

TO: OHSAA Football Officials

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

Subject: FB Bulletin # 2014-4 (Week 4); 9/19/14

Indicated below are some items that have arisen during Week 3 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Victory Formation (GB, P. 24, Section 36): Please read & review this Mechanic during your pre game. We had a HS FB Team 2 weeks in a row that was told the wrong information by the Crews. If the game is 21 – 20 with little time remaining, this is NOT Victory Formation unless both HC's agree. It is imperative that the Wings communicate with both HC's. If the winning HC says "we are going to take a knee", then communicate this info to the losing HC. If he says we are okay with that great. However, if he says "we are going to play", then inform the winning HC & Teams of the status.
2. Roughing the Passer: A new mechanic for 2014 is "Balls Away" said slowly by the **R** once the forward pass has been thrown. This covers most contact against the passer on standard FB related tackling. However, "Balls Away" does not apply if the opponent delivers an unnecessary blow to the passer, shoves him to the ground, launches his helmet at the passer, or delivers a blow above the passer's shoulders. Also, look up the definition of a passer in the Rules Book – P.35, Rule 2-32-11. "He continues to be a passer until the legal forward pass ends or until he moves to participate in the play." We must penalize for RPS when the intent of the opponent is to punish the passer by the acts mentioned above. The **R** is responsible to move to a position to see these actions against the passer.
3. Tornado Warning: Once the Crew assumes authority 35 minutes before KO, Game Management cannot tell the Crew to "play through" a tornado warning siren. The game must stop immediately. Later, there were 4 confirmed tornado sightings in the area.
4. **U** Mechanics: The game was getting a little "chippy" & more than intense. Runner was tackled between the field numbers & SL. Shortly after the whistle sounded, the **U** was at the pile. Well done. Excellent Mechanics. Our "presence" makes a difference.
5. **LJ & BJ** Mechanics: Long pass thrown to receiver near the field numbers. **BJ** had DPI & **LJ** had incomplete pass only. Excellent Mechanics – the **BJ & LJ** got together, talked, and then the **BJ** signaled DPI to the **R**. It is imperative that the officials get together & talk in these situations.
6. **LM** Mechanics: QB rolls to his right & cannot find an open receiver so he runs toward the SL. Just as he gets to the SL an opponent commits a blow to the runner's head. The **LM** makes a Great call for a Targeting Foul. Excellent Mechanics. On video you see the **LM** apply excellent GB Mechanics by backing up so he has the 5 YD cushion between

- himself & the QB. He has widened his “peripheral vision” in order to see this illegal hit.
7. **R Mechanics:** Unfortunately, on this same play there was an illegal block in the back by an offensive lineman. Again while watching the video the **R** did not react to the movement by the QB by back pedaling & thus lost “his cushion”. As a result he “narrowed his peripheral vision” to the play. Beau & I believe that our officials will make the correct call almost every time if WE ARE IN A POSITION TO SEE IT. Ask yourself after each down, “Was I in the best position to see the whole play”.
 8. **KO Mechanics (4 Man Crews):** **R** winds the clock between the far hash mark & his SL. **LM** winds the clock from his SL to the near hash mark. We will add this mechanic to the GB for next year. Currently, you can find this on the ohsasfb.com web, 6 Kick Plays PPT.
 9. **Televised Games:** The **R** needs to check as to where the TV SL Camera is. If the TV SL Camera is stationed on the VT SL then the **R** needs to signal penalties to both sides. It does not look good when the **R** is facing the HT PB & has his back to the TV Camera.
 10. **Player Equipment:** Received a report that the VT had eye shade down the side of multiple players’ faces & it was not corrected before the game. Then during the game they suspended a player because his pants did not cover his knees. Continue to be diligent before the game & check all players on the field for Equipment.
 11. **Communication:** During a sub varsity game there were 3 “varsity” officials & 1 newer official. A member of the Crew threw his flag. He was wrong. The newer official tried to explain the Rule to the other 3 officials who would not listen. Please listen intently to all officials on the Crew before making a decision. Once, on a Sunday I happened to hear the Saints HC yell about the GC & the preceding play. At first I tuned him out then thought about what he said, sounded my whistle, called time-out, & ran into the Crew. We discussed what the HC had said. HE WAS RIGHT!! We ran time off the GC & the HC saved the crew 7 “downgrades”.
 12. **Sub Varsity Games & Player’s Jersey Numbers:** See Gold Book, P. 34, Section 16 A. Numbering requirements do not apply to sub varsity games. When meeting with the HC’s before the game they should let you know. Inform the other HC. Then when you first see it during the game notify the opposing players.
 13. **Chain Crew:** An official threw a flag for UNS on the HT due to comments by a member of the chain crew. NO! Get a hold of Game Management & have the chain member replaced.

Best wishes for a Great game this weekend!!