **R** (Keys): Snap/QB/Opposite Tackle/Passer; Maintain a 5 YD cushion with Passer. Yell "Ball's Away" once slowly to tell B Rushers to stay off Passer. If B hits Passer after you have said "Ball's Away" once slowly, it is Roughing the Passer.
2. **R**: BP – signal & yell "back". If Passer rolls, maintain a 10 YD cushion; eye on passer after pass. Passer close to NZ – Memorize spot of release & move to it quickly – check with **U** – beyond or behind NZ. Be ready to rule on Passer who is hit – Pass or Fumble.
3. **R**: Intentional Grounding (ING) is an **R** only flag. When **Crew** members know there are no receivers in area get the info to the **R** ASAP. **R** will then assess the status of the passer. If **R** determines there is ING he/she will drop flag at the spot of the pass.
4. **R/CJ/HL/LJ:** Be Very patient when ruling on whether a pass is forward or backward.
5. **U** (Keys): Snap/Linemen/QB/Pass/Catch. Must move forward & get to NZ ONLY if the NZ is threatened by the Passer. Check spot where Passer passes ball near NZ with **R** as he/she arrives. Be ready to rule on trapped pass behind/beyond NZ. Turn ASAP when pass is thrown. Jog to DBS. Shoulders parallel to SL when spotting FB. Move off FB quickly after spotting. **Crew** GOAL: A Never has to wait on **Crew** to spot FB & go to IP.
6. **HL/LJ/BJ** (Coverages): DBL/DBL—**BJ** has inside receiver on **LJ** side. TRIPS – **BJ** has 2 inside receivers. Go to zone coverage once A receivers move past B defenders initially.
7. **HL/LJ/BJ**: Watch FEET FIRST, & then catch on EL/SL Plays. FEET/FB!
8. **HL/LJ/BJ**: Watch the initial trajectory of pass & then watch players, not ball.
9. **HL/LJ/BJ**: Consider Angle/Distance/Timing when moving into position to rule on play.
10. **CREW**: STOP-N-WATCH at moment of Judgment – You Can See Much Better!!
11. **U/HL/LJ/BJ**: Move to a position to be a MINIMUM of 5 YDS from Catch. On many plays you must move while ball is airborne for a much better angle to see the play.
12. **HL/LJ** (Keys): Snap/Player(s)/QB/Zone/FB. "Open the Door" when runner moves initially outside the HM toward you. Officiate the players as you trail them from behind. It gives a better look at the play ahead. Do not "open the door" on GLM, RM, & TFM.
13. **HL/LJ** (R&R1) (Pass in the Flat, Bubble Screen): Read Run or Pass -- Do G/T stand up? Then do backs move wide or receivers drop back? Read QB eyes – first look is usually where pass is going. If so, "stay home ". If you rule BP -- signal & yell "back". It is usually easiest for "back side" **Wing** to rule. A contending **Crew** will have both **Wings** signal. Be patient before sounding whistle for an incomplete pass vs. a backward pass.
14. **HL/LJ** (R&R2) (Short & medium passes): When **HL/LJ** do not read flat or screen pass move downfield 5 YDS keeping shoulders parallel to SL, then stop. (Over 75% of the passes are 10 YDS or less). The outside receiver(s) is yours. Read receivers in your area. Look back & read passer's eyes—where is he looking? Adjust position for a 5 YD

cushion from receiver making catch. "STOP-N-WATCH at moment of judgment. Straddle SL on SL catch/no catches. Give "catch" signal (2X) on tight SL catch after signaling TO (2X). DO NOT signal "catch" INTO the field, only on SL.

15. **HL/LJ** (R&R3) (Long Pass): Key Thought is "Turn & Burn". Read receiver who runs hard downfield or a "stop & go" pattern. Check QB eyes. Ready to go!
16. **HL/LJ**: The 3 R&R's are a "progression" that the **HL/LJ** must do on each play once they read pass. It is very important that **HL/LJ** "read" play first, then R&R, & flow as dictated by the play. DO NOT MOVE until you have completed R&R1!
17. **HL/LJ:** When runner moves into far SZ, hustle downfield & move into field toward HM at a 45 degree angle. Be a Contender Rather Than a Pretender. See players & action behind **R/U/BJ**. Square off at DBS & swivel head (2X) for DB action.
18. **BJ** (Keys): Snap/Player(s)/QB/Zone/FB. Read G/T for Run or Pass. Inside receiver(s) is yours. Read QB eyes – where looking? If R&R1 occurs, move back slowly. No need to back pedal fast unless you read deep pass (R&R3). Do NOT take yourself out of play by back pedaling too quickly. Watch receiver/defender when you know where pass is going. Maintain a 5 YD cushion by "crossing" receiver if he/she comes to you. Move in opposite direction receiver is moving, thus not trying to outrun him/her. Lead runner to GL, & stop at GL to rule on TD. Only go back into EZ toward EL when receivers dictate it. Commit sideways only when pass is airborne. Do not move past HM until DB. Move toward SL under control – ball can wait. Move SL to SL as needed to support **Wings**. DB – swivel head (2X). No need to run to DBS on plays of 10 YDS or less.

27. **Penalty Enforcement Mechanics (PEM)**

A. **U:** Penalty Enforcement is yours. Turn to calling official after whistle is sounded (Exception: On long FG's & Try – Kicks the **CJ** will enforce the penalty.)

B. **Calling Official:** Give Prelim Signal for foul called after ball is dead & GC stopped. We look STRONG & DECISIVE by giving Prelim Signals ASAP!! If 2 officials have same foul, confer, & then 1 signals. After Prelim Signal, describe to **HL or LJ** what happened. Telling **HL/LJ** "Red #76 held" is not enough. Instead state "Red #76 grabbed the defender with his right hand, then turned, & restricted him at the POA" is much better & more accurate explanation.

C. **CREW** (10 Sec. Rule)**:** Simple 5 YD DB Foul. GOAL: Mark ball ready w/in 10 seconds. Assumes Center has FB & hands it to **U** for 5 YD mark off.

D. **R:** Find open space immediately & give Prelim Signal; do not walk around!!!

E. **R:** Signals 1 Prelim ONLY to PB for 5 YD DBF – FST, ENC, DOG, Ill Sub, etc. Otherwise signal Prelim & Final Signal to the PB only (Decline: 1X only). If TV Cameras are located on SL opposite PB then give all signals to both SL's. Check with TV before the game.

F. **U:** 98% of Penalties are enforced w/out asking HC because we know. The 2% we are not sure, we look at HC (**HL or LJ** by his/her side) to decide. **HL or LJ** tells the HC down/distance for both acceptance/declination. Walk or jog off penalty yardage; your choice; get it right!

G. **R/U/HL:** 5 YD walk off close to 1st down; ask **HL** to check tape on the chain.

H. **HL/LJ:** Both walk off yardage since one can be distracted by a Coach/Player question; **U** check w/ them only after walk off. Do not look at them until you reach SS.

I. **BJ:** Helps with half distance, automatic first down, & LOD info. Prior to a KO, place FB on ground, signal foul to PB, & walk off yardage. If there are 2 fouls, repeat this mechanic.

J. **CREW:** ASK questions NOW -- maybe wrong PE; not in LR. **R** must give each official a chance to talk, not just the aggressive official when PE is complicated or **Crew** disagrees.

K. **LJ/BJ/CJ:** Signal GC Status to **R** while he/she signals the foul to the PB.

28. **<u>Pre Snap Mechanics (PSM)</u>**
    - **A.** **CREW:** Hustle to IP once the FB is spotted for the next down.
    - **B.** **R** (Wide Side – 4 or 5 Officials): For GLM, Passes, Punts, RM, & Runs, the **R's** IP is the Wide Side of the Field. Snap in the middle of the field? <u>**R** determines Wide Side</u>. **R** No Longer will ask the HC's whether their QB's or Punters are right/left – only FG/TRY Kicker.
    - **C.** **R/U/CJ**: Count A 11 Players & Hold Signal for 2 seconds. Get eye contact with each other.
    - **D.** **R**: Primary Responsibility for A subs in & out of huddle. Mark ball RFP after administrative stoppage for 40/25 second PC.
    - **E.** **R**: If A is at LOS or moving to LOS, Back Peddle Out to IP before marking ball ready.
    - **F.** **U**: Count 5 Ineligible A Linemen. Check their legal numbers, except for Sub Varsity games.
    - **G.** **R/U**: In Sub Varsity Games the numbering Rule does not apply. Communicate with B if A has an ineligible player's number in an eligible position.
    - **H.** **HL/LJ**: Enforce the Restricted Area Rule. <u>Coaches are allowed only 2 steps on the field.</u>
    - **I.** **HL/LJ**: Memorize LTG prior to snap for 1st down awareness.
    - **J.** **HL/LJ/BJ**: Decide which players can legally block below the waist immediately after snap.
    - **K.** **HL/LJ**: Responsible for substitutes getting off field prior to snap on correct SL.
    - **L.** **HL/LJ**: Move backfield foot forward so A players can line up. Then place feet parallel & shoulder width, so you can move quickly. Stand up straight to see players better.
    - **M.** **HL/LJ** (Balanced Line – 7 Players): Count # of players on LOS on your side of Center. Signal each other with both hands & hold for 2 seconds or signal with 1 hand & the other hand/arm used to indicate player(s) closest is off LOS.
    - **N.** **HL/LJ** (Unbalanced Line – 7 Players): Count # of players on LOS on your side of Center, & then use "2" & "4" fingers to indicate it, & hold for 2 seconds.
    - **O.** **HL/LJ** (Closest Player(s) is Off LOS): Punch off at a 90 degree angle & hold until snap. If he/she goes in motion, & now closest player is on, drop your arm. If 2 closest players are off LOS, punch them off with 2 fingers in a waving motion to a 90 degree angle. NO signal given for nearest A player on LOS.
    - **P.** **HL/LJ** (Motion Man): Responsible when MM moves on your side of Center.
    - **Q.** **LJ** (Down Box # is wrong): Point to Down Box repeatedly to get **HL's** attention. If not, sound your whistle softly & jog in to center of field. BE PROFESSIONAL.
    - **R.** **HL/LJ/BJ** (Pass Coverage): Based upon formation, know your receiver(s).
    - **S.** **HL/LJ/BJ:** Check location of Defensive Backs. Are they in "press" coverage which rarely occurs in HS? If not, then be ready to go to Zone Coverage immediately at the Snap.
    - **T.** **BJ**: Count B 11 Players & Hold Signal for 2 Seconds. <u>NOTE 4 Officials</u>: **U** counts B 11 Players & Holds Signal for 2 Seconds. Responsible for B substitutes in & out of huddle. <u>NOTE: 4 Officials</u>: **U** is responsible for B substitutes in & out of huddle
    - **U.** **BJ** (PC – With or without a PC): With a closed fist above your head LOUDLY state 10 seconds. Then Signal 5 seconds with an open hand & LOUDLY state 5-4-3-2-1 while waving your arm above your head & counting down. <u>NOTE 4 Officials (PC)</u>: **R** states 10 seconds. **U** signals 5 seconds, then counts down the same as the **BJ** above.
29. **<u>Punt Mechanics (PUM)</u>**
    - **A.** <u>Definition</u>: KT lines up in punt formation. <u>NOTE (4 Officials)</u>: **U** is downfield with RT receivers (same as a 5 Person **BJ)**. **HL/LJ** on LOS at SL. <u>NOTE (6 Officials)</u>: **CJ** - 5 YDS deep & 10 YDS wide of punter on left side. **R** - 5 YDS deep & 10 YDS wide of punter on right side. **CJ** – Initial Key is Snapper. Focus on blocks ahead of punter. **R** or **CJ** "Chops" his/her arm at the **Wing** on punts that go OOB on your Opposite SL. **U's** IP is "heads up" on the Snapper.

B. Initial Position (IP):

1. **R**: 5 YDS Deep & 10 YDS Wide of Punter at 45 degree angle; Wide Side of Field. If Punter is between the - 5 YL & GL, **R's** IP is 10 YDS wide & standing on the GL at a 45 degree angle. If Punter is on GL or in EZ, **R** stands on EL, 10 YDS Wide.
2. **CJ**: When Punter is between the – 5 YL & GL, stand on the EL, 10 YDS wide.
3. **U**: 7 YDS off LOS, "Nose upon Tackle" opposite **R** (ONLY applies on punt plays).
4. **HL/LJ**: On SL (Possible OOB Punt); Reverse Mechanics (R&R1) takes priority for the **HL**.
5. **BJ**: 8 YDS wide & 8 YDS Deep. If 1 receiver, favor wide side of field. If ball is snapped in middle of field with 1 receiver, then favor **LJ** side. If 2 receivers, "split them", 8 YDS Deep. When Receiver(s) has heels on or inside - 10 YL, stand on GL.

