

TO: OHSAA State FB Tournament Officials

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

Subject: FB Bulletin # 2014-12 (Week 13); 11/20/14

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: Please discuss during the pregame – both crew & individual goals. Include in your discussion reviewing situations that caused delays in your first 2 games. How to avoid them?
2. Attitude: Restricted Area not enforced in the 1<sup>st</sup> half. Observer discussed it at halftime. Then the official did not enforce the RA the 2<sup>nd</sup> half. Think about these ramifications – a Pretender?
3. Spots/Lines: Ask yourself each down – Am I covering the appropriate line – GL, EL, LTG, and/or SL? Do I know the down & distance on each down? Crucial Spot for FWP – Do I look to the Back Side Wing for help when needed? Do I know the spot of enforcement, yardage, & spot of foul.
4. Play Coverage: Are we ball watching or observing our “keys”? Are we watching “the action” at the Point of Attack? The **R, Backside Wing, & BJ** have a wide view & need to “read the play” & pick up important blocks. Do we make sure that any fouls called – “was their an advantage”?
5. Player Equipment: Watched a TV Game where there were numerous examples of illegal equipment such as shoulder pads & back pads exposed. We need to correct these immediately!
6. **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.
7. Throwing Flags: We need to be better!! A. Dead Ball Fouls – throw your flag high into the air so everyone can see it; saw where an **U** threw a FST flag at the lineman; B. Spot Foul – flag needs to land on the “corresponding YL” not at the exact spot – saw a **Wing** hit a player throwing the flag into the play on an Offensive Hold; C. Adjust Flags – by both the calling official & fellow officials. Once the down is over adjust the flag as needed. Yardage is important to the team.
8. Team TO Huddles: Saw a huddle at the HM's with multiple coaches in the huddle. **NO! Wings** – when the first TO is called work with the teams so they huddle between the Numbers & the SL.
9. **U**: His IP can be outside the HM in the Side Zone. Yes, he can run to near the SL to get the ball.
10. Chain Crew: If they are wearing their stripe shirts, have them cover them with other clothing.
11. RM: LOS is the – 12 YL. **R** is positioned on the GL, 10 YDS wide. He must stay on the GL rather than back into the End Zone. The GL is his so back up as needed to stay on the GL.
12. 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.
13. PE: QB was sacked 8 YDS behind the LOS. Defensive Holding was called. What type of play? Where is the penalty enforced? The Crew marked it off from the previous spot. Correct? This is a running play. Penalty enforced from the end of the run – where the QB was sacked.

14. PE: Both **Wings** are responsible to physically walk off the yardage on all penalties along with the **U**. Fortunately, the **LJ** had a Crew Save when DPI was marked off from the wrong spot.
15. 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 RT touches the KO inbounds, then no foul. Please discuss.
16. PE: Intentional Grounding is called & enforced at Previous Spot. Correct? No! How can 5 officials miss the enforcement? Please discuss. Who will step forward for a crew save!!!
17. PE: When a targeting foul is called the **R** will signal Personal Foul then Targeting to the PB.
18. PE: When 12 players in the huddle is called prior to the snap the **R** must signal DB first.
19. UNS: A-3 thought he was interfered with & began aggressively signaling DPI to the Crew. The Crew did nothing. This is UNS!! The player is embarrassing the Crew. Take control of the game!
20. Game Clock: Are all 5 officials stopping & starting the GC correctly without delay? A contending crew will have the **LM/LJ/U/BJ** giving the “start the clock” or “do not start the clock” to the **R**.
21. Game Clock: 1<sup>st</sup> Down Inbounds – the **R & LJ** 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 **LJ** go to the SL, communicate, & have the GC set to the corrected time.
22. **R & Coin Toss**: Remember that the **R** catches the coin rather than have it hit the ground.
23. **R & KOM**: Adjust your position along the GL to have an angle when the receiver catches the FB.
24. **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.
25. Catch Signal: The catch signal is never given into the field of play, only on a boundary line.
26. Kickoff OOB: Throw flag to the OOB Spot. If no rekick then the **U** spots the ball on the near HM.
27. **LM & Down Box**: Tell the Down Box Operator to move to the SS before switching the down.
28. **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.
29. **R Pre Snap Mechanics**: If we have to be over the ball for a measurement or other administrative situation, AND Team A is over the ball, back out rather than turn your back & jog out.
30. 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.
31. 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 the PB.
32. Try-Run or Try-Pass: **Wings** do NOT signal “no score” when short of GL – the **R** does this. Why? What if one **Wing** signals “no score” & the other Wing gives the TD signal.
33. 3<sup>rd</sup> & 4<sup>th</sup> Down Mechanics: These take precedence over GLM & Pass R & R’s due to importance.
34. PC: Heard 2 examples of Play Clocks being shut off correctly because of failure to start it when the **R** marked the ball RFP. Remember the 3 strike policy stated in the GB Regulations, P. 36.

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

**“We Might Not Be Perfect, but We MUST Be Excellent.” Unknown**