

TO: OHSAA Football Officials

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

Subject: FB Bulletin # 2015-4 (Week 4); 9/17/15

Indicated below are some items that have arisen during Week 3 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Targeting: Unlike NCAA the targeting foul in NFHS is not an automatic DQ. When a targeting foul is called, please communicate with your **Crew** as to whether the player should be disqualified. If it is a flagrant foul then DQ.
2. Low Blocks: We have received too many video clips of low blocks not called recently. For example, if a wing back is not lined up on the LOS, he cannot block low. **Wings** must determine prior to the snap whether a player can block low or not at the snap. Please review with your Crew.
3. Watching the Runner: We have too many officials who are watching the runner too much & thus we miss fouls. Remember, we do not need to watch the runner until the tackle is imminent. Ask yourself after each down, was I officiating & watching the action around the runner or spending too much time with the runner before contact.
4. **R & U**: Watched a video clip of a long run by the QB. Behind the QB approximately 10 YDS was a low block by A2. The **Wings & BJ** were doing a good job watching action ahead & around the QB. Either the **U &/or R** needs to see & call this foul. It requires discipline & concentration. It is more fun to watch that good open field run & possibly a TD. Instead, concentrate on the action behind the runner.
5. Teams Entering & Leaving the Field: Please check with Game Management prior to the game as to how the HT & VT enter & leave the field. This is especially necessary if you are not familiar with the HS LR & Stadium. We had an excellent example of very good officiating by the **HL** who ran to the single exit point for both teams & calmed things down between teams.
6. Suspending Players: When a player(s) need to be suspended for a short period of time implement Game Management Mechanics (GB, P. 14, # 17). Call an official's time-out. The Crew will record the player (s) #'s on all their game cards. The **Wing** will escort the player (s) to the SL & inform the HC of the player's action. Then, later, if the same player must be suspended again penalize him for UNS (assuming it is a non-contact act).
7. KO: A Crew kicked off from the – 45 YL & the RT was positioned at their 45 YL. There was no previous foul. How can this happen? We are better than this.
8. Intentional Grounding: The appropriate **Wing & R** need to communicate on this challenging call. There are times when the **R** cannot see downfield if there is an eligible receiver in the area. This is especially true when the Passer is threatened by a rusher.

**Wings/U** – If you do not see an eligible receiver in the area hustle back to the **R** & discuss. If you see an eligible receiver in the area point to him (saw an excellent example on this last week on a TV Game). We want the **R** to throw the flag for Intentional Grounding.

9. **U** (4 Man): The IP on scrimmage plays is 7 YDS unless we are in GLM. One **U** was observed 10 -12 YDS off the LOS this past weekend.
10. **U** & GLM (4 Man): Ball snapped on the + 9 YL. Receiver A2 ran toward the EL & possessed the ball in the air. He came down with his first foot barely on the EL under the goalposts. Excellent signals by the **U** to indicate incomplete pass & receiver OOB's. Both **Wings** indicated they could not get near the EL in time to make this challenging call. Another example of the new mechanic working well for us & the players.
11. **BJ**: On scrimmage plays into the Side Zone the **BJ** becomes a "windshield wiper", moving SL to SL as needed to "clean up", help relay the FB, & provide preventive officiating as needed.
12. **BJ**: When the FB is snapped between the + 11 YL & + 14 YL the **BJ** is 5 YDS deep in the EZ. If you read run or a short pass be ready to move up to the GL to make this call at the GL. In most cases the distance to the GL is too far for the **Wings** to get there.
13. OT (8<sup>th</sup> Grade Game): Reminder that we do **NOT** play OT in sub varsity games. A **Crew** played OT in an 8<sup>th</sup> Grade Game recently.
14. **U** Mechanics: The game was getting a little "chippy" & more than intense. Runner was tackled between the field numbers & SL. Shortly after the whistle sounded, the **U** was at the pile. Well done. Excellent Mechanics. Our "presence" makes a difference.
15. **LJ** & **BJ** Mechanics: Long pass thrown to receiver near the field numbers. **BJ** had DPI & **LJ** had incomplete pass only. Excellent Mechanics – the **