C. Read & React (R&R) Then Flow:

1. **R:** Signal **Crew** when Kicker enters field. KEYS – Snap, Punter Catch, Eligible Backs #'s, Blocking by Backs, & Punter. Inform RT players loudly to "stay off center" & "stay off punter". Count 1001 & 1002 on Center for Foul for direct contact within 2 seconds. Be aware of low snap & Punter's knee. Yell "ball's away" when FB is punted. Determine roughness/ running into. Stay with Punter until there is no threat of a foul.
2. **R:** Jog to LOS, stop, & watch KT/RT. If runback, back pedal & get to GL as needed.
3. **U (**Keys): Number Exception, Snap, Snapper, Line Play, & TURN-N-WATCH. Watch action on Center after snap. Count 1001 & 1002 on Center for Foul for direct contact within 2 seconds. If punted 30 YDS or less (R&R1), Stand-N-Watch. If punted + 30 YDS (R&R2), jog slowly downfield. Concentrate on blocks ahead of & around the runner.
4. **HL (**Keys): Snap, Punter's Catch, Line Play, & Wide Out. Fair Catch Signal after Release.
5. **HL (**R&R1): Pause before moving downfield & read if punt could be blocked. If snap is over Punter's Head, move into backfield & assist **R**.
6. **LJ:** KEYS – Snap, Line Play, Blocking Backs, Punt Cross LOS, & Blocking.
7. **LJ** (R&R1): Straddle LOS until Punt crosses LOS (Use down box as reference).
8. **CREW:** If punt is tipped, give the tip signal (2X).
9. **HL/LJ** (R&R2): Punt 30 YDS or less; jog downfield 10 YDS, STOP-N-WATCH KT/RT.
10. **HL/LJ** (R&R3): Punt more than 30 YDS; jog downfield 15 - 20 YDS watching KT/RT.
11. **HL/LJ:** Do NOT "overrun" play; concentrate on blocks ahead of receiver(s).
12. **HL/LJ:** Punt OOB -- jog beyond spot, turn w/ arm up & jog back. Once you get to the area where you think it went OOB, WALK VERY SLOWLY, & look for **R** to chop.
13. **HL/LJ/BJ:** Punt rolls OOB deep – look to **BJ** as needed due to his angle. **BJ** will NOT move to SL on any OOB punt in flight.
14. **BJ (**Keys): Snap, Outside Receiver(s) on **LJ** side, Signals, 1st Touch, & RT Catch.
15. **BJ:** Throw BB at PSK (Except: FC & TB) & 1st touching spots by KT only. Maintain a minimum 8 YD cushion with receiver & watch the blocking. If receiver "crosses your vision", let him/her go so you are not straight lined. If IP is GL, stay there until RT runs decisively up field. GL is yours. Once ball is dead help with DBS & swivel your head.

30. **Reverse Mechanics (RM)**

A. Definition: Snap is inside – 10YL. NOTE (6 Officials): When the snap is inside the – 10YL the **R** is on the EL on the right side & the **CJ** is on the EL on the left side.

B. Initial Position (IP):

1. **R:** 8 YDS Wide of QB at 45 Degrees on EL (Errant snap). Wide Side of Field. NOTE: If snap is between - 10 YL & - 15 YL, **R's** IP is 12 YDS Wide of QB at 45 Degrees on GL.
2. **CJ:** When the snap is between - 10 YL & - 15 YL, stand on the EL.

3. **U**: 7 YDS off LOS inside TE's, irrespective of **R's** IP. Vary your position laterally.
4. **HL/LJ**: 10 YDS outside widest A Player; Never inside #'s.
5. **BJ**: 20 YDS off LOS & between GP Uprights.

C. Pre Snap: **R** will signal the **HL/LJ** that they have GL by pointing at them & then at GL. **HL/LJ** confirm this by pointing at themselves & then at GL. Eye contact between **R** & **HL/LJ** is a MUST regarding GL responsibility.

D. Read & React (R&R 1 & 2) Then Flow:

1. **R:** Remain at EL until no threat, & then move forward. Maintain 5 YD cushion w/QB.
2. **R/HL/LJ:** When the **HL/LJ** have responsibility for the GL, they will rule on Safety or the FWP is "in the field of play", NOT the **R.** Remember, the GL is the most important line.
3. **HL/LJ** (R&R1) (Between – 5 YL & GL): When FB is snapped find it. Slide to GL IMMEDIATELY if FB is on or near the GL. Remember the importance of the GL.
4. **HL/LJ** (R&R2) (Between – 10 YL & -- 5 YL): Take one step toward GL at the snap, reading QB, RB, & B Rushers. If B Rushers threaten QB &/or RB at GL, move to GL ASAP. NOTE: If 3rd/4th down, LTG is 5 YDS or less, pause to see if GL is threatened, then move to LTG.
5. **R/HL/LJ** (NO LONGER IN RM)**:** Once the FB touches - 10YL, **R** has responsibility for GL. **R** will point to you & then to GL, signaling **Wings** that GL is his/her. **Wings** will point to GL & then to **R** confirming that **R** has GL. If QB rolls toward **R** "suddenly", **R** must move along the GL quickly, straddling the GL. Do not "open door" to avoid QB/RB. If QB/RB is tackled at GL, **R** is the only official that can rule on DBS -- Safety or "in field of play".
6. **LJ:** Punt mechanics take priority over RM. Stay on LOS until punt crosses it.

31. **Run Mechanics (RUM)**

A. Definition: Snap is between – 10YL & + 10YL. Run occurs from scrimmage. NOTE (6 Officials): **R** – IP is 15 YDS from LOS & 8 YDS wide of QB on the right side. **CJ** – IP is 15 YDS from LOS & 8 YDS wide of QB on the left side. **R/CJ** Keys are G/T/TE on your near side. Focus on play ahead of the Runner & the POA. **CJ** will assume Runner responsibility if he/she crosses your "Face". Assume R&R at this time. Let him/her cross your vision to maintain inside/out view of the play. See the last page of this Mechanics Section.

B. Initial Position (IP):

1. **R**: 15 YDS behind LOS & 8 YDS wide of QB at 45 degree angle. Wide Side of Field.
2. **U**: 7 YDS off LOS inside TE's, irrespective of **R's** IP. Vary your position laterally. Shoulders & feet parallel to GL.
3. **HL/LJ**: 10 YDS outside widest A Player; Never inside Numbers.
4. **BJ**: 20 YDS off LOS between GP Uprights. Stay at 20 YDS until FB is snapped between + 15 YL & + 10 YL. Then move 5 YDS deep into EZ. When snapped on or inside + 10 YL (GLM) move to EL.

C. Read & React (R&R) Then Flow:

1. **R (**Keys): Snap/QB/Handoff/QB/Line Play at Point of Attack (POA). Follow QB if he/she rolls – 10 YD cushion. Eye on QB after handoff. Check line play at POA & action around RB. When QB/RB is tackled Swivel your head (2X) for DBF.
2. **U (**Keys): Snap/Linemen/POA Blocking/RB. Watch interior line play with emphasis at POA. Action on tackled RB. Strong voice after DB to prevent fouls. Action near RB after tackle. Spot Ball: Shoulders parallel to SL. Move off ball quickly after spotting.
3. **HL/LJ (**Keys): Snap/Line Play/Blocks Downfield/RB. Read G & T for Run or Pass Play. Watch line play at POA & receivers ahead of POA. When possible move off SL to mark FWP as long as you do not run past players. As RB moves to opposite SZ/SL, move

toward near HM at a 45 degree angle to "clean up" behind **U & BJ.** During early run keep shoulders parallel with SL to maintain peripheral vision. SL is yours so be ready to "turn & burn" as needed. Check action on RB when tackled. Mark FWP with downfield foot RATHER than staring down at the DBS. **HL/LJ** that hug the SL & never move off the SL are "pretenders", not "contenders." Get off SL without running through & around players. Square off at DBS & swivel your head (2X) for DB action.

4. **HL/LJ:** "Open the Door" when runner moves initially outside the HM toward you. Officiate the players as you trail them from behind. It gives a better look at the play ahead. Do not "open the door" on GLM, RM, & TFM.
5. **BJ** (Keys): Snap/TE & T/Receivers/Line Play beyond POA/RB. Read G/T for Run/Pass Play. R&R1: Stay "home". Don't back pedal if you read run. R&R2: Move backwards if runner breaks LOS. Check receivers for blocks & crack backs. Check blocks ahead of POA & action on RB when tackled. Do not move past HM until DB. Move toward SL under control – ball can wait. Move SL to SL as needed to support **Wings**. No need to run to DBS on plays of 10 YDS or less. Swivel head (2X) after RB is tackled for late hits. Talk to "borderline" players.

32. **<u>Signaling Mechanics (SIM)</u>**

A. **CREW**: The one thing to overemphasize is signaling – sharp & crisp signals -- <u>Be ASSERTIVE!!</u>
B. **CREW**: Keep your head "up" & swivel your head (2X) when signaling.
C. **CREW**: Think "one thousand one, one thousand two when signaling; slow & deliberate.
D. **CREW:** When using radios all officials must still give the appropriate Rules Book & GB signals.
E. **CREW**: Use a finger whistle? Must still use approved signals (No "one arm" TO signals).
F. Backward Pass: "Punch Back" & Yell "Back"; Both **HL & LJ**; & the **R/CJ** (if angle allows); this includes a QB "pitching" the FB to a running back which is a backward pass.
G. Balanced/Unbalanced Line: Both **HL/LJ**; 2 Hands @ waist level; Unbalanced Line: 2 & 4 Fingers or 1 & 5 fingers at head level or above.
H. Catch (Tight SL): TO Signal (2X) then Catch Signal (2X); Do NOT give catch signals "into" the field (what if another official is signaling incomplete pass!!)
I. COP by Calling Official Once Ball is Dead: Direction first (2X), then TO signal (2X); Non Calling Officials Signal TO (2X) Upon Seeing COP.
J. Count Players: 11 (S12); 10 (10 fingers); 12 (1 & 2 with both hands). **R**/**U:** 45 degree angle.
K. Double Stakes by **R:** **Crew** relays "One Finger for each hand" (2X) above head.
L. Down Box is wrong: **LJ** Points Above **HL's** Head repeatedly. If necessary, use whistle.
M. First Down: **R** Signals ASAP (1X only): No "chopping".
N. First Down: **LJ** signals by pointing downfield with his/her arm over his/her head.
O. First Down near SL Inbounds: TO Signal (2X) ONLY – Do <u>NOT</u> Wind.
P. $1^{st}/2^{nd}/3^{rd}/4^{th}$ Down: ALL Officials signal next down with 1 Straight Arm <u>only</u> immediately after DB. Signal 4th down prior to signaling "crossed arms". Also starts PC for 40 seconds.
Q. $2^{nd}/3^{rd}/4^{th}$ Down (Close to a 1st): **HL/LJ** taps their closed fists together (2X) indicating to pinch in once ball is dead.
R. Formation: Player closest to **HL/LJ** is off LOS: Punch Back & hold on scrimmage plays until snap unless nearest A moves on LOS or goes in motion; if nearest 2 players are off LOS, punch off with 2 fingers in a waving motion to 90 degree angle.
S. Foul (Calling Official): After throwing your flag & ball becomes dead by Rule, signal TO (2X), then give a prelim foul signal to **R** & point to offending team.
T. Foul (**R** Signals PB**)**: **R** moves to 1st Available Open Space; Do **NOT** Walk Around.

