

TO: OHSAA Football Officials

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

Subject: FB Bulletin # 2015-3 (Week 3); 9/9/15

Indicated below are some items that have arisen during Week 2 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Inclement Weather: If the forecast calls for the possibility of inclement weather, enlist the help of Game Management, Game Staff (PA, Timer, Chain Crew), Both Coaching Staffs, & Medical Staffs to look for lightning & hear thunder during the game. Remember that our authority starts approximately 35 Minutes before the KO. Prior to our arrival on the field any decisions regarding inclement weather is the responsibility of Game Management. If they see lightning or hear thunder they should be in contact with the **Crew** as to any change in the Game Start Time. In our game F night, they changed the start time 3 times based upon the weather conditions. Game Management should work with both HC's regarding needed time to warm up if they have not been able to warm up due to weather.
2. Inclement Weather: Check the GB, P. 41, # 4. This was added for 2015, and would you believe it, was applied Saturday night. The Crew conducted the Coin Toss on F night, then the game had to be postponed until Saturday night so they asked the Captains again about their choices. Why? Conditions could have changed. Well done.
3. Extension of Period: Please review this important Rule. A Crew had it twice – at the end of the 1Q & 2Q. 1Q – A has 6 on the LOS & A 11 runs for a TD. **Wings** correctly called Illegal Formation. Ruling? HC told the Crew that the Rule only applies to defensive fouls. Correct or Not? Do you extend if a loss of down foul is called with no time remaining? What if there is a UNS or Non player foul during the last timed down?
4. Consume/Conserve: Approximately 4 minutes to play, HT is ahead by 6 points, & snapping the ball with 2 or 3 seconds on the Play Clock. With 3 seconds on the play clock A 77 false starts. (the previous play was a run). Does the GC start on the ready or on the snap? Invoke Consume/Conserve & the GC starts on the Snap. Otherwise A can run approximately 46 – 48 seconds off the GC. Who on the Crew will think about this Rule? Please discuss!!!!
5. Onside KO Mechanics: The **U & BJ** need to be very careful and 100% sure before ruling “first touching” when the ball is being touched in the air around the 50YL. Do NOT throw your bean bag unless you are 100% sure that the “first touch” occurred. Yes, this call is primarily the responsibility of the **HL & LJ** who are on the RT's Free Kick Line. And remember if you rule first touching it is a bean bag and not a flag.

6. Whistle Mechanics: “Let Your Mind Digest What Your Eyes Have Seen” – do NOT sound your whistle until you are POSITIVE you have seen the ball in possession & the runner is down. Ask yourself after the game – did I have 100% concentration on whistle control?
7. **HL**: Make sure the **Crew** has more than one “clip” for the chain crew. Make sure the clip & yard line agree before moving the chains.
8. Player Equipment: “Du Rags” are NOT Illegal Player Equipment.
9. ILM or ILS: Do you know the difference between a Shift versus a Motion Penalty? Please review & report the proper foul to the **R** with the correct signal.
10. Penalty Enforcement: Watched several video clips where the **Crew** was taking far too long to enforce basic penalties. After a while the coaches, players, & fans became very upset. On one play the **R** walked down the field after a punt – it took him nearly 30 seconds to give the prelim signal to the PB on a simple Block in the Back by the RT. Please show some energy, enthusiasm, & HUSTLE.
11. Victory Formation: QB can either be under center or in shot gun formation.
12. **Wings** & FGA: Read the play. KT faked the FGA & a **Wing** was pinching in. No.
13. KOM: R-1 caught KO, ran up the field 5 YDS to the – 11 YL, then threw it half way across the field. **HL** punched it back & ruled backward pass. Well done. Be ready for it.
14. FGM & Rule: A Crew had a missed FGA from beyond R’s 20 YL. They spotted the ball at the previous spot. NO! This is a touchback. How can 5 different officials miss this Rule? **BJ/U** signal “no score” (2X) followed by TB (2X).
15. Dead Ball Enforcement: R-1 signals & makes a fair catch of a punt. Then R-2 commits a DB foul before the ball was marked ready. The Crew forgot to enforce the penalty. How can this happen? Please, someone needs to step up to the plate & communicate.
16. Dead Ball Enforcement: If a 5YD & 15 YD DB fouls occur between downs these fouls must be announced & enforced. They do NOT offset. We are communicating with players, coaches, fans, etc. so it is important to mark them off in their “order of occurrence”. A 77 false started, and then B 55 came across & hit A 77 hard, causing A 77 to hit the ground. Good communication by the Crew & with the HC’s.
17. Professionalism: Remember to watch your language at all times. You never know who might be listening. Make sure the locker room is in order before leaving.
18. When teams cross paths before the game &/or at half time, an official (s) needs to be between them. Please discuss during your Pregame based upon the facility setup.
19. GLM (4 Man): **U** was back on the EL & saw receiver A 82 being held on the inside arm by B 22. DPI was correctly called. A good example of how our new mechanic can pick up these types of fouls.
20. DQ: If a crew disqualifies a player from the contest he must sit the remainder of that game plus the next game. A DQ Report must be filed with OHSAA within 48 hours. You

cannot tell the player and/or HC that he is “out” for this game but can play the next game. The official who DQ’s the player must complete the OHSAA DQ Report.

Best of Luck during Week 3 & hopefully the weather will cooperate with us. I had 3 games impacted by the weather last week. Be patient & follow the OHSAA Guidelines.