

TO: OHSAA State FB Tournament Officials

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

Subject: FB Bulletin # 2015-12 (Week 13); 11/20/15

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. Observer Reports: We had many reports praising Crews for their improvement from the 1st half to the 2nd half after the Observer met with them at halftime. Please “check your attitude” at the LR Door. Ask yourself, if I am a better official the 1st half of Week 13 than I was the 2nd half of Week 12. Do I look forward to the Observer’s Comments this week so I will a better official the 2nd half? When we are learning we are growing!
3. Attitude: Restricted Area not enforced in the 1st half. Observer discussed it at halftime. Then the official did not enforce the RA the 2nd half. Think about these ramifications – a Pretender?
4. 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.
5. 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”?
6. **R & TO’s** by HC’s: We all know how critical team time-outs can be near the end of an half. It is imperative that the **R** look to the SL of the team who will probably call a time-out due to time & score. Let’s be proactive & stop the GC in a timely fashion rather than having the coaches yelling at us that the GC needs to be reset – the mark of a Contending Crew.
7. Whistle Mechanics: We need one loud strong whistle sounded on every play. Coaches & players expect it for HS games. We do NOT need “toot, toot, toot” on most plays. Multiple blasts of the whistle are sounded to get the attention of the Crew. Please review.
8. **Wing & Flag**: **Wing** had a live ball illegal substitution since the B player did not get off the field for 12 players. He checked with the **BJ** who correctly informed him that it was the 11th B player who was running off the field. The **R** did not wave off the flag. We need to communicate better. Could any of his Crew jog to the **R** & remind him that he needed to signal to the PB.
9. **R & Ready Signal**: Even if A is in a hurry-up the **R** must first check that all officials are ready before the marking the ball ready.
10. **U Mechanics**: Some of the **U’s** had a challenging 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.

11. Pooch KO: **R** & the Covering **BJ** or **U** need to wind the GC. Touching precedes possession so if the RT immediately catches the ball we still need to wind the GC & then stop it.
12. **R** & Punt Mechanics: Our IP is 5 YDS deep & 8 YDS wide. Stand still. We have seen several **R**'s walking toward the punter. No. We narrow our view plus what if the punt is blocked.
13. **Wings**: Slow Down! Slow Down! There is no need to sprint to the DB spot by rounding the corner for most forward progress spots. **Wings** will sprint in when we are close to the GL or it is close to a 1st down.
14. 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 a **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.
15. 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.
16. **U**: His IP can be outside the HM in the Side Zone. Yes, he can run to near the SL to get the ball.
17. 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.
18. PE: QB was sacked 8 YDS behind the LOS on a Try. Face Mask by B was called. What type of play? Where is the penalty enforced? This is a running play. Penalty enforced from the end of the run – where the QB was sacked, not the Previous Spot.
19. PE: Onside KO, KT touched the kick after it hit the ground & it went OOB. Is this a foul since KT touched it inbounds? Yes!! If RT touches the KO inbounds, then no foul. Please discuss.
20. PE: When 12 players in the huddle are called prior to the snap the **R** must signal DB first. Also, when UNS, DOG, FST & ENC fouls are called the **R** needs to signal DB first.
21. 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!
22. Game Clock: 1st 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.
23. **R** & Coin Toss: Remember that the **R** catches the coin rather than have it hit the ground.
24. **R** & KOM: Adjust your position along the GL to have an angle when the receiver catches the FB. We had one report of the receiver getting behind the **R**. This Must never happen!
25. Catch Signal: The catch signal is never given into the field of play, only on a boundary line.
26. **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.
27. **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.
28. 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.
29. 3rd & 4th Down Mechanics: These take precedence over GLM & Pass R & R's due to importance.

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

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