U. 4th Down Signal: All officials relay Crossed Arms at shoulder level after 3rd down.
V. GC (Wind) (No First Down): After FB Becomes Dead between #'s & SL, **HL** or **LJ** Wind GC (2X) & **R** Mirrors (2X).
W. GC (Ready): **R** faces PB to wind or uses PB side arm if snap is imminent & must watch snap.
X. GC (Wind): Wind index finger (2X) at shoulder level or higher so **R** knows to wind GC.
Y. GC (No Wind): Use crossed arms so **R** does NOT wind GC.
Z. GC: Tap wrist at shoulder level to remind **Crew** of the status inside 2 minutes each play.
AA. Incomplete Pass Signal: Normal – chest high (2X) – covering official(s) only. No need to signal TO since incomplete pass signal stops GC. Other officials on **Crew** do NOT signal TO.
BB. Incomplete Pass Signal: Both Arms Sweep OOB (2X) on Tight SL Play.
CC. Incomplete Pass Signal: (2X) then Both Arms Give Juggle Signal (2X) on No catch.
DD. Knee (K/QB) Touched Ground: Point to your knee & ground emphatically (2X).
EE. Passer (Incomplete Pass or Fumble): Signal Incomplete Pass (2X) then Pass (S34) (2X).
FF. Point Differential (PD): See PD Rule elsewhere in the Gold Book for signals.
GG. PC (5 Seconds Left): **BJ** raises arm w/ 5 fingers & counts down (4-3-2-1). **U:** 4 Officials.
HH. PC (Reset): **R/BJ** raises 1 arm (25s.) or 2 arms (40s.) over head & pushes upward (2X).
II. Punt OOB: **Wing** will raise his/her arm then drop it when **R or CJ** "Chops" him/her.
JJ. **R** Marks Ball Ready: Arm high overhead & extend arm straight out toward FB.
KK. Reverse Mechanics: **R**/**HL/LJ** – **R** Points at **HL/LJ** & then GL if **HL/LJ** Have GL; If **R** has GL (No longer RM), he/she points at himself/herself & then at GL.
LL. Runner Down Before Fumble: Point from your head to waist to Ground (2X).
MM. Safety: Hold for 2 Seconds.
NN. Stop Sign: Arm/hand extended 90 degrees toward **R** to wait for injured player, talk with coach or player, timer to put 12:00 on GC, or any other good reason.
OO. Tee (S4): Given by **R** to **Crew** when Tee is carried on field by KT. If "Tee" is not carried on the field, then Signal a 2 Point Try by holding up 2 fingers.
PP. Direction by Calling Official for Team TO: TO Signal (2X) Followed by Pointing with Both Arms (2X) Toward Team Who Requested TO.
QQ. TO Signal: All 5 signal <u>Stop</u> GC (2X). Begin signaling with your arms on the side of your body. **R** signals Team who Called Team TO (2X) with 2 Chucks of Arms toward Team's GL.
RR. TO: When team uses 3 charged team TO's, **R** will face PB & pull down on the "steam boat whistle" (2X) & then point to that team (1X).
SS. TB: Signal (2X).
TT. TD & Try-Pass/Run: If you see TD, signal TD; Do NOT mirror another official's TD if you did not see TD; Hold 2 Seconds; Arms Straight up & Palms Inward. **R** does not mirror TD to PB on successful score. Foul & TD during a down – signal TD since that is the result of the play.
UU. Touching a Pass/Kick at LOS: Anyone who sees it will use S11 (2X).
VV. Trap-No catch: Signal Incomplete Pass (2X), run to spot & Pound ground emphatically (2X). (S #) refers to the NFHS Official FB Signal Chart in NFHS FB Rules Book.

33. **<u>Third & Fourth Down Mechanics (TFM)</u>**

A. HL/LJ: Know LTG. Point to LTG to inform other **Wing**. Crucial! Don't "Open the Door" in TFM.
B. HL/LJ: Similar to GLM, move to LTG immediately at snap if LTG is 5 YDS or less. Imperative to be stationary on LTG prior to FB arriving. If GLM are being used, TFM takes Priority. Go to LTG.

34. **<u>Timing & TO Mechanics (TOM)</u>**

A. CREW: When GC does not work announce remaining time loudly at 10, 8, 6, 4, & 2 minutes. Once inside 2 minutes attempt to announce the GC time remaining loudly after every play.

B. R/CJ: Check Scoreboard for the correct number of TO's. Then the **R** will mark the ball ready.

C. BJ/CJ (GC is stopped): **BJ/CJ** signal **R** whether GC is started on ready or snap due to **LJ** talking with HC or walking off penalty. "Top Contending" **Crew**: Most officials signal **R** on most plays.

D. R/BJ: Official facing GC rules on snap versus end of period.

E. LJ: Primary Responsibility for GC. He/she talks with Timer before game, times half time, interrupted game for lightning/thunder, & interval between end of game & OT. Make sure GC starts, when stopped, after **R/LJ** signal wind GC. If it does not start, ALL officials wind GC.

F. HL/LJ: Signal TO (2X) when runner is OOB, not when you reach DBS. Wind GC (2X) when DBS is inbounds between #'s & SL, unless it is an obvious 1st down.

G. CREW: Every official MIRRORS every TO (2X) signal on every play.

H. CREW: TD, TB, Safety, & Incomplete Pass Signals automatically STOP GC – no need to signal TO.

I. CREW (Inside 2 Minutes & All TO's): Someone MUST visibly see GC was stopped on OOB, incomplete passes, TO's, etc – it is that critical.

J. BJ: Operation of a visible Stadium PC is a Game Management responsibility; NOT the **BJ.**

K. R/HL/LJ (KO & Start GC): Kick touches or caught by player between HM's – **R** only winds GC. Kick touches or caught by player in SZ – **R & near Wing** wind GC. **Crew** checks GC – Stopped?

L. CREW (Team TO): When necessary for several officials to get together & talk, then DO IT. But still keep an eye on "your" team as needed.

M. CREW (Team TO): Calling official – Whistle, signal TO (2X), point to team (2X). **R** signals TO (2X) facing PB, & turns to team's GL & points that way (2X), both arms.

N. CREW (Team TO)**:** All 5 officials signal TO's REMAINING for both teams to each other & records it. **R** will give 2 "tugs on steamboat whistle" & point to team's GL when they are out of TO's.

O. HL/LJ: When team is out of TO's, **Wing** informs HC only.

P. CREW (GC Stopped): Give "stop signal" to **R** for unusual delays in marking ball ready.

Q. R/U/LJ (TV Games): **LJ** signals **R/U** with "stop signal" until TV Coordinator indicates to **LJ** that TV is ready. **U** stays over FB until **LJ** signals that TV is ready.

35. **Try-Kick Mechanics (TRYM)**

A. Definition: Try will probably be kicked. (Assume Right Footed Kicker below) NOTE (4 Officials): **Wing** who looks at **R's** back goes to EL. Stay at LOS on Muddle Huddle. **U/Wing** (GP Uprights). NOTE (6 Officials): **CJ** - Non Plant Leg Side of Kicker, 10 YDS Deeper than Holder & 5 YDS Wide of Holder. **R** Only Calls Roughing/Running the Kicker/Holder. **R** secures needed info from **CJ**.

B. Initial Position (IP):

1. **R**: Plant Leg Side of Kicker. 5 YDS Deep & 10 YDS Wide of Holder, at a 45 degree angle.
2. **U**: GP Upright opposite PB. 3. **BJ**: PB GP Upright. 4. **U/BJ:** Muddle Huddle: Stand on EL.
5. **HL/LJ**: Stand on bottom of Field #'s at LOS; Muddle Huddle: Stand 2 YDS OOB.

C. Read & React (R&R) Then Flow:

1. **R**: Signal **Crew** ASAP when Tee & Kicker come on field. KEYS: Holder #, Snap, Holder's Catch & Knees, NO FAKE, Snapper, Holder, Rushers, & Kicker/Holder. Ask HC where FB is spotted. Mark FB ready when **U** gets to EL. Inform RT to "stay off center & K/H". Yell "Ball's Away" when FB is kicked to warn RT to avoid K/H. After Kick – Watch KT & RT for DBF. Don't signal PB on kick Good or not beyond/behind LOS. Count 1001/02 while watching Center for a direct contact foul w/in 2 seconds. Jog in after FB is kicked.
2. **U** (Keys): Numbering Exception, Snap, Snapper, NO FAKE, & FB. Watch action on Center after snap. Count 1001 & 1002 on Center for a direct contact foul within 2 seconds. Sound whistle immediately when FB is kicked. Muddle Huddle: Stay on EL.

3. **HL/LJ** (Keys): Snap, FAKE, & Near TE/WB Block. Try Good or No Good/Blocked: Hustle in toward players with Strong voice after FB is kicked. If fake, move immediately to GL, 2 YDS outside Pylon. Muddle Huddle (GLM): Hustle to #'s if KT shifts to a Try-Kick.
4. **R/HL/LJ**: Fake Try short of GL, **Wings** marks FWP Only. **R** signals No Score to PB when Runner is short of GL only.
5. **U/BJ**: **BJ**: Has opposite PB upright & Crossbar. **U** has PB upright only. Fake -- stays on EL. Good – Both signal Try Good & move 2 YDS straight ahead into EZ; Not good beyond or behind LOS – Both move 2 YDS straight ahead & signal no score ONLY (2X).
6. **R/CREW**: **R** jogs toward players after kick. Huddle after Try only if absolutely necessary.

36. **Victory Formation Mechanics (VFM)**

A. Definition: Winning team HC informs officials we are "going to take a knee". Opponent is out of team TO's or tells **Wing** that we will not use them. Winning Team is ahead by 9 or more points. If the score differential is 8 or less points **R** will tell the teams to "defend themselves".

B. **CREW:** Officials pinch in. **R/U:** Inform A & B that A will take a knee—nothing rough. QB has protection once his/her team indicates they will take a knee. **R:** Emphatically tell QB he/she MUST take a knee ASAP – no fakes. If he/she fakes & does not take a knee, it is an Unfair Act.

C. **CREW:** Ask winning team HC if the team will take a knee; score/time dictates this. If yes, **Wing** assertively informs losing team HC. Inform all players loudly. Communication is important!!

37. **Whistle Mechanics (WM)**

A. **R:** When necessary mark the ball ready & be clear of all players.

B. **CREW**: Sound your whistle (SEE LEATHER) when ball is dead by Rule. Not more than 1 or 2 whistles; rarely 3. Who has primary coverage? Contending Crew has Great whistle Discipline.

C. **CREW**: Ball dead by Rule – 1 only strong short whistle blast by covering official(s); keep whistle in mouth until threat of a DBF is over. Whistle on every play – NO Exceptions.

D. **CREW**: Repeated blasts of whistle to indicate: Foul away from play; TO; HC Requests Info; Stop Play for Something Unusual; "Fighting", or "Opponents talking with each other".

E. **CREW**: Plastic Whistle only. Carry whistle in your hand only during down, not in your mouth.

F. **CREW**: Finger whistle – use OHSAA Approved Hand Signals with both arms, if needed.

G. **CREW**: Whistle can be in mouth prior to snap. Drop or remove it from mouth after snap.

Crew of 6 Officials -- Mechanics -- Important Notes

NOTE: **R & CJ** IP on a HS Marked Field. When FB is spotted on the Right HM for Run/Pass Plays the **R**'s IP is at the top of the Field #'s (Punt – Bottom of Field #'s). **CJ**'s IP is midway between the 2 HM's. Adjust accordingly as the FB is spotted between the HM's – always be 8 YDS wide (Punt – 10 YDS wide).

OHSAA FOOTBALL OBSERVATION FORM

PART 1

DATE_____ SITE_____ OBSERVER(S)_____ HOME_____ VISITOR_____

CREW NO.			R's NAME: NO.			U's NAME: NO.		
QTR	TIME	COMMENT	QTR	TIME	COMMENT	QTR	TIME	COMMENT
						CJ's NAME: NO.		
						QTR	TIME	COMMENT

OHSAA FOOTBALL OBSERVATION FORM **PART 2**

DATE_____ SITE_____ OBSERVER(S)_____ HOME_____ VISITOR_____

HL's Name		NO.	LJ's Name		NO.	BJ's Name		NO.
QTR	TIME	COMMENT	QTR	TIME	COMMENT	QTR	TIME	COMMENT

Observer Instructions: Volunteering Their Time to Improve Officiating

NOTE: Think Constructive Comments, Constructive Comments, Constructive Comments – Be Positive

1. Print CLEARLY; use OHSAA Gold Book (GB) Abbreviations to save space.
2. **BOTTOM COPY GIVEN TO CREW**; top copy forwarded to League Assigner during the regular season & to Bruce Maurer (DOD), via email scan or mailed to his home address during the State Tournament.
3. We view ourselves as a teacher & mentor - we are there to help officials improve - not to grade them.
4. Please read & learn the 10 Commandments by Ed Hochuli on the other Observation Form (Reminders) -- excellent thoughts for our observers.
5. OHSAA Observation Forms are an Improvement Mechanism. Discuss "What Went Well" & "What We Can Do Better". Discussion must be open & frank. Ask questions rather than lecture.
6. Assess Game Administration & Game Management. Does the game flow with minimal delayed **Crew** conferences? Does the **Crew** manage the game without being noticed much by the spectators?
7. Be Respectful of the **Crew's** time -- hold discussions to 15 to 20 minutes after the game (10 minutes at halftime) unless it is a very unusual & challenging game that requires additional time.
8. All observations are **BASED** upon the OHSAA GB Standards **ONLY** --please no personal preferences or "war stories of how our Crew did or does it".
9. Ask **R** privately to ask his/her **Crew** for their attention -- not getting undressed or taking a shower. Let's be respectful of each other.
10. If possible, sit down with the officials, officiating chain crew (if OHSAA Officials,) & their guests ONLY immediately after the game in their locker room to cover your comments.
11. Before discussing your observation, ask the **Crew** what are their thoughts on mechanics, communications, game management, & game pace.
12. Concentrate on observing the IP & R&R Then Flow on the 11 Different Types of Plays for each official initially.
13. Watch each official individually: Do they "read the play" for a pass vs. a run? How do they react to a short pass vs. a medium or a long pass (R&R1, R&R2, R&R3)?
14. Listen to whistles when the ball becomes dead: 1 or 2 whistles or is the entire **Crew** "ball watching" by sounding their whistles?
15. Hand Signals: Is the **Crew** using the OHSAA Approved Hand Signals listed in the Gold Book? Do they signal stop the clock (2X) & incomplete pass (2X) in a slow & professional manner?
16. Communication: How is **Crew** communicating verbally & nonverbally with each other, PB & HC's?
17. Time Management: Enforcing DB LOS Fouls within 10 seconds, TO's limited to 60 seconds, & KO's after 60 seconds have elapsed after the Try?
18. Restricted Area: Does the **Crew** enforce the Restricted Area & give SL Warnings when warranted?
19. Dead Ball Officiating: Do officials "chase the ball" or do they watch players on & off the field until there is no threat of a dead ball foul?
20. **Back Side Wings**: "married to the SL" or do they move on to the field & actively officiate the play?
21. **BJ**: Back pedals too soon & takes himself/herself out of the play or does he/she R&R? Is he/she an integral part of the **Crew** throughout the game? Does he/she signal **R** on game clock status?
22. Field Presence: Does the **Crew** hustle & communicate, have good "game pace", look like "they know what they are doing", & enjoy officiating?
24. Observers Mantra: Consistency! Consistency! Consistency! Comments are based on the OHSAA A FB Gold Book! (9/22/23)

Observer Reminders

Ed Hochuli's "Ten Commandments of Observing" Released on My Referee: October 2009 Copyright© Referee Enterprises, Inc. (Paraphrased 5/22/23)

Let's keep some things in mind when evaluating/observing/teaching:

1. Be Fair & Impartial. We know many of the officials we are watching. That shouldn't, & can't, affect our opinions. We must be above reproach.

