

TO: OHSAA Football Officials

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

Subject: FB Bulletin # 2014-6 (Week 6); 10/1/14

Indicated below are some items that have arisen during Week 5 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Safety & Middle School (MS) FB: Safety called correctly in a 7th Grade MS Game. What happens after the safety? This Crew had the team Free Kick from their 20YL. NO! The ball is placed on the + 45 YL, 1st & 10, unless moved by penalty. There NEVER is a Free Kick in MS games. See GB, P. 37, Section 21 C.
2. Officials Taking Advancement Test: Our very capable Webmaster will soon post the 2012 & 2013 NFHS Rules Test/Answers on the www.ohsaafb.com website. These make GREAT study tools & can help alleviate some of the test anxiety. Reminder that the Rules Test is based strictly on the NFHS Rules Book & the Mechanics Test is based upon the Gold Book. Good Luck!!!
3. OT & Knowing the Correct Rule: In the 2nd OT the VT scores a TD & kicks the successful Try to lead by 7. The HT scores a TD & decides to go for 2 for the win. A-1 throws a forward pass to A-2 near the SL, 6 YDS deep in the EZ. **LJ**, in good position, signals TD. At the same time the **BJ** comes over, signals incomplete pass, & then throws his hat since he saw A-2 step OOB before the catch. A-2 was not blocked or pushed OOB. No flags have been thrown yet. Officials get together & discuss. What is the foul? Are these proper mechanics? Will A have the opportunity to replay the Try? The Crew rules Illegal Touching – is this correct? The “newer” official knew the correct answer, but was overruled by 2 “more veteran” officials.” (See GB, P. 23, Section 32 SS; NFHS Rules Book, P.72, Rule 9-6-1). This was a big miss. Why?
4. UNS: “Using profanity, insulting, or vulgar language or gestures” (GB, P. 47, Section 7A). A player made a racial comment towards an opponent. This is always a UNS Foul & penalized 15 YDS. The Crew simply suspended the player from the game for some time. Yes, you can do this, but you MUST rule UNS & penalize.
5. KO Rules: Last week K-1 was more than 5 YDS from the Free Kick Line & K-2 kicked off. Foul for Encroachment. Very good “get” by the Crew.
6. Ineligibles on Pass: Due to today’s “quick” passing game, we do not expect the **U** to get to the LOS on R&R 1 & R&R 2, unless the passer is near the LOS. A-70 was more than 2 YDS beyond the LOS on a pass play. The question was where the ball was caught. **U & Wings** got together & discussed it. **Wings** knew the ball was caught beyond the LOS. Both **Wings** then explained to their HC’s what happened on the play. Well done! (Similar to intentional grounding it is ok to throw this flag after the down has ended.) Obviously, if the **U** is 100% sure of the foul then throw your flag once the foul has been recognized.

7. Fair Catch Signal on KO: **R** missed seeing the FC signal on a KO. Fortunately, the **U** was alert & sounded his whistle once the ball was caught. Please be aware of the FC signal.
8. **BJ & LJ** on GL Play: Receiver catches pass, runs down the SL 30 to 40 yards, & dives at the pylon, touching the ball on the pylon. Both officials did an excellent job of being patient, making good eye contact with each other, then the **BJ** went up with the TD signal. Obviously, the **LJ** was trailing the play. The **BJ** did not know if the receiver had stepped OOB. Well done by both officials! (When I went to my first NFL Clinic I was told over & over to “slow down”.) It is always better “to be late & be right”.
9. Block in the Back: This is a foul & must be called. It is a safety issue. How do we know if it is a block in the back? Check to see how the player blocked falls to the ground. If he falls “on his face”, it is a block in the back. Rather than throwing the flag instantly, be patient & see how the blocked player falls. It is important to “anticipate the play, not the call”.
10. 3rd & 4th Down Mechanics: When 5 YDS or less move immediately to the LTG at the snap & stop at the LTG. Saw a video clip where the Wing went 1 yard beyond the LTG then angled in toward the hash to mark FWP. Mechanics are the same for “short yardage” as GLM. For GLM if we run into the DBS in the EZ we are indicating TD. GB, P. 23, Section 33.
11. Time-outs: It is imperative that the Crew anticipate the possibility of TO’s based upon GC time remaining & score. A is behind & driving for a tying or go ahead score. **R** – Once the DB action has subsided take a quick look at the bench. Same if A is ahead & B wants to stop the clock so they have time remaining after a COP. We know & watch a lot of games. Put this knowledge & experience to use, especially when the LOS is inside either the + or – 20 YL where it is more difficult for the HC to communicate with the **Wing**.
12. **BJ** IP: Reminder that the **BJ**’s IP is always between the GP Uprights. Why? So the **BJ** can move into either side zone quickly once the ball is dead in the side zone. Watched some video where the **BJ** was near the hash mark & the runner ran to the wide side of the field. There was too much distance for the **BJ** to cover. By starting between the uprights the **BJ** can move quickly, as needed, in either direction.
13. Punt Mechanics: Crew observed where both **Wings** moved downfield once the ball was snapped. An official watching the game mentioned it to the Crew before halftime. Crew did a great job of correcting the punt mechanics in the second half. The **LJ** stays at the LOS until the ball crosses the LOS. The **LM** stays at the LOS until there is no longer a threat of a blocked punt. The average punt in HS travels between 25 & 30 YDS downfield. So, there is no reason to run down the field in a hurry. In the 100+ hours of video watched during the off season, genuinely speaking, **Wings** are too concerned about the DBS & FWP rather than watching action ahead of the receiver catching the

punt. Please review your R&R's in the GB, P. 19, Section 29.

14. Rules Geek Quiz 5, Q 5: Corrected answer is Replay the Try at R's 21 YL. Loose ball play so enforced from the spot of the foul – All But One Principle.

Good Luck with Week 6 Games. Please Remember – Concentrate, Communicate, & Be Patient!!!