

TO: OHSAA State FB Tournament Officials

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

Subject: FB Bulletin # 2013-4 (Week 13); 11/20/13

Greetings!! We hope you had great game and a wonderful experience during Week 12. I have received over 170 Observations & there were many positive comments along with areas for improvement. Please review this bulletin during your pre game. This bulletin will cover items observed during Week 12 of the State Playoffs. If you have any questions, please feel free to email me at bmaurer.38@gmail.com.

1. Crew Goals: Saw an excellent example of a Contending Crew Sat. Night. The Crew wrote their individual goals & Crew goals on the dry erase/white board in the LR. Then at half time they discussed them. I was very impressed with the improvement this Crew made from Week 11 to Week 12. Research has shown that when we write things down we become more accountable.
2. Attitude: Restricted Area not enforced in the 1st half. Observer discussed it at halftime. Then the official did not enforce the RA the 2nd half. Think about these ramifications – a Pretender.
3. Helmet to Helmet Contact: If in doubt it is a foul. Had a targeting foul followed by the B player standing over the A player on the ground. We MUST penalize these types of fouls.
4. **U** Mechanics: Some of the **U**'s had a rough weekend. Some Reminders: A. Hustle to the DB spot rather than walk; B. Signal next down once the ball is dead; C. Stop clock (2X) by Rule; D. Once ball is dead, retrieve it, hustle & spot it, then move to your IP ASAP – Do not hang over the ball & count players or signal the next down. Officiate every down as if A is in a hurry-up.
5. PE: The “either/or” “hopper” where A scores a TD & B commits DPI should never be missed by 5 playoff caliber officials. A will not decline it as they can **either** take the 15 yard penalty on the Try **or** succeeding spot – usually the KO.
6. PE: There was a long run & B grabbed the Face Mask (5 YD). This is a simple “tack on”. For some reason the HC was asked & he declined the foul. There is no need to ask the HC.
7. PE: Both **Wings** are responsible to physically walk off the yardage on all penalties along with the **U**. Fortunately, the **U** had a Crew Save when DPI was marked off from the wrong spot.
8. PE: Onside KO, K touched the kick after it hit the ground & it went OOB. Is this a foul since K touched it inbounds? Yes!! If R touches the KO inbounds, then no foul. Please discuss.
9. Game Clock: A. A fumbles at the + 2 YL into B's EZ. Stop the clock immediately, not after 3 or 4 seconds. B. **LM**: Do not stop the clock because you think it might be a 1st down – Teamwork – Let the **U** make that decision. C. K punts, R muffs, & there is a large pile up. Stop the clock immediately rather than wait 8 or 9 seconds. D. **LM**: Do not look over your shoulder to see if it is a 1st down – officiate the DB action instead.
10. Game Clock: 1st Down Inbounds – the **R & U** wound & the clock did not start. Then the other Crew members wound & still the game clock did not start. Then finally it did. However, how many seconds should have run off the game clock that did not? Stop, talk, then have the **U** go to the SL, communicate, & have the GC set to the corrected time.
11. **Wings** & Down Box: We had several instances of the wrong down on the box & the ball was snapped. This must never happen. All officials are responsible. The **LM** MUST look at the down

box every down. The **LJ** looks across the field & signals the **LM** if it is incorrect. The **R** signals the next down once the ball is dead, then starts with the **LJ**, then **U & BJ**, & finishes with the **LM**, then checks the Down Box. And a reminder, never allow the snap until the scoreboard is correct.

12. **R & Coin Toss Signals:** If the winner wants to receive, turn the teams & signal receive. There is no need to THEN signal that the opponent will kick. **R** signals on the PB side of the Captains.
13. **R & KOM:** Adjust your position along the GL to have an angle when the receiver catches the FB.
14. **Wings, BJ's & DB Officiating:** We have at least 3 observations of **Wings & BJ's** being in TOO BIG A HURRY to secure a FB near the SL. Officiate **FIRST** the DB action. We missed a late hit due to looking for a FB. If the opposite color jersey is in the team bench, watch them carefully until they return to the field.
15. Kickoff OOB: Throw flag to the OOB Spot. If no rekick then the **U** spots the ball on the near HM.
16. **LM & Down Box:** Tell the Down Box Operator to move to the SS before switching the down.
17. **R & LJ:** As indicated in the Gold Book, both the **R & LJ** wind the clock when it has been stopped & by Rule it needs to be wound. This enhances communication with everyone.
18. **Wings & KOM IP:** There are **ONLY** 3 choices: GL, - 10 YL, & 50 YL for Onside KO's (unless a penalty has been enforced). When in doubt regarding a standard KO, start on the GL. I saw repeated situations where the **Wings** started on the - 10 YL, the kicker hit it right, & both **Wings** "froze" as the Kick went inside the - 10 YL. Remember, it is always easier to move forward.
19. **R Pre Snap Mechanics:** If we have to be over the ball for a measurement or other administrative situation, AND A is over the ball, **back out** rather than turn your back & jog out.
20. Timing Mechanics: **Wing** winds the clock (2X only) when the DBS is between SL and inside the Field Numbers. **R** then mirrors the **Wing** wind to communicate with the PB, coaches, etc.
21. False Start versus Illegal Motion: If in doubt, kill the clock & penalize FST. If A makes any type of movement that in any way simulates the start of the play, penalize FST.
22. Signaling: We do not have 1 official signal incomplete pass, then another official signal time-out. As we know the incomplete pass signal stops the clock. We need to have a minimum of 2 officials signal incomplete pass to help the Timer. This is especially true when the pass is incomplete near the SL. With some low PB's, & lots of players on the bench, it can be difficult for the Timer to see the **Wing** Official. It helps a lot when the **BJ** signals incomplete pass.
23. **Wings:** Watched a game where the runner was tackled very near the SL & no signal (wind or stop clock) was given. One of these 2 signals must be done.
24. **R & Try-Kick:** 5 YDS deep (- 15YL) & 10YDS wide (2YDS outside HS Hash Marks) unless penalty.
25. 3rd & 4th Down Mechanics: These take precedence over GLM & Pass R & R's due to importance.
26. **R & Clock:** On a long run for a 1st down, once the ball was dead, the **R** turned to the PB to signal time-out. Please continue down the field & officiate the dead ball action.
27. **R & 1st Down Signal:** Once the ball is dead beyond the LTG signal 1st down immediately. Why? So the Chain Crew can move to the succeeding spot. Obviously, check for flags first.

BEST OF LUCK WITH YOUR GAMES THIS WEEKEND!!!!!!!!!!!! ENJOY THE MOMENT!

"We Might Not Be Perfect, but We MUST Be Excellent." Unknown