2. We Do Not Know All the Answers. Find out why he/she did what he/she did before offering constructive comments. Find out what happened & why. Then offer suggestions on how it might have been done better.

3. Be Constructive. Remember the purpose of observers is to improve the officiating quality. The only way your comments can help an official improve is if you share them. Go in the locker room (LR) at halftime & after the game. Go over all your notes with the entire **Crew**. If not, call the **R**. It is imperative that we share all our comments with them — both good & constructive.

4. Be Consistent. The biggest complaint is that we are inconsistent. We need to give everyone the same info. **Study** & **Learn** the OHSAA Gold Book.

5. Do Not be a Distraction. If the **R** invites us to the pregame, we should go if we can, but never go into the official's LR without being invited by the **R**. Call the **R** before the game and ask permission to come into the LR.

6. Be Discreet with Your Constructive Comments. Our comments should be shared with the **Crew**, but not with other officials or coaches. We should be a positive influence on the program, & should never criticize officials to other officials or coaches.

7. Praise at Least Three Times as Much as You Criticize. We all know people respond better to positive comments than negative, so whenever possible, cast even your criticisms in a positive manner — perhaps by praising someone else on the **Crew** as a means of pointing out to another **Crew** member a better way "to do it."

8. Do Not be Afraid to Say "I Do Not Know". Often we are asked what we thought about a particular play, whether the pass was caught, what the proper mechanic or Rule is, or what happened on a particular play. And often we don't know.

9. Do Not Judge Fouls from the Stands. Our job as observers is primarily "mechanics oriented" rather than "foul oriented." When discussing "foul oriented" questions ask the official (s) "what did you see?" This allows us to assess & comment on their Rules knowledge. We will occasionally be able to comment on a foul, but normally, we won't see it, or we won't get nearly as good a look at it as the official (s) did.

10. Do Not Forget What It is Like to be on the Field. Remember how quickly things happen on the field. Remember the angles on the field are different & people can be screened or distracted by other action.

Officiating Tips – Professionalism – We Will Be the Best

5/22/23

1. **Officiating Reminders: Professional & Pleasant**
   Treat all coaches & players with courtesy & respect. Offer brief explanations when necessary. Bring potential problems to the attention of the HC.
2. **Official's Professionalism**
   A. Check the WWW.OHSAAFB.COM website weekly for the latest information.
   B. Read & know the OHSAA Handbook for Officials located on the OHSAA.ORG website (select officiating, then officiating again on the pop up window, and then see Resources).
   C. Officials need to be aware that their actions are being observed at all times.
   D. Rules Knowledge: Know the Rules & Officiating Mechanics. Read & study weekly the weekly Quizzes that are on our website. They cover Rules, Mechanics, & Regulations.
   E. An official's personal opinion about a Rule must not have an effect on enforcement of it.
   F. Keep yourself physically & mentally fit. Remember that each year you are a year older & the players are the same age.
   G. Every game we officiate – let's ask each other "how did I do" & "what can I/we do to get better before our next game".
   H. Remember that the "Only Dumb Question Is The One We Do Not Ask".
   I. Always act in a manner to be a worthy example to those for whom & with whom you are working.
   J. Your responsibilities extend to fellow officials & you must work as one member of the officiating team.
   K. Make decisions promptly & fairly based upon the Rules regardless of the school, coach, score, or crowd.
   L. Keep in mind your first Goal is your SAFETY as well as the SAFETY & general welfare of those that you are officiating.
   M. Read & know the OHSAA FB Regulations found in the Gold Book.
   N. Be systematic, prompt, & business-like in all your dealings.
   O. Honor every contract; even if it means not being able to take a "higher level game" or to travel less miles.
   P. Build a schedule through hard work, dedication, study, reflection, & enthusiasm.
   Q. Wear only the proper uniform. Maintain a neat & credible appearance.
   R. Respond in a timely fashion with your Assigners.

Overtime (OT): Rules

1. Policy: OHSAA requires that all Varsity Contests **ONLY** have a winner (no ties) & must use this OHSAA OT Procedure. OT is **NOT** used in any Sub varsity Games (JV/Frosh/8th/7th Grade). OT Period starts when the **R** signals "End of 4th Period". Commissioners/Assigners & Officials may **NOT** modify these OT Rules.
2. Do **NOT** use the OT Procedure in the NFHS Rules Book. It is different from these OHSAA OT Rules.
3. Definition: An OT Period is defined as the Home Team (HT) &Visiting Team (VT) each having a series.
4. Start: Both teams go to their team boxes for a maximum 3 minute intermission. **Crew** meets at 50 YL, reviews OT, & discusses Penalty Enforcement (no Post Scrimmage Kick Enforcement); including any carry-over penalties from the 4Th period that could be assessed to start the OT. **HL/U** (VT HC) **& BJ/LJ** (HT HC) will answer any Head Coach's (HC) questions.
5. Coin Toss (CT): VT chooses "heads" or "tails". Winner: Choice of defense or offense first, or end of field to play. Loser: other choice. **R** indicates CT winner; place a hand on his/her shoulder. To indicate offensive team, **R** has that captain face the Goal Line (GL) his/her team will advance. Indicate with first down signal. Other captain faces offensive captain with his/her back to GL he/she will defend. There is only one CT in OT.
6. Time Out's (TO): 1 TO/team/OT period. Unused TO's do not carry over from 4th Period to OT or from one OT Period to the next OT Period.
7. Timing: GC is turned off. PC is used. Maximum 2 minute intermission between OT Periods, regardless of the number of OT Periods played, & a 1 minute intermission after a team scores.
8. Start First OT Period: Each team has a series of downs. Offensive team: **(A), 1ST & 10, B's 20 YL** or Succeeding Spot (SS) (if carry-over penalty has been enforced). A has 4 downs. A is awarded a new series when a 1st down is made. Line to Gain (LTG) is established 10 YDS in advance when a new series is awarded. If LTG is not reached, opponent starts on offense. After first team on offense has completed its series, defense becomes offensive team, 1st & 10, at the same 20 YL, anywhere between the HM's.
9. Direction: Both teams play at the same end of the field during an OT Period.
10. COP: If B gains possession, ball is dead i**mmediately**. A's series has **ended**.
11. Scoring: A may score by FG, TD, & Try **ONLY**. B cannot score. If A scores a TD, then do the Try, unless points would not affect the game outcome. Team with the most points at the end of an OT Period wins. Final score: Combine points scored in regulation & all OT Periods.
12. Score Tied After 1st OT Period: If the score remains tied after each team has been on offense in an OT Period, then play more OT periods until a winner is determined.
13. Subsequent Captains Meeting (s): Loser of OT CT has first choice of options (See # 5 above). Additional OT periods: Option choice is alternated (no CT). **Crew** will meet with the HT & VT Captains each time at the 50 YL for their choices. Then the **R** will signal the choices to the press box.
14. A Awarded New Series: A shall be awarded a new series when any of the following occurs: 1. LTG is reached; 2. Kicking Team (KT) recovers a FGA between the GL's after it has been touched First by the Receiving Team beyond the Neutral Zone; & 3. B is guilty of roughing kicker/holder/snapper/passer. (5/22/23)

Overtime (OT): Plays & Rulings

1. Play. Last timed down of 4th period. A 1 scores TD, score now B 22 & A 20. On a Try A 2 passes to A 3 for successful Try (2 points). After Try, B 1 commits UNS. Ruling. B 1 UNS foul is enforced at SS to begin first OT Period. **R** explains options to the HT & VT Captain's prior to the Coin Toss (CT).
2. Play. Last time down of 4th period. A scores TD & score is A 13 – B 14. A Try-Kick is successful & B 1 roughs kicker/holder. Ruling. If A accepts score, penalty is enforced to start OT. If A accepts penalty, Try will be replayed at the + 1½ YL.
3. Play. End of 4th period score is tied. After last down of 4th period, A 1 strikes B 1. Ruling. DQ A 1. Enforce personal foul at SS. If A is first on offense in OT, it is A 1st & 10 on B 35 YL. If B is first on offense it is B 1st & G on 10 YL. OHSAA OT: Ball is initially placed at 20 YL.
4. Play. 4th Period ends with a TD. During A's successful 2 point Try, B 9 commits DPI. A makes successful 2 point Try which ties game & results in OT. Ruling. If A elects to take the DPI penalty at SS to begin the OT, the **R** will explain the options to the HT & VT Captain's prior to OT CT.
5. Play (OT). Home Team used all 3 TO's in the 2nd half & now their HC asks for a TO after the OT Toss & prior to the **R** signaling the ready. Ruling. Legal. OT starts once **R** signals "End of Period" for 4th Period.
6. Play (OT). Regulation game ends in a tie. In OT, A wins CT & selects offense. A 1 scores TD. After A 1 scores TD: (a) A 2 clips B 1 or (b) B 1 strikes A 2. Ruling. DBF in both (a) & (b). TD counts. Penalties in both (a) & (b) are enforced at SS, the Try.
7. Play (OT). A 4th & 5. TD by A. After score, but before Try, B 1 commits UNS. Ruling. Penalty enforced at SS on Try. Non player, UNS, & DBF are penalized at SS.
8. Play (OT). A 3rd & G on B 4 YL. B recovers fumble or intercepts pass. Ruling. Down & series ends with B's fumble recovery or intercepted pass. B cannot return them. Ball is dead immediately.
9. Play (OT). A 3rd & G on B 4 YL. Attempted FG by A is unsuccessful & B 1 recovers FB on – 1 YL. Ruling. Down & series ends for A with COP.
10. Play (OT). A 3rd & G on B 4 YL. B commits DPI on incomplete pass. Ruling. A 3rd & G on B's 2 YL.
11. Play (OT). A 2nd & G on B 9 YL. A commits OPI on incomplete forward pass. Ruling. A 2rd & G on B 24.
12. Play (OT). A 4th & G on B 6 YL. FGA by A is unsuccessful. B 1 roughs kicker/holder. Ruling. A 1st & G on B 3 YL. Automatic first down for roughing kicker/holder.
13. Play (OT). Home Team (HT) chooses offense first. HT (A) scores TD. During successful Try-Kick, B 1 roughs holder. Ruling. Since HT (A) accepts result of the play (successful Try-Kick), penalize VT (B) at SS. It will be VT ball 1st & 10 at the 35 YL.
14. Play (OT). HT chooses offense first, scores TD & Try-Kick. They huddle in front of their bench. Ruling. Due to the A score, there is a 1 minute intermission after Try.
15. Play (OT). HT chooses offense first & their series ends with no 1st down. They huddle in front of their bench. VT is on the field ready to play. Ruling. The teams must switch sides of the LOS & begin a new series immediately with no break. Do not allow the VT to put the ball in play until the HT is on the field. Penalize HT for delay of game, if warranted.
16. Play (OT). Scoreless 1st OT Period. B lost OT CT. B has choice & chooses to play 2nd OT Period at opposite field end from where 1st OT was played. Ruling. Yes.
17. Play (OT). A attempts a FG. FGA is blocked & ball stays behind the LOS. Ruling. Ball remains live. (a) If A recovers, they may run, pass, or drop kick. (b) If B recovers, the ball is dead. (c) If an IW occurs during the kick, replay the down.

