

TO: OHSAA Football Officials

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

Subject: FB Bulletin # 2014-7 (Week 7); 10/9/14

Indicated below are some items that have arisen during Week 6 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. "A Little Cardio Goes a Long Way: Five minutes of aerobic exercise a day can slash your risk of a heart-disease-related death by 45 percent and your chances of dying of any cause by 30 percent, according to a study of more than 55,000 adults over 15 years. 'Exercise is not all-or-nothing - even a small amount improves and protects the cardiac and skeletal muscles,' explains study co-author Timothy Church." Men's Journal, October 2014.
2. Importance of Games: Games between teams with average records can carry great weight with the OHSAA FB Rating System this time of year. Let's all rededicate ourselves to raising our level of concentration & communication.
3. Targeting & Defenseless Fouls: These are personal fouls & are NOT automatic ejection fouls. A player can be DQ only if ruled flagrant. Take a look in the Rules Book, P. 29, Rule 2-16-2C for the definition. It states "a foul so severe or extreme that it places an opponent in danger of serious injury..." Before ejecting a player discuss it with your Crew. This should be a "no brainer" if you are going to eject.
4. Importance of Using GB Reverse Mechanics: We missed a Big One. Ball was snapped on the - 5YL. This is R&R2 for the **Wings** - "Slide to GL & read QB & RB. If either is threatened at GL, hustle to GL IMMEDIATELY". This did not happen. A was tackled at the - 1 YL & driven back into the EZ. The Crew ruled Safety. The LM was NOT on the GL. The R ruled safety from the EL -NO! Please discuss Reverse Mechanics - R&R1, R&R2, & R&R3 along with the appropriate hand signals during your pregame this week.
5. UNS Ejection Reports Filed with OHSAA: Please state specific & exact language that a player or non-player said when completing the report. We need more than "the HC yelled profanity at the Crew".
6. Low Blocks: A Crew had 3 low blocks F night. All were committed by the team we least expect: A: B-3 cut receiver A-2 who was blocking ahead of the runner. B: On a KO the KT cut the RT to "break up" the blocking wedge ahead of the runner.
7. Backward Pass: Do you & your Crew know the Definition of a Backward Pass? (Rule 2-31-5). For some reason QB A-1, under center, turns toward his EL & spikes the ball to stop the clock. The direction of the pass, when it hit the ground, was moving slightly toward his EL. The Crew ruled this action an Incomplete Forward Pass. NO! It was a backward pass & therefore a loose ball. Go SLOW - in our Great Game we can be LATE & be RIGHT. Let your mind digest what your eyes have seen! We get in trouble when we are in a hurry.

8. Trapped Pass: Saw a Great example of Signaling Mechanics. A-2 was 15 YDS downfield & dove to catch a low pass. **LM** ruled Trap. He hustled in, gave 2 strong slow & deliberate incomplete pass signals, & then tapped the ground 2 times while down on his knee. It looked like a million bucks!! As officials we must be Great Communicators. This is an example of that.
9. OKO Signaling Mechanics: Surprise OKO. **U** did a Great job of immediately hustling into the pile, ruled KT possession, & gave a very strong & deliberate COP signal. Again, hustling in & the strength of the signal helped to “sell this judgment call”. Ask your crewmates - do I present the appearance of a “strong” official thru my movement, hustle, & signaling those “big” calls.
10. Illegal Touching: A-54 lines up in the backfield then catches a TD pass. There was no flag. Please review Rule 7-5-6a. Players must be eligible by number (Varsity Games Only) & position. Also See CB Play 7.2.5 A.
11. **LM** & Down Box Operation: Please ask him/her to switch the down ONLY after reaching the succeeding spot, NOT immediately after the previous down has ended. By doing this correctly, if there is a penalty, everyone will have the same down.
12. Signaling: Do you know the signals that automatically stop the clock? We do NOT give a time-out signal (2X) after the TB signal. GB, P. 23, Section 34 H.
13. Inadvertent Whistle (IW): Please review this Rule when there is an IW and a live ball foul is accepted. A Crew had a challenging situation last week. See Rule 4-2-3d.
14. Dead Ball Mechanics: Observed a game where it was close to a first down. The **LJ** spotted the ball on the ground. Then the **LM** had it moved back. The coaches were NOT happy. Do NOT do this! The **Wings** have to decide who has the “best look” - which can see the FB once it is dead. Make this decision before placing the FB on the ground.
15. KO & ENC: **R** marks ball ready. Bunch or starburst style KO. All KT members approach & K-16 fakes kicking the ball. He clearly steps on the line with part of his foot over K’s restraining line. This is a DB foul for Encroachment. It was not called. Is K-16 a kicker? Does the exception apply to K-16 on the action described? See Rule 2-32-8. A Contending Crew KNOWS Rule 2. Rule 2 is the Most Important Rule in the Rules Book because it serves a “the foundation” for the other 9 Rules.
16. No FST: On a Try Guard A-55 is in a 3 point stance. He slowly readjusts his right foot. VT HC wants a FST. No. It was slow movement. It did not simulate the start of the down. It was explained to the HC after the Try.
17. Bands Playing: Contact Game Management if Bands are playing when the QB calls signals or the ball is live. See GB, P.35, 2A.
18. Awareness Games: In order to recognize these games Officials can use Pink Whistles if the ENTIRE Crew uses them. This is the only pink item that can be used or worn. (GB, P. 44, 3M) As we know FB Officiating has the fewest opportunities to earn income

when compared to SCR, BSKB, BB, SB, VB, etc. since the regular season is only 10 weeks & there is no out of season FB. This way we do not have some members of a Crew placing “pressure” on other members to purchase a lot of additional items.

19. Awareness Games: Teams can paint the field lines & numbers with pink paint. Rules book states that white paint is “recommended.”
20. Point Differential Games: A Contending Crew hustles & concentrates just as hard in a lopsided game as during a very tight game. Does your Crew?
21. Point Differential Games Weeks 1 -5: The number of games has remained consistent - approximately 33% of games have used PD this year.
22. Crew Uniforms: When wearing black shorts the black socks cover the ankle ONLY.

Best of luck during Week 7!!