

TO: OHSAA State FB Tournament Officials

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

Subject: FB Bulletin # 2015-15 (Week 15); 12/1/15

Greetings!! We hope you had great game & a wonderful experience during Week 14. Please review this bulletin during your pre game. It covers items observed for Week 14. If you have any questions, please feel free to email me at [bmaurer.38@gmail.com](mailto:bmaurer.38@gmail.com). Congratulations on your assignment for a State Championship Game this weekend. We hope all your dreams come true. Remember, it is only a game.

1. When I went to my first NFL Clinic my roommate & mentor was Dick Creed from NE Ohio. We met, shook hands, & exchanges pleasantries. Then he mentioned the 2 MOST IMPORTANT WORDS to me --- SLOW DOWN. During the 4 day clinic every time I saw him he whispered in my ear, SLOW DOWN. It reached a point that when I saw him first I repeated his mantra. Each round of the playoffs the teams are bigger, stronger, & especially faster. "Let your mind digest what your eyes have seen"! The beauty of FB officiating is we can be late & be right.
2. **DCO's & Observers: A HUGE THANK YOU** for your tremendous work and dedication. These officials & retired officials have given their time, effort, and expertise the past 4 weeks. WOW!! We have played 200 games to date and we had at least 1 and most times 2 observers at almost every game. We had approximately 175 who helped this year.
3. SLOW DOWN: **R** – If you see your crewmates in a hurry, use the signal for "balanced line" & move it up & down slightly & softly to communicate to them. We tend to get in trouble when we are in a hurry! "Hustle But Do Not Hurry".
4. Restricted Area: Even though these are the State Championships nothing has changed. OHSAA expects this Rule to be enforced & penalized as needed. In the past I have heard statements like "well this is the State Championships, I did not think they wanted that called or for us to embarrass the coach or high school". That statement & belief is WRONG. And remember the 2 steps on the field rule for the Coaches – please enforce it.
5. Personal Fouls: MUST be penalized – helmet to helmet, late hits, defenseless players. We have emphasized all year to swivel our heads after DB. There is no need to "stare at the DB spot".
6. Getting It Right: Do you have the **COURAGE** to "step up to the plate" & make a "Crew Save" when it is warranted. This would include penalty enforcement, a foul called incorrectly, the game clock, down #, or # of time-outs. We might not like "how it appears", but the ONLY thing that really matters is, "Getting it Right". A block in the back was called that was a side block -- at least 2 & possibly 3 other officials were looking there. Who can help this official?
7. Alternate Official: He will contact the **R** & participate in the pregame. It is important to discuss & decide on the Crew rotation if a crewmate cannot continue. The position taken by the Alternate will vary from Crew to Crew based upon their experience. I met with the Alternates last week. There will be 2 for the Thursday night game then one for each game on F & Sat. He will be stationed on the **LJ's** side of the field. Listen to him if he says something. Each of the previous 2 years the Alternate Official has made a "Crew Save"!!

8. Game Clock (GC): We all know the importance of timing & the GC being correct. I am asking that when you meet with the Alternate Official this weekend that you ask him to watch the GC & PC every time it is started & stopped. If he sees any irregularities, he will bring it to the attention of the **LJ** immediately after the play.
9. **R** Signaling: The **R**'s had a rough past weekend. Please study the GB before your game. Here are some items that we need to improve: A. We Must give DB Signals when warranted. We missed DB Signals with a DB Illegal Substitution Foul, DOG, & UNS. We must give the DB Signal first. B. We only need one set of signals to the PB for DOG, FST, Substitution (DB), & Encroachment. C. For all other fouls we need a Prelim Signal to the PB & a Final Signal. We had a DPI & the **R** ran all the way down the field to talk with the **BJ** – no –the **BJ** signals the DPI & the **R** then gives the initial signal to the PB. D. If multiple fouls are called signal one that was declined & the one that was accepted. E. Move to the nearest open space & give the penalty signal. There is no need to move to mid field. In most cases taking 1 or 2 steps is all that is needed.
10. Crew Signaling: Spend some time in the mirror & go thru play situations in your mind & then react by doing the signals. Some of us need to slow down!! On a tight SL incompleteness, we signal incomplete pass (2X) then we give the player was OOB's (2X). When we give the wind signal inside the field numbers we do it 2X slowly. Remember, if the **R** has "challenges" with the QB & a tackler, he has to watch this action. By the time he looks downfield if the signal is given too quickly he will not know the result of the play.
11. OKOM: The **BJ** must know whether the kick was driven into the ground or kicked into the air.
12. Cross Field Mechanics: We have missed some forward progress spots when the runner is driven back. **Front Side Wing** needs to look across the field as he approaches the forward progress spot. **Back Side Wing** needs to hustle to his near HM and mark it. Please discuss.
13. GC Late in 2<sup>nd</sup> & 4<sup>th</sup> Quarters: **R** - have the GC as a higher priority during this critical time. Consume & Conserve happens rarely and can "bite us" when we least expect it. Please review this Rule and remember, "If in doubt, apply conserving/consuming time".
14. Play: KT onside kicks the ball into the air, it goes 10 YDS, & KT catches FB. Please discuss.
15. Team Time-outs: **R** has Primary Responsibility for correct # of time-outs on the scoreboard. Do NOT mark the ball ready until the board is correct. A Contending Crew signals or "flashes" the # of time-outs remaining to each other. Enforce where teams are allowed during TO.
16. **LJ**: Close to a first down; stop the GC immediately & take a look. Then either wind or measure.
17. **R**: Fumble & no immediate COP signal by Crew: Count 2 seconds & then stops the clock.
18. **Wings** & FGM: IP is at the Field Numbers. If a foul occurs on a long FGA then someone other than the **U** needs to walk off the yardage.
19. GLM: Please refer to the Gold Book. It states "You MUST be at the GL prior to the ball arriving there". Begin moving toward the GL immediately at the snap.
20. **Crew**: It makes no difference if an official places his hands in his pockets. It is cold out there.
21. **BJ & R**: If there is 1<sup>st</sup> touching on any kick, the **BJ** signals to the **R** who will then signal to the PB.
22. **BJ**: On punts there is no need to throw a BB on a Fair Catch or TB since we know the PSK spot.
23. **SLOW DOWN!! SLOW DOWN!! SLOW DOWN!!**