Overtime (OT): Penalty Enforcement

1. **Basic Rule**

Succeeding Spot (SS) fouls which occur: A. During last play of the game; B. During the last play of an OT Period; or C. Dead ball fouls which occur after the last play of a game or OT Period. These can be carried over to OT, unless a TD is scored on that play, in which case the penalty can only be enforced on the Try.

2. **Fouls that carry over from Regulation to the First Play of OT (or from one OT Period to the following OT Period)**

- SS fouls during last timed down of a game or last play of an OT Period, if a TD was not scored.
- Dead Ball fouls (DBF) after last play of a game or last play of an OT Period if TD was not scored during play.
- SS fouls on a Try, if the Try follows a TD on last play of a regulation/OT period.
    - Unsportsmanlike (UNS) fouls during or after the Try on A or B.
    - Non player fouls or non-player UNS fouls during the Try on A or B.
    - DBF after the Try on either A or B.
    - Fouls on B during the Try, if A accepts the result of the play & chooses penalty enforced from the SS. (These include: Fouls by B or RT on a successful Try or FG; DBF after last play of the game or before OT; UNS or non-player fouls during or after the Try on A or B; in OT, non-player, UNS, & DBF are penalized at SS.)

3. **Fouls that do NOT carry over from Regulation to the First Play of OT (or from one OT Period to the following OT Period)**

- A foul by an opponent of scoring team on last play of regulation/OT Period during a down in which a TD was scored. Scoring team can only accept this penalty on Try.
- A UNS or non-player fouls by either team on the last play of regulation/OT Period on a down which a TD is scored. Offended team can only accept this penalty on the Try.
- If a TD is scored on the last play of regulation/OT Period & there is a foul after scoring down, but prior to the initial ready for the Try, for which the basic spot is the SS, the offended team can only accept this penalty on the Try.

Point Differential (PD): OHSAA Rule, Plays/Rulings, & Mechanics

During the 2nd half (Exception: If both HC's agree, the PD Rule can be implemented during the first half.) for all Varsity & Sub Varsity Games, any time the score differential reaches 30 points or more the game clock (GC) will be stopped only during: 1. An official's time-out is called for an injured player; 2. A charged time-out is called; 3. A change of possession (COP) occurs at the end of the down; 4. At the end of a period; 5. A Score (Exception: Touchdown);; or 6. An extended delay. GC will start again on ready for play (RFP) signal for the first play after the above situations. GC will continue to run in all other situations. (Use of this Rule does not preclude use of NFHS Rule 3-1-3). After the 30 PD is met, if the score drops below 30 points, GC reverts to regular timing Rules. Tell HC's. **LJ** meets Timer before game.

Plays/Rulings below occur under the OHSAA PD Rule, unless noted.

1. Play. Late in 2Q A scores, 31 - 0. Ruling. The PD Rule does NOT start until the 3Q, unless both HC's have agreed to implement PD in the 1st half. Standard timing rules are used for the 1st half.
2. Play. A scores a TD & goes ahead 30 – 0. Try-Kick is good & score is 31 – 0. Ruling. PD Rule starts when the **R** marks the ball RFP & winds the GC for the KO or, when no KO's are used, for the 1st down. The **Wings** will notify both HC's that the PD Rule is in effect.
3. Play. A is ahead 31 – 0. KT KO's to RT & RT runs it back to 30 YL. Ruling. GC stops since there was a COP at the end of the down. The GC starts when the **R** marks the ball RFP & winds the GC.
4. Play. A is ahead 33 – 0. A scores another TD & score is 39 – 0. The GC continues to run after the touchdown is scored & during the Try. The GC does NOT stop during the Try.
5. Play. A is ahead 31 – 0. A- 1 throws a pass that is intercepted. B -1 returns it 10 YDS & is tackled. Ruling. GC is stopped since there was a COP at the end of the down. When the **R** marks the ball RFP he/she will wind the GC.
6. Play. A is ahead 31 – 0. A-1 throws pass, B-1 intercepts, B-1 returns, hit, fumbles, & A-3 recovers the fumble. Ruling: Since A has the ball at the end of the down, the GC continues to run. The same ruling would apply on a KO or punt play.
7. Play. A is behind 31 – 0. A scores a TD & 1 point Try. Score is now B – 31 & A – 7. Ruling. Since the score differential is now less than 30 points, revert to NFHS timing rules. Tell HC's.
8. Play. A is ahead 31 – 0. It is a hot & humid game & **R** stops game for extra water breaks. Ruling. This is an extended delay. Stop the GC for the water breaks, then **R** marks ball RFP & winds GC.
9. Play. A is ahead 31 – 0. A3 is called for holding. Ruling. The GC continues to run.
10. Play. A is ahead 31 – 0 with 2 minutes left. A HC tells **HL** he/she will not snap the ball again. **R** will invoke Consume Time, & the GC will be stopped for the DOG & the GC will start on the snap.
11. Play. A is ahead 31 – 0 & time expires. If applying Ext. of Period, extend before quarter change.

Mechanics:

1. When PD Rule is enforced the **R** will point at the timer, tap his/her wrist, & give a wind signal with his/her index finger. **R** will face the timer each time he/she needs to wind the GC.
2. Other members of the **Crew** will continue to use Gold Book Signaling. **LJ** will mirror **R's** wind.
3. It is the timer's responsibility to know the Rule & start/stop the GC as needed. (5/22/23)

A Summary of OHSAA FB Regulations That Apply to Officials

NOTE: These Regulations are summarized from the OHSAA FB Manual. See www.ohsaa.org. (5/22/23)

1. **Alcohol, Illegal Drugs, & Tobacco**
   A. Officials: Prohibited from using any form of alcohol, illegal drugs, or tobacco at playing site.
   B. Officials: No intake of alcoholic beverages on game day until after the game
2. **Amplified Noise**
   A. Any amplified noise, including powered noise makers & PA noise, shall not occur while QB calls signals or ball is live. See OHSAA FB Regulations, Section 5, for additional info.
3. **Bands**
   A. Shall not play music or sound a whistle while QB calls signals or ball is live. Band shall not perform behind VT's bench area. Contact Game Management who will correct it. If either band delays the start of the 1st or 3rd periods, assess a DOG penalty against the HT.
4. **Coaching Phones**
   A. No OHSAA Policy or NFHS Rules regarding # of phones or whether they operate or not.
5. **DQ, Ejections & Special Reports**
   A. Officials: Required to file an Ejection Form online (OHSAA.ORG, select Officiating, select Ejection Form) for each coach/player that is **ejected** within 48 hours. Includes ejections for UNS (No Contact) or Personal Fouls (Contact) during a 7th – 12th grade game.
   B. Coaches DQ for UNS: Will be ineligible to coach at all levels of games played until he/she sits 1 game at level ejected. DQ Coach must be away from playing vicinity area. He/she cannot go in the stands.
   C. UNS assessed to assistant coaches, trainers, & replaced players are **not** charged to the HC.
   D. Player DQ for UNS: Must remain on team bench. He/she cannot be in uniform the following week.
   E. Special Report Required: 1. Game terminated before time expired by Rule (info includes, but not limited to, circumstances, time, & score). It is preferred games be played until time on GC expires; & 2. Team refuses to continue playing or HC removes team from the field.
6. **Drones (Unmanned Aerial Vehicles)**
   A. Prohibited during State Playoffs. During Weeks 1 – 10 & scrimmages it is the decision of the school.
7. **Field Conditions**
   A. The field is very muddy with standing water, snow, or ice: Game will be played.
   B. The field is marked incorrectly. Play game then report to OHSAA.
   C. Lights go out on one side of stadium prior to or during the game. If both HC's agree, play the game.
   D. Lights go out during a down. Apply the inadvertent whistle Rule.
8. **Forfeited Game or No Contest**
   A. Any scheduled regular season contest which is not started due to unforeseen circumstances, such as failure of team to arrive, strike, or school closing is a "no contest" or a forfeit. "No contests" are not included in won-lost statistics. OHSAA may declare a forfeit when a team (s) refuses to reschedule.
9. **Game Clock (GC)**
   A. Turn GC off after 3rd time Timer is corrected or GC malfunctions - 3 Strikes. Inform every 2 minutes.
10. **Game Footballs**
    A. Weeks 1 – 10: Teams shall provide 1 or more legal FB (s) for use. Weeks 1 – 16: Ideally, varsity officials shall receive FB's 1 hour before KO. Weeks 11- 16: Official FB is Wilson GST. Teams provide 3 legal FB's (can use any Wilson FB). Disregard tackiness. Foreign substances with residue - illegal.

11. **Halftime (Varsity Only)**
    A. If both teams use a common exit area from field at end of 1st half, officials "hold" VT until HT has time to clear field. GC starts when HT & VT have reached their Locker Rooms.
    B. Intermission: Halftime is **NOT** extended by a Host School Request. 20 minutes plus 3 minutes for warm up must appear on GC separately. HT & VT must be in stadium for 3 minute warm-up. Players do not have to warm up.
    C. **LJ/BJ** -- HT HC (4 Min. warning) & escort to field. **U/HL** -- VT HC (4 Min. warning) & escort to field.
    D. When HT & VT refuse to enter field first, HT must enter first.
12. **Host Schools Responsibilities for Officials**
    A. Must provide adequate security for officials & their vehicles upon arrival through departure.
    B. Held responsible to sponsored student sections that attack or single out student - athletes.
    C. Refrain from showing replays on video boards where an officiating call could be controversial.
    D. Shall "police" the throwing of snowballs or missiles of any type, by spectators & others, & discourage bands & cheerleaders, etc. from participating in unsporting conduct.
    E. If A/B/C /D above occur, officials report this to Game Management who will correct it.
    F. Shall provide a private meeting/locker room for officials' 2 hours before game time.
13. **Officials Authority & Payment of Game Fees**
    A. Begins: When the **Crew** arrives on the field 35 minutes before the scheduled game time.
    B. Ends: When all paperwork, reports, & other duties for the game are complete.
    C. Game Cancellations: If an official is notified in route, or after the official arrives & the contest is not started, the official will receive any travel stipend, but not the game fee. If, after the official arrives, the contest is started, & is interrupted due to weather or other reasons, & not completed on the day scheduled, the official will receive full payment. An official completing an interrupted contest on another day will receive full payment. (Handbook for Officials, XI, 3B)
14. **Officials Required Meetings**
    A. 4 Education Credits required. Check www.myohsaa.org, select Local Meetings, & select FB.
    B. 1 State Rules Interpretation Meeting (SRI) required. Check at www.myohsaa.org, select State Meeting, & select FB for dates & locations. Online dates: July 17 (9AM) thru August 14 (must be finished by 11:59PM). From August 15 thru Sept. 4 call OHSAA, pay $50, & secure access to the SRI Site. Beginning September 5 special permission must be requested to gain access to the SRI Site.
    C. SRI: To receive credit for face to face meetings (no fee) an official must arrive on time & stay until conclusion. Officials receive credit for 1 SRI & 1 Education Credit (Local Meeting). Online Meeting: Officials need to complete the entire PPT Presentation.
    D. Officials who fail to attend 1 SRI meeting will be suspended the following year. Attendance is required to be eligible for State Tournament Assignments in the current year.
15. **Play Clock (PC)**
    A. PC Operator (PCO) meets with **BJ** before game. **Crew** will not operate visible stadium PC. Both PC's must work to use them. Turn off PC's after 3rd time PCO is corrected (3 strikes). For Regional Finals & State SF's all sites must have visible PC's. PCO is required to meet with the **Crew** before the game.
    B. The PCO & GCO shall be 2 separate individuals.
16. **Player Equipment (PEQ)**
    A. HC's received communications from OHSAA about Mandatory Compliance with NFHS PEQ Rules. Officials are to enforce them. When arriving on field 35 minutes prior to KO, take a careful look at HT & VT regarding wearing legal PEQ. It is easier to make necessary changes to PEQ prior to KO.

B. Awareness Game (All Levels): Team must have prior OHSAA approval (accept word of Game Management that OHSAA approved). All players must appear in the same legal uniform.

17. <u>Pre-Game Warm-up (Weeks 1 – 10 Varsity Only)</u>

A. Host school shall coordinate pre-game with HC, bands, & officials. Area between 45 YL's must be clear 20 minutes prior to KO for CT. CT Time can be earlier for a special ceremony if Game Management has notified VT in advance. Set GC for 30 minutes before game.

B. Both FB teams shall arrive on field prior to stated KO time. If not, penalize a UNS Foul.

C. If necessary, HT shall take field first as instructed by officials to prevent start of the game.

18. <u>Scrimmages</u>

A. Officials can DQ players & coaches at scrimmages. They will not participate in the Week 1 contest. Complete an OHSAA Ejection Report online.

B. Maximum Length: 9th – 12th is 3 hours/team; 7th & 8th are 2 hours per team (Exception: Scrimmage delayed due to inclement weather). Do not count inclement weather delay for the time allowed.

