

TO: OHSAA Football Officials

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

Subject: FB Bulletin # 2014-2 (Week 2); 9/5/14

Indicated below are some items that have arisen during Week 1 & Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Player Equipment: It is IMPERATIVE that the entire Crew checks both teams for Mandatory & Illegal Equipment. If players have pants that do NOT cover the knees they do NOT play until they become legal by covering their knees. There are NO exceptions to this Rule. Tinted Eye Shields: They MUST be clear. There are NO exceptions to this Rule such as a doctor's note. Last night we had a Captain appear for the toss with a play card on his belt. We made him move it to his wrist immediately.
2. Game Clock & Timers: We need to be more aware of the GC. We had a game where the Timer did not run any time off during the KO. Another game where the timer ran the GC during the Try. When this happens seek out Game Management & ask him/her to speak to the Timer. We all make mistakes, but here we are looking for a pattern.
3. Game Clock Late in the Game: When the score is tight it is imperative that we have a heightened GC awareness. Check the GC every play. Communicate with each other, especially the back side **Wing** & whoever is facing the GC – **R or BJ**. And when the GC is running KNOW when the ball is marked ready & subtract 25 seconds for any late TO by the winning team or for Delay of Game. Communicate this info to each other.
4. COMMUNICATION: Runner goes into LOS &, when watching the video clip, appears to clearly fumble the FB. The **U** throws the bean bag into the air, ruling fumble. The **LJ** comes in and rules the runner down & no fumble. However, the **U & LJ** do not get together & talk. When we have 2 different rulings on a play, such as one official ruling incomplete pass only & the other official rules interference or the fumble play described, officials must COMMUNICATE with each other & the Crew, if necessary. We owe it to the players & coaches.
5. Dead Ball LOS Fouls: We throw the flag high into the air, sound our whistle, stop the clock & give a preliminary signal to the R. We do **NOT** throw the flag in the direction of the fouling team. Why? The wind could be blowing; a player could pick it up or accidentally kick it; or we could mishandle it & throw it in the wrong direction. And when giving the preliminary signal don't forget to point in the direction of the offending team.
6. Penalty Enforcement: A. Defensive Holding is NOT a 5 YD penalty & an automatic first down; B. If A-1 runs for a first down & there is a dead ball foul before the ball is marked ready, it is always 1<sup>st</sup> & 10, NOT 1<sup>st</sup> & 25; C. If a **Wing** official runs into a coach, sub, replaced player, or trainer while officiating it is a 15 YD penalty for Interference, NOT a

sideline warning!! How can 5 officials on a Crew or a total of 15 officials on 3 different Crews miss these obvious Rules? Please continue your diligent study of the Rules.

7. Sideline Interference in # 6 above: Do you know the 3 signals for this foul that the R gives to the PB?
8. Game Card for HC's: There is NO need to have your OHSAA Officials Number on this card. This info is available to the HC online when he rates the Crew.
9. Central Ohio: Radio 820 AM carries a wonderful postgame with scores & interviews.
10. **LM**: Please do NOT look over your shoulder to see if it is a 1<sup>st</sup> down. Trust your **LJ**.
11. Illegal Substitution: Before the snap if any player being substituted for runs over the EL it is a dead ball foul for Illegal Substitution. Do you know the **R's** signal to the PB?
12. If a player's helmet comes off can a team take a charged time-out to keep him in the game? What are the 2 exceptions to when a player who loses his helmet can stay in the game? Please discuss.
13. KO is caught by R-1. R-2 then blocks K-1 in the back at the R 20 Y. K-3 tackles runner R-1 by the facemask at the 50 YL. What type of foul is this – which hopper? What are the options for K & for R? Does R's foul have a bearing on the acceptance or declination of these penalties? Please discuss as a Crew.
14. **Wing** & OOB Spot: When the runner touches the SL do not concentrate solely on the OOB & look down at that spot. Watched a 4 man game where we missed an obvious late hit OOB. Keep your head up & **Be a Great Dead Ball Official!!**
15. Coin Toss: If both teams are leaving or left the field & the captains are ready then go ahead & toss before the 20 minute mark. The latest a toss can occur is 20 minutes before KO. Please accommodate Game Management wishes for someone special to be part of the coin toss. We had it with Ohio National Guard this past F.
16. Week 1 Point Differential Games: 114 of the 375 varsity games played (30.4 %) were decided by 30 points or more. Please continue to share the info distributed earlier & available at [www.ohsaafb.com](http://www.ohsaafb.com) website with the Timers. Remember, for many of them at the varsity level this might be their first game this year.
17. Reminder: Varsity Games are 12 minutes; JV Games are 10 minutes; Frosh Games are 9 minutes; & MS Games are 8 minutes.
18. Fight Mechanics (GB P. 8, Section 9C): This is a challenging time & fortunately, we do not have a lot of experience with it. **WINGS**: It is imperative that you turn & control your Sidelines as best you can.
19. WOW: 3 Generations will be officiating on the same Crew on a Sept. 12 Varsity Game. They are the Mahlmeister's – Jim (70), Jimmy, & Justine (20). CONGRATS!!! & Good
20. Movie – When the Game Stands Tall: Saw it last week – a wonderful movie that is far more than a “sports movie”. Tells the story of the De La Salle HS FB 151 game win streak, and what happens after they lose 2 in a row. Highly recommend it.