

TO: OHSAA State FB Tournament Officials

FROM: Bruce Maurer, DOD & Beau Rugg, Assistant Commissioner

Subject: FB Bulletin # 2013-6 (Week 15); 12/4/13

Greetings!! We hope you had great game & a wonderful experience during Week 14. Please review this bulletin during your pre game. It covers items observed for week 14. If you have any questions, please feel free to email me at bmaurer.38@gmail.com. Congratulations on your assignment for a State Championship Game this weekend. We hope all your dreams come true. Remember, it is only a game.

1. When I went to my first NFL Clinic my roommate & mentor was Dick Creed from NE Ohio. We met, shook hands, & exchanges pleasantries. Then he mentioned the 2 MOST IMPORTANT WORDS to me ----- SLOW DOWN. During the 4 day clinic every time I saw him he whispered in my ear, SLOW DOWN. It reached a point that when I saw him first I repeated his mantra. Each round of the playoffs the teams are bigger, stronger, & especially Faster. "Let your mind digest what your eyes have seen"! The beauty of FB officiating is we can be late & be right.
2. **DCO's & Observers: A HUGE THANK YOU** for your tremendous work and dedication. These officials & retired officials have given their time, effort, and expertise the past 4 weeks. WOW!! We have played 200 games to date and we had at least 1 and most times 2 observers at each game. We had approximately 165 who helped.
3. SLOW DOWN: **R** - If you see your crewmates in a hurry, use the signal for "balanced line" & move it up & down slightly & softly to communicate to them. We tend to get in trouble when we are in a hurry! "Hustle But Do Not Hurry".
4. Restricted Area: Even though these are the State Championships nothing has changed. OHSAA expects this Rule to be enforced & penalized as needed. In the past I have heard statements like "well this is the State Championships, I did not think they wanted that called or for us to embarrass the coach or high school". That statement & belief is WRONG. And remember the 2 steps on the field rule for the Coaches - please enforce it.
5. Personal Fouls: MUST be penalized - helmet to helmet, late hits, defenseless players. We have emphasized all year to swivel our heads after DB. There is no need to "stare at the DB spot".
6. Getting It Right: Do you have the **COURAGE** to "step up to the plate" & make a "Crew Save" when it is warranted. This would include penalty enforcement, a foul called incorrectly, the game clock, down #, or # of time-outs. We might not like "how it appears", but the ONLY thing that really matters is, "Getting it Right". A block in the back was called that was a side block -- at least 2 & possibly 3 other officials were looking there. Who can help this official?
7. Play: **LM** stopped clock at + 1 YL for 1st down & **LJ** signaled TD. SLOW DOWN!! SLOW DOWN!!

8. Play: KT onside kicks, RT muffs kick, KT recovers. We do not drop a bean bag when RT muffs the kick. Need a strong signal when the official knows who recovered the onside kick.
9. Play: Try-Run: Runner is stopped short of the GL -- **Wings** mark FWP ONLY!! Do not give "no score" signal. Why? What if one signals TD & the other one signals no score. R signals PB.
10. 3rd & 4th Down Mechanics: Similar to GLM, if the LTG is 5 yards or less, move to the LTG ASAP after the snap. Like the GL we must be at the LTG before the ball/runner arrives.
11. Cross Field Mechanics: We have missed some forward progress spots when the runner is driven back. **Front Side Wing** needs to look across the field as he approaches the forward progress spot. **Back Side Wing** needs to hustle to his near HM and mark it. Please discuss.
12. Game Clock (GC): We all know the importance of timing & the GC being correct. I am asking that when you meet with the Alternate Official this weekend that you ask him to watch the GC every time it is started & stopped. If he sees any irregularities, bring it to the attention of the LJ immediately after the play.
13. GC & CREW: KO at 12:00 & RT ran back the KO for maybe 10 YDS. The clock continued to run after the whistle sounded. Clock stopped at 11:37. Someone on the Crew must see this!!
14. GC Late in 2nd & 4th Quarters: R - have the GC as a higher priority during this critical time. Consume & Conserve happens rarely and can "bite us" when we least expect it. Please review this Rule and remember, "If in doubt, apply conserving/consuming time".
15. GC: We observed a good example of the LJ being the only official on the crew to see a timing error. As we know the LJ has Primary Responsibility, but **ALL** officials share this. Get together as needed to discuss how much time to add or subtract.
16. Team Time-outs: R has Primary Responsibility for correct # of time-outs on the scoreboard. Do NOT mark the ball ready until the board is correct. A Contending Crew signals or "flashes" the # of time-outs remaining to each other. Enforce where teams are allowed during TO.
17. R/LM/LJ: Remember to "punch back" & yell "back" on all backward passes.
18. R: When a team is out of time-outs give "steamboat whistle" (2X), then point to that team.
19. R: Fumble & no immediate COP signal by Crew - Count 2 seconds & stops the clock.
20. Penalty Enforcement: R - moves to the nearest open space & give the penalty signal. There is no need to move to mid field. In most cases taking 1 or 2 steps is all that is needed.

21. Flag Mechanics (No Foul): Please throw your flag high in the air.
22. GLM: Please refer to the Gold Book. It states “You **MUST** be at the GL prior to the ball arriving there”. Begin moving toward the GL immediately at the snap.
23. R & Signaling: NFHS Rules indicate to give the chop block only; not personal foul signal also.
24. **CREW**: Leave the field together at half time & after the game. **U** was left by himself on field.
25. **U**: It makes no difference whether he stands up or places his hands on his knees.
26. **Crew**: It makes no difference if an official places his hands in his pockets. It is cold out there.
27. **BJ & R**: If there is 1st Touching on any kick, the **BJ** signals to the **R** who will then signal to the **PB**
28. **BJ**: On punts there is no need to throw a **BB** on a Fair Catch or **TB** since we know the **PSK** spot.
29. **SLOW DOWN!! SLOW DOWN!! SLOW DOWN!!**

“Security can only be achieved through constant change, through discarding old ideas that have outlived their usefulness and adapting others to current facts.”

William O. Douglas