C. If officials need to leave after the original scheduled end time of the scrimmage, then they should.

19. <u>Sideline Safety</u>

A. SL **MUST** be clear of players & coaches from SL to 6' outside SL. Officials -- enforce it.

20. <u>Sportsmanship</u>

A. Officials & Coaches shall make no derogatory comments regarding players, coaches, or schools.

21. <u>Sub Varsity Modified Rules</u>

A. Maximum Game Length: JV – 10 minutes; 9th – 9 minutes; 7th & 8th – 8 Minutes.

B. The 40/25 second PC will not be used in Sub Varsity Games. The 25 second PC only will be used.

C. 7th – 9th Grade Teams will **NOT** free kick (FK). Ball is spotted on the – 35 YL, unless moved by a foul. After a Safety the ball is spotted on the 50 YL, unless moved by a foul.

D. JV Teams – Free Kicks (FK's): Both HC's must give their mutual consent to have FK's. If one HC does not want to FK, there will be no FK's. Check with both HC's before game. If no FK's, spot the ball on – 35 YL, unless moved by a foul & spot the ball on the 50 YL for a Safety, unless moved by a foul. If, during the game, one HC no longer wants FK's then both HC's must mutually agree to have no FK's during the remainder of the game. If both HC's do not agree, then continue to have FK's.

E. VT is late to game site. The decision regarding warm up time prior to game is made by HT Game Management/HT HC & the VT HC. Officials are not involved in this decision.

F. Numbering Rules do not apply. Ask HC's before game. Tell players during game prior to snap if a player with an ineligible number is positioned in an eligible position.

G. OT is **NOT** played in Sub Varsity Games.

H. Schools may schedule & play 8 Player Games. Use 8 Player Rules in the NFHS Rules Book.

22. <u>Whistle in Stands</u>

A. Officials report to Game Management who will correct it. Apply inadvertent whistle Rule. If players pause, slow down, or stop when they hear the whistle, then stop play.

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Helping The Runner
Communication between
coaches and officials
Game Management

Rules Philosophies & Interpretations

Blocking/Holding

1. Takedowns at Point of Attack (POA) &/or in open field must be called. An obvious stretch of a jersey that occurs anywhere must be called. Key words to consider are: Was there restriction? Did the blocker turn the defender? Was there an unnatural movement by the defender? And most importantly, consider advantage/disadvantage at the POA. Once the blocker's "feet are beat" his actions become suspect while engaged.
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.
3. Rarely should you have a hold on a double team block unless there is a takedown or the defender breaks the double team & is pulled back.
4. For blocks in the back, initial approach angle, contact & reason for contact must be seen in order to call a foul. Force of the block could be slight & still be a foul if the contact propels the player past the runner. Player who is blocked is "face down" – it is usually a foul. Note: On kick plays memorize the RT color, & then watch for a RT player chasing a KT player – he/she becomes suspect. A hand in the back is not necessarily a foul.
5. Officials must be 100% sure that a foul occurred in the EZ before ruling safety, if accepted.
6. If a player is illegally blocked or held "into" making a tackle, no foul should be called unless the action is a 15 YD foul or there is an element of time between the foul & the tackle.

Catch

1. If in doubt, the pass is incomplete vs. the ball caught & then fumbled. The act of making a catch is a process that includes maintaining firm control of the ball throughout the entire act. The receiver must have the opportunity to perform a second act (i.e. dive to pylon, possess & turn up field) in order to rule catch.
2. If a player has control of the ball but, in the act of making the catch, comes to the ground & loses control, it is incomplete. The catch must survive the contact with the ground.
3. If he/she is upright & immediately hit, he/she must maintain control of the ball or it is an incomplete pass.

Kicks

1. Punt - It is roughing the kicker if there is significant &/or substantial contact to the plant leg, whether or not the leg is on the ground. All other contact shall be judged based on the severity of contact & the potential for injury.
2. Punt or kickoff - A receiver moving into position or in position to make a catch must not be contacted or diverted until he/she has had an opportunity to complete the catch. Contact is not necessary for kick catching interference as the receiver must be given an "unhindered opportunity" to make the catch.
3. Holder: The ball remains live if his/her knee is on the ground to hold for the kick. It also remains live if he/she raises off his/her knee to advance, hand, kick, or pass. If the holder has to rise to catch or

recover an errant snap, he/she can return to a knee immediately.

Line of Scrimmage (LOS)

1. Officials will work to keep offensive linemen legal & will call only when it is obvious. If the offensive lineman is lined up with his head clearly behind the snapper's waistline, a foul must be called without a warning. **Wings** -- If your lineman is in the "gray area" warn him/her by stating to him/her, "you need to move up, you are close". Ask the **R** for help since he/she is closer to them. Procedure: Once a **Wing** has warned the team once, the next time it is a foul – no more warnings. Be sure & tell the HC that his/her lineman (state player's number) has been told to "move up". **Wings** communicate with each other.
2. Don't be technical on an A receiver in determining if he/she is off the LOS.
3. When calling an ineligible downfield you must see the player more than 2 YDS downfield at the time the ball is released. If you do not know the exact location of the downfield player when the ball is released, do not call it.
4. A quick or abrupt movement by any A Player is a false start, regardless of the down. 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.

Line-to-Gain (LTG)

1. Ball is placed on an YL after a COP, or a run/pass resulting in a first down. Otherwise, the ball is placed on the FWP spot.

Passing

1. **R** states "Ball's Away" slowly. If the passer is hit afterwards, it is roughing the passer. If there is a vicious hit such as targeting or spearing before the **R** states "Ball's Away", this statement does not apply.
2. When the ball is controlled in the passer's hand & his/her arm is moving forward when he/she is tackled, rule incomplete pass, if ball becomes loose.

Pass Interference (PI) – Defensive & Offensive - (NO Foul)

Actions that do not constitute PI are:

1. When there are tangled feet & both players are looking back at the ball or neither player is looking back at the ball.
2. When either player is making a legitimate play on the ball & there is shoulder to shoulder contact with players coming from different angles.
3. When contact is so close to the touching of the pass we refer to it as "bang-bang" play.
4. When a defender places a hand on a receiver's body, but does not initiate a turn, twist, pull, or push.
5. When contact is made by an eligible player of A or B after the ball has been touched/tipped by any player.

Pass Interference - Defensive (DPI) - Foul

Actions that constitute DPI are:

1. Early **Not Playing the Ball Contact** by a defender provided the

contact results in some form of restriction or physical contact. This includes tangled feet if the defender is not playing the ball.

2. **Play through the Back** of a receiver in an attempt to make a play on the ball.
3. **Grab & Restrict** a receiver's arm(s) or body in such a manner that restricts his/her opportunity to catch a pass.
4. Extending an arm across the body **(Arm Bar)** of a receiver thus restricting his/her ability to catch a pass, regardless of the fact of whether or not the defender is looking for the ball.
5. **Cut Off** or riding the receiver out of the path to the ball by making contact with him/her without playing the ball.
6. **Hook & Restrict** a receiver in an attempt to get to the ball in such a manner that causes the receiver's body to turn prior to the ball arriving.

Pass Interference - Offensive (OPI) - Foul

Actions that constitute OPI are:

1. **Creating Separation** by initiating contact with a defender such as shoving or pushing off in an attempt to catch a pass. This includes tangled feet if the player is not playing the ball.
2. **Driving Thru** a defender who has established a position on the field.
3. **Pick Play:** A receiver blocking a defender downfield to prevent him/her from making a play on a ball thrown to another receiver in the same area.

Personal Foul

1. Contact with a helmet in an attempt to punish is a foul & may result in DQ.
2. A player chasing the runner that is legally blocked with open hands by an opponent out of his visual field is not a defenseless player if he/she is within 10 -15 YDS of the runner.
3. Forceful contact with an arm, shoulder or helmet on an opponent above the shoulders is a personal foul for targeting & may result in a DQ. Examples include: QB in passing posture or sliding; kicker in the act of making a kick; receiver in the act of making a catch; & player with no helmet.
4. When a pass is thrown clearly over the receiver's outstretched arms & he/she relaxes, he/she becomes a defenseless player. Any "free shot" must be called.
5. If a runner's helmet comes off, the ball is dead. If the runner is hit & fumbles simultaneously with losing his helmet, the ball is dead.
6. A 5YD face mask foul is rare, but if it is a grasp & let go, it can be called. Most of the face mask fouls are 15YD penalties.
7. If action is deemed to be "fighting", then the player must be DQ.
8. If legal contact occurs before the runner has a foot down OOB it will be considered a legal hit & not a late hit OOB. (Revised 5/22/23)

Thanks to the CCA for some of their content.

Safety Policies

Ambulance/EMT:
OHSAA Regulations recommend that an EMT be on site. If a HC voices a concern, refer them to Game Management.

Artificial Limb:
The artificial limb must be submitted to the OHSAA for approval with photos of the limb, both padded & with no padding. A letter from a physician may be submitted when approval is requested. If the artificial limb is part of the hand, lower arm, or entire arm, a ½" thickness of slow release foam must cover the artificial limb before approval is granted by the **U.** The HC/AD must provide a copy of the OHSAA Approval Letter to the **Crew** at the Pre-Game Meeting.

Casts:
OHSAA Approval Letters are not required for casts. They do need to be padded per NFHS Rule.

Concussion:
Review NFHS Rule 3-5 (Concussions) & Suggested Guidelines for Management of Concussion. When a player is hurt an official must check with the HC and/or Medical Professional regarding type of injury. Once officials determine that a player exhibits signs, symptoms, or behaviors consistent with a concussion, the **R** & **Wing** will simultaneously notify the HC of the player's removal from the game. The player may NOT reenter the game even if the doctor says he/she is okay. Injured player Rules apply. If a suspended game continues being played past midnight the concussed player may not reenter the game. However, if the suspended game is stopped & then rescheduled to be completed the next day (s) the concussed player may participate if Return to Play Protocol has been completed.

Concussed players may not play again until they have completed the Return to Play Protocol. **Crew** will record the player's name, #, & team. After the game the **R** will complete an OHSAA Concussion Report (OHSAA.ORG, select officiating, select Directory of Information) for ALL players removed from the game for a Suspected Concussion. He/she will email/scan the Concussion Report to OHSAA. Note: If an Ohio team plays a game in another state, this Rule applies to the Ohio team. If an out of state team plays a game in Ohio, this Rule applies. This is because it is an Ohio State Law.

NOTE: For all injuries, stop the game, &, if medical personnel are present, let them administer aid.

Curfew:
1. Weeks 1 – 10: The decision is made by Administrative Representatives of competing schools. Athletic contests can be started at any time. Municipal/city curfew laws take precedence.
2. Weeks 11 – 16 (State Tournament): Contests cannot begin after 11PM. A Suspended Game can be continued after 11PM. Municipal/city curfew laws take precedence.

Eye Shield:
If the HC/AD provides a copy of the OHSAA Letter of Approval Letter at the Pre-Game Meeting giving permission for a player to wear a tinted eye shield, grant this exception. Give the letter back to the HC/AD. If you question the authenticity of the letter, contact Beau the next business day.

Game is Delayed:
If there is an injury, a HC/**R** conference, a facility situation, or some other issue occurs during the game, & delays it for more than 10 minutes, there may be a 3 minute warm up if one or both HC's request it. Check & communicate with both HC's. The warm up is optional. **LJ** will time any Delays.

Heat & Humidity:

1. Day before the Game: All officials should hydrate properly. Drink plenty of water.
2. Game Day: Prior to game discuss with AD/Game Management/Medical Personnel (MP)/HC the weather & thoughts about need to take water breaks.
3. Once the Game Starts: It is highly recommended that water breaks be taken only during Team TO's, after scores, & COP. However, if there are extraordinary weather conditions, water breaks can be taken during an Official's TO. However, do NOT stop a team's momentum in order to take an Official's TO. Extend these breaks as long as needed. More water breaks may be needed during day games or the first half of a night game**.** **Crew** needs to rehydrate with water & sports drinks during these breaks. **Wings** – communicate often with HC & MP regarding their thoughts for future water breaks. Again discuss with HC & MP at half time about conditions for the second half & water breaks. Observe & report obvious signs like players cramping.
4. Officials are not involved in assessment or decision to postpone or cancel a game or scrimmage due to heat & humidity. This is the responsibility of the Host School. Games, scrimmages, & practices will be postponed if it is above allowable levels as indicated in the OHSAA Wet Bulb Globe Temperature Index Regulations (WBGT).

Lightning and/or Thunder (Inclement Weather):

1. Policy: See NFHS FB Rules Book for this Policy. If you are suspending play for thunder (every time thunder is heard) or lightning, suspend play for at least 30 minutes and vacate the outdoor activity to the previously designated safer location immediately.
2. Consequences If **Crew** Does Not Follow This Policy: Officials could be suspended a maximum of 2 years for the regular season & the OHSAA State FB Tournaments (Weeks 1 – 16).
3. Officiating Mechanics: Contact the AD/Game Management upon arrival at the site if inclement weather is forecast. Enlist their help. During the meeting with HC's prior to game time, ask them for assistance with seeing lightning &/or hearing thunder. When lightning/thunder happens STOP THE GAME after the DB. Communicate with the HT & VT HC's regarding your decision & this Policy. During the 30 minute stoppage, monitor the weather.
4. Coin Toss: Prior to the KO for the 1st or 3rd quarters if the game is suspended for inclement weather, the **Crew** will again ask the HT & VT Captains if they want to change their options.
5. **Crew** Responsibilities Record Game Information ASAP: **R** record HT & VT Score, HT & VT TO's Used, & Coin Toss Choices; **U** record Team in Possession, Goal Defended, & Location of Ball Between the Hash Marks; **HL** record VT SL Warnings, Down, Distance, Ball Spot & Clip; **LJ** record HT SL Warnings, Quarter or Half Time, Game Clock Time, Game Clock Status, & Time Lightning/Thunder occurred; **BJ** record Player Concussions, DQ's, & UNSC (Team & Player #). NOTE: HT is usually on PB SL & VT is Opposite the PB.
6. Suspended Game Responsibilities: **R** records all Game Info from **Crew** on 1 document (see form later in this section) & makes 2 copies – one for **R** to keep & one for AD. (This will be needed if the game is postponed until the next day & no one from **Crew** returns). **LJ** times the initial 30

minutes & additional 30 minutes. **R** will coordinate with AD's/HC's regarding interrupted time remaining, possible restart, or postponement until a later date. The HT & VT HC's & AD's will make the decision regarding the date & time the game will be rescheduled.

7. Warm up Time When Teams Arrive Back on Field: **R & LJ** will meet with both HC's to determine length (Maximum 10 Minutes) of the warm-up period. **LJ** will ask Timer to place 10 minutes on the Scoreboard GC, unless both HC's have agreed to shorten the 10 minutes.
8. Halftime: It can be eliminated, kept at 20 minutes, or any time less than 20 minutes as long as HC's & AD's agree. If some halftime length is agreed to, there is a Mandatory 3 minute warm up. Elimination or reduction could be due to the game being suspended in the 2nd quarter.
9. Curfew Policies: See Above.
10. Game Postponed Until a Later Date: Teams will keep their recorded game tapes or DVD's & can review them. Returning **Crew** (Split or New) will confirm Game Info with themselves, AD, Timer, Scoreboard Operator (if different), H & V HC, & Chain Crew. **U** will check & remark game balls. **Crew** will meet with both HC's & verify that the players are legally equipped. NOTE: New **Crew**: Contact AD for Game Info supplied by **R** prior to leaving the earlier Postponed Game.
11. Games Interrupted: See NFHS Rule 3-1-4/5.
12. Prior to Officials Authority: If officials observe teams warming up with lightning and/or thunder occurring prior to their authority (35 minutes before game time), report to the OHSAA Office.

Medical Hardware:

Unless the specific NFHS Rules stipulates otherwise, athletes in sports of a collision/contact nature should not be permitted to wear devices such as insulin pumps, heart monitoring equipment, &/or other diagnostic or therapeutic appliances while participating. The athlete can wear such a device if the HC/AD provides a copy of the OHSAA Approval Letter to the **Crew** at the Pre-Game Meeting**.** If so**,** the device shall be padded & securely attached to the player's body underneath the uniform

Player's Uniform Changes:

If something regarding the uniform is changed due to medical or religious reasons & the athlete is doing something not permitted by NFHS Rule, the HC/AD must provide a copy of the OHSAA Approval Letter to the **Crew** at the Pre-Game Meeting.

Tornado Watch or Warning (Inclement Weather):

A watch indicates conditions are favorable for severe weather to develop in the area. Please have a heightened awareness & communicate it. A warning (usually a siren) indicates severe weather has been reported in the area & everyone should take proper precautions. Suspend game immediately & move to a proper shelter as directed by Game Management. The game will remain suspended until the warning has expired. See lightning/thunder policy above for warm up policy. (5/22/23)

OHSAA INCLEMENT WEATHER (LIGHTNING/THUNDER) GAME INFO

R Score: H _____ V _____ TO's Remaining: H _____ V _____

Coin Toss: H _____ V _____ Defer _____ Receive _____

U Team In Possession: H ☐ V ☐

Ball Position: Center ☐ Left Hash ☐ Left GP ☐ Right Hash ☐ Right GP ☐

HL: Down: _____ Distance: _____ Dead Ball Spot YL: _____

Clip YL _____ SL Warnings/Fouls Warning ☐ 5 Yard ☐ UNS 1 ☐ UNS 2 ☐

LJ Quarter _____ Clock: _____ Or HT ☐ Running ☐ Start On snap ☐

SL Warnings/Fouls Warning ☐ 5 Yard ☐ UNS 1 ☐ UNS 2 ☐

Last lightning/thunder: _____

BJ Player DQ's: Home Number(s): _____

Visitor Number(s): _____

UNS Issued: Home Number(s): _____ Home Coach _____

Visitor Number(s): _____ Visiting Coach _____

Note: **R** will record info from the **Crew** immediately upon entering sheltered area. If no one from the **Crew** is available for the game postponed to another day, give info to Game Management. Each **Crew** Member is responsible for the info indicated above.

State Requirements (OHSAA Handbook for Officials)
(5/22/23)

1. **Regular Season Officials Requirements**
   A. HS Varsity — Class 1 OHSAA FB only (Need OHSAA Permission to use a Class 2 Official).
   B. HS Varsity **Crew** Size – Minimum **Crew** of at least 6, including **CJ** (if available); 5, if 6 are not available.
   C. HS JV/Reserve — Class 1 or 2 OHSAA FB only.
   D. 7 - 9th grade — One OHSAA Class 1, 2, or 3 official is required. Additional officials shall be OHSAA Class 1, 2 or 3 officials, or officials who are in training.
   E. 4 Education Credits & 1 State Rules Interpretation (SRI) meeting (online or face-to-face) are required.
2. **Tournament Officials Minimum Requirements (Regional & State Levels)**
   A. Must hold a current OHSAA Class 1 FB Permit. Must have been an OHSAA Class 1 FB Official in good standing the previous year. Exception: Class 2 FB Officials may be used in the first 2 rounds of playoffs as approved by the Director of Officiating.
   B. Must officiate during current FB season a minimum of 8 varsity high school games at the position for which applying unless given an exemption by the OHSAA. Must have officiated a minimum of 8 varsity high school FB games during the previous season. All games must be 5 or 6 person Crews & officiated in Ohio or a state that borders Ohio.
   C. Must complete an online questionnaire through MYOHSAA.
   D. Must be physically fit, possess an athletic appearance, and be able to read/react and flow with the play.
   E. Must use the OHSAA Gold Book Approved Standards for FB Officiating Mechanics.
   F. Must arrive at the game site 1.5 hours before the scheduled game time & dressed in a professional manner (no blue jeans, no t-shirt, & no non OHSAA baseball hat)
   G. An official may not work a Championship FB Game in successive years.
3. **Required Uniform**
   A. Uniforms must be clean, fit properly, & neat. All officials must wear same uniform for varsity games.
   B. Black and white vertically striped, long or short-sleeved knit shirt, with 2 -1/4" stripe, a black knit cuff & Byron collar. The shirt must have the OHSAA Red Logo located above the chest pocket & the USA Flag on the left sleeve & be "dye Sublimated" into the fabric. All officials must wear the 2 – 1/4" stripe shirt for varsity games <u>only</u>. For sub varsity games officials can wear either the 1" or 2-1/4" wide stripe shirt.
   C. Black FB officiating pants with 1-1/4" white stripes & black socks. All black shorts with belt loops, black belt, & black ankle shocks may be worn for varsity games played Weeks 1 -10 & sub varsity games. Black shorts shall be worn for all scrimmages. A short sleeve shirt must be worn with black shorts for varsity games only.
   D. Predominately black FB shoes with black laces. Shoes should be shined before each game.
   E. Black baseball cap with white piping, except for the **R** who shall wear a white cap for all Varsity Games. Hats with the OHSAA Logo are mandatory for all Varsity Games only.
   F. Black leather belt, 1 ½" to 2" wide, with a plain buckle.
   G. A black jacket or black & white striped jacket may be worn prior to the game. The black & white striped jacket may not be worn during varsity games.
   H. Orange bean bag(s).
   I. Gold penalty flag(s) with a black ball located in the front.
   J. The **U** shall use an all-black towel.
   K. Jewelry shall not be worn except for a wedding band and/or a medical alert necklace or bracelet. A religious medallion which is not visible is permitted.
   L. Black plastic whistle (**Exception:** Pink whistles may be used during October regular season games only if all Crew members have them).
   M. Face Coverings are allowed. Black is preferred.

Time Schedule for Varsity Contests -- 6 or 5 Officials
(5/22/23)

Prepared by Bruce Maurer, DOD

Prior to Kickoff (KO)

7:00PM	TIME ON GAME CLOCK (GC) & CREW DUTIES	7:30PM
5:30PM	**Crew:** Arrive on site; check-in with Game Mgmt. Need to discuss Inclement Weather Policy?	6:00PM
6:00PM	Timer(s) to Officials LR & discuss Point Differential Rule with **LJ** (GC) & **BJ** (PC - If Used)	6:30PM
6:00PM	HT & VT Teams: Bring FB's to Officials Locker Room**; U:** Approve FB's for HT & VT & return them	6:30PM
6:19PM	**U:** Ask **Crew** -- Flags? Bean bags? Whistles? Coin? Rule/Case/Gold Book (Before leaving LR)	6:49PM
6:20PM	**Crew:** Walk to field & talk with the first available HC	6:50PM
	Note 1: Time may be earlier due to distance from LR to field	
625PM	**Crew:** Introductions: Look HC in the eye; firm handshake; smile; complete the following:	6:55PM
	R: Players legally equipped? Captain's #'s; Kicker - Right or Left Footed	
	Note 2: Storms forecasted? Ask HC's for help to see lightning & hear thunder	
	HL (VT)/**LJ** (HT): Give Lineup Card; Get back coach's name; unusual plays; get player's # who fouled;	
	Unusual situations/Pen. Enf.; Will change if VT is on PB SL & HT is opposite the PB	
	R: Team box emphasis; players on the edge- UNS- do you want to take care of it or us? Good luck!	
6:29PM	Timer: Put 30 Minutes on GC & Start It So Time Expires 1 Minute Before KO	6:59PM
6:35PM	**LJ/BJ** (HT) & **U/HL** (VT): Secure a maximum of 4 captains/team	7:05PM
6:40PM	**R:** Flip coin	7:10PM
6:42PM	**Crew**: Record toss winner & options selected	7:12PM
6:43PM	**Crew:** Inspect field; talk with Ball Persons; stretch & loosen up	7:13PM
6:44PM	Both Teams Clear the Field; **R:** Inquire & Introduce yourself to any Medical Professionals on site	7:14PM
6:45PM	**HL**: Talk to Chain Crew - NO Stripes; Website has Info; **LJ:** See Timer if not in LR – Point Differential	7:15PM
6:58PM	**Crew:** Meet at 50 YL (center of field); **BJ** brings FB	7:28PM
6:59PM	**Crew:** Jog to KO IP	7:29PM
	Note 3: **LJ** steps on field at numbers with stop sign signal until GC is set to 12:00 for 1Q. then tells **R**	
7:00PM	**R:** Sound Whistle for KO	7:30PM

Halftime (20m + 3m)

TIME ON GC & CREW DUTIES

20m	**R:** Wind GC for 20 minute halftime; **Crew** sets watches; **LJ** times the halftime	20m
5m	**LJ/BJ** (HT) & **U/HL** (VT): Leave Official's LR for Team LR's	5m
4m	**LJ/BJ** (HT) & **U/HL** (VT): Inform HC Only of remaining time for half time	4m
0m	**LJ/BJ** (HT) **& U/HL** (VT): Escort Both teams to arrive on the field	0m
3m	**R:** Wind GC for 3 minute warm up	3m
3m	**BJ** (HT) & **U** (VT): Bring 1 captain to 50 YL Center of Field; **R**: Secure options & signal PB	3m
2m	**Crew:** Meet at 50 YL (center of field)	2m
1m	**Crew:** Jog to KO IP; **Crew** sound whistles to get teams ready for 2nd half KO	1m
	Note 4: **LJ** steps on field at numbers with stop sign signal until GC is set to 12:00 for 3Q & signals **R**	
0m	**R:** Sound Whistle for KO	0m
	Note 5: **LJ** will time all 30 minute intervals for an interrupted game due to thunder & lightning	
	Note 6: Time may be earlier due to walking distance from LR to the field	
	Note 7: Playoffs: 1st game - arrive 2 hours before KO. Subsequent games - arrive 1 hour 30 minutes prior to KO.	

Time Schedule for Sub Varsity Games-- 4 Officials
(5/21/23)

Prepared by Bruce Maurer, DOD

Prior to Start of the Game

5:00PM TIME ON GAME CLOCK (GC) & CREW DUTIES 9:00AM

4:40PM	**Crew**: Arrive on site; check with Game Management; Need to discuss Inclement Weather Policy?	8:40AM
4:41PM	**Crew**: Walk to field & talk with first available HC; **Crew** Introductions: Look HC in the eye;	8:41AM
	firm handshake; smile; complete the following: **R**: Players legally equipped; ineligible player's # in	
	an eligible position; captain's #'s; Kicker -- Right or Left Footed	
	Note 1: Storms forecasted? Ask for coaches help to see lightning/hear thunder	
	HL (VT)/**LJ** (HT): Get back coach's name; unusual plays; get player's # who committed foul;	
	explain unusual situations/penalty enforcement; will change if VT is on PB SL & HT is opposite PB	
	R: Team box emphasis; players on the edge- UNS- do you want to take care of it or us? Good luck!	
4:50PM	**LJ** (HT) & **U/HL** (VT): Secure captains; max.-- 4 captains/team	8:50AM
4:51PM	**R**: Flip coin	8:51AM
4:52PM	**Crew**: Record toss winner & options selected	8:52AM
4:53PM	**R**: Inquire & Introduce yourself to any Medical Professionals on site; **U**: Check FB's	8:53AM
4:53PM	**LJ**: Inspect Field & Talk to Timer -- Point Differential ; **HL:** Talk with Chain Crew (NO Stripes)	8:53AM
4:58PM	**Crew**: Meet at 50 YL (center of field) – JV Only if there will be KO's	8:58AM
4:59PM	**Crew**: Meet at 35 YL & Place FB -- 7th/8th/9th; Jog to KO IP – Maybe JV	8:59AM
5:00PM	**R**: Sound whistle for Snap (7th/8th/9th & Maybe JV) or KO (Maybe JV)	9:00AM

Halftime (10m + 3m)

TIME ON GC & CREW DUTIES

10m	**R:** Wind GC for 10 minute halftime; **Crew** set watches; **LJ** time halftime	10m
5m	**LJ** (HT) & **U** (VT): Go to team LR's or team meeting on or near the field	5m
4m	**LJ** (HT) & **U** (VT): Inform HC Only of remaining time for half time	4m
0m	If the teams leave the field, the **LJ** (HT) & **U** (VT) will escort them to the field	0m
3m	**R**: Wind GC for 3 minute warm-up	3m
3m	**L J**(HT) & U (VT): Bring 1 captain to 50 YL Center of Field; **R** --Secure options & signal PB	3m
2m	**Crew**: Meet at 50 YL Center of Field (Maybe JV)	2m
1m	**Crew**: Meet at 35 YL & Place FB (7th/8th/9th & Maybe JV); Jog to KO IP (Maybe JV)	1m
0m	**R**: Sound whistle for Snap (7th/8th/9th & Maybe JV) or KO (Maybe JV)	0m
	Note 2: **LJ** will time all 30 minute intervals for an interrupted game due to thunder & lightning	
	Note 3: Time may be earlier due to walking distance from LR to field	

Unsportsmanlike Conduct (UNS)

5/22/23

1. Player behavior in committing UNS Fouls continues to be an OHSAA Point of Emphasis. Recognizing these fouls & enforcing these penalties is Imperative. These Guidelines will help officials with their decision: A. Do Not be overly technical in applying this Rule. B. Do allow for brief spontaneous emotional reactions at the end of a play. C. Beyond brief, spontaneous bursts of energy, officials must flag acts that are clearly prolonged, orchestrated, self-congratulatory, self-glorification, excessive, demeaning & taunting opponents, & that make a mockery of the game.
2. Is it a foul? Officials need take a deep breath & assess. Let Your Mind Digest What Your Eyes Have Seen. It is okay to discuss the act as a **Crew** & then penalize or pick up a flag already thrown by an official.
3. NFHS UNS Rules (9-5): No player shall act in an UNS manner once officials assume authority for game.
4. Officials are expected to make no derogatory comments regarding players, coaches, or schools. Coaches are expected to make no derogatory comments about officials or opponents. Failure to follow this OHSAA Regulation will result in disciplinary action.
5. It will never be possible to write what should & should not be allowed. However, the following **List of Specifically Prohibited Acts** is intended to assist officials with making their decision:
6. LEGAL ACTS:
   A. Celebration done in the team box area
   B. High Fives with teammate (s) in the field of play or the EZ
   C. Jump & chest bumping with a teammate (s) in the field of play or the EZ
   D. Spontaneous celebration shared with a teammate (s) in the field or play or the EZ
   E. Simulate a cross on his chest after crossing the GL
   F. Point to the sky after crossing the GL or Pray for a short time after crossing the GL
   G. Raise teammate in the air after crossing the GL
   H. Raising the ball in the air after crossing the GL
   I. Players spontaneously jumping on a pile after crossing the GL (not non players from bench)
   J. Runner pointing his hand/arm in the air indicating # 1 before crossing the GL.
   K. Signaling first down or incomplete pass
7. ILLEGAL ACTS (**UNS – Always a Dead Ball Foul**):
   A. Using profanity, insulting , or vulgar language or gestures; Derogatory remarks directed at officials
   B. Signals to the official that he/she needs to throw his/her flag
   C. One or more back or forward flips
   D. Celebrating by dancing in EZ or dancing/stomping/VT placing their flag on a HT Field Logo
   E. Spike FB into ground (unless done legally to conserve time)
   F. Dunk or attempt to dunk FB over cross bar
   G. Hand or throw FB to or at an opponent
   H. Intentionally fail to place FB on the ground or immediately return it to a nearby official
   I. Kick, throw, spin, or carry FB any distance that requires an official to retrieve it
   J. Kick FB other than a legal kick
   K. Make hand gestures such as choking, throat slashing, pounding one's chest, pointing to his bicep, or pointing a finger like a gun
   L. Bow at waist after a good play or a hand salute to opponent or spectators

M. Strike a pose that is meant to incite or taunt the opponents and/or spectators
N. Dive into EZ or alter stride to taunt the opponent as he/she approaches his GL with no opponents nearby (unless he/she is attempting to Consume Time late in either half)
O. Go into the stands to interact with spectators
P. Use gestures to encourage the crowd when they begin booing officials (Also a Coach)
Q. Teammates engaged in a choreographed display of celebration - scoring player throws make believe bowling ball & teammates fall to the ground or a simulated firework goes off & players fall down
R. Stand over player just tackled & point or try to intimidate him/her
S. Repeatedly punch GP Pad with the opponents school name on it
T. Turns & taunts an opponent before or after crossing GL. Points back or waves at an opponent
U. Posing as if taking a selfie of himself/herself or with a teammate (s)
V. Simulating throwing a spear or shooting an arrow
W. Looking at the opponent's bench & signaling with a finger to his/her mouth indicating to be quiet.

8. Record Player's number on your game card. Inform the HC that if his/her player receives a second UNS, he/she will be DQ from remainder of the game. Communicate player's number to the **Crew**.

GAME CONTROL TOOLS

1. The Quiet Word: Typically used for mild infringements. Communicate with a player (s) or HC regarding a player "moving to the edge". If players are getting "out of hand", HC's want to know so they can take care of it. Remember, we are there to Defuse Rather Than Incite.
2. The Public Warning: Stronger tactic for situations where behavior is pronounced & apparent to others. When warning a player in front of his/her teammates, if later we have to penalize, the teammates know that he/she "crossed the line". They expect the official to penalize.
3. The Captain's Meeting: Form of a public warning where both teams demonstrate inappropriate behavior which is apparent. The game is getting "chippy". Our responsibility is to stop this behavior & regain control of the game. We have seen the "looks" of a player staring at an opponent as he/she walks off the field or back to the huddle. Similar with the slight push after the whistle or talking to an opponent after a play. Gain control early & then let the game play itself.
4. The Intermediate Penalty: A UNS (noncontact) or personal foul (contact) penalty with a direct consequence. Penalize when necessary & communicate with the HC and/or player regarding why the foul was called. Communicate with your **Crew** regarding team, player's #, or coach.
5. The Ejection: The last course of action available is necessary when that individual's behavior has gone well beyond the limits of acceptable conduct and is compromising the game. Two UNS fouls called on a specific player or specific nonplayer (coach, trainer, other attendant, substitute or replaced player) is DQ from the game. Remember, UNS fouls are **NON CONTACT FOULS** only!!!!
6. Summary: Officials take responsibility for the game when they step on the field. It is imperative that we see & hear the signs when a game moves beyond the standard sportsmanlike contest. The above mentioned Game Control Tools do not have to be followed in the order indicated. You can move down the list & penalize. Game Management is important to becoming an excellent official. These Tools & application carry equal weight with rules, judgment, & mechanics.
7. Note: Author would like to thank David Gaskins for his tremendous help with this section.

Working Effectively with Coaches: Cooperation, Not Confrontation

The Head Coach's Perspective of being on the SL:
1. Be respectful at all times. Even if a coach is losing his/her mind, you stay respectful. (Editor's Note: Don't take coaches comments personally, but address his/her comments. Apply appropriate warnings &/or penalties when warranted.) This is his/her JOB, his/her livelihood, & how he/she puts food on his/her table. For you, it's an avocation. He/she has an extremely vested interest in the outcome, & isn't going to see things in an unbiased manner. Stay above it; you don't care who wins or loses. It's great to say we are all there for the same thing, for the kids to have a fair game & learn. That simply isn't true. He/she wants the kids to learn something & WIN. So right away, you have different goals.

2. Introduce yourself to him/her before the game. Know his/her name, & use it. Make sure he/she knows your name. You call him/her "Coach Smith", he/she can call you "Ed". Smile! I'm not saying you have to tell jokes, but there is nothing worse than an official who won't smile, laugh, or show a human side. Have a little fun while being out there. Let him/her know you appreciate being asked to work his/her game & to be there, & show that you enjoy being there. Be excited. If you treat it like a burden you have to get through, that's exactly what it will become. To paraphrase from another sport, a bad night on the FB field beats a good day at the office anytime.

3. Ask for his/her help, don't demand it. Ask, don't tell, him/her to help you keep the SL clear so you can safely call the game. Let him/her know you are trying to stay out of the way of the players, not demanding space just because it's "yours". Just listen to these 2 statements:
A. Coach, you need to stay out of the restricted area because that area is for the officials.
B. Coach, could you help us keep the restricted area clear so we can work off the field & stay out of the way of your players? The first one creates <u>confrontation</u> that isn't necessary. The second creates <u>cooperation</u>, & explains why that's important, with a benefit for him/her.

4. If staff is being cooperative, keeping players back, & staying out of your way then: A. Thank them; B. Don't worry about technical violations between plays when it isn't as important, such as more than 3 coaches in the restricted area, or a coach stepping 2 yards on field to signal a play (in other words, pick your battles). If they are out of your way when it's important, then it's a good night.

5. If an assistant is being a "challenge", tell the HC, & give him/her the first chance to take care of it. If the assistant is being respectful & asks a question, answer him/her. Don't play the "I only talk to HC card as long as everyone is respectful.

6. If there is a get back coach, & there should be, know him/her & use him/her. The HC has 47 things going on at the same time. Listening to you isn't going to be his/her priority. For the get back coach, listening to you should be his/her priority.

7. Know Game Management Personnel & use them. Believe me; the HC doesn't care if a photographer is too close to the SL down by the GL. And it's not his/her problem, that's a game management issue. Don't bother the HC with it, contact the Game Manager. (5/22/23)

Cooperation, not confrontation! Written by: Joe Sturniolo.

NOTE: Parts of article are paraphrased for language. <u>Editor's Note</u>: Comments by Beau & Bruce

WOW!! Just How BIG is Ohio HS FB

75,000 Student Athletes Play OHSAA FB in Ohio

1.1 Million Fans Watch HS FB Every Friday & Saturday Night

706 High Schools Play FB in Ohio

945 Seventh & Eighth Grade Teams Play FB in Ohio

$3.1M OHSAA State FB Tournaments Net Yearly Income

2,990 Licensed OHSAA FB Officials

150 OHSAA FB Observers

Note: School Year for OHSAA Data: 2022-23.

Just How BIG is HS FB in the USA

1,012,340 Student Athletes Play FB in the USA

FB is the # 1 Boys Participatory HS Sport in the USA

3,633 Girls Play HS FB

Note: School Year for NFHS Data: 2021-22.

THANK YOU VERY MUCH FOR YOUR LOVE & PASSION FOR FOOTBALL OFFICIATING: Teaching, Mentoring & Team Work (Together Everyone Achieves More!) (5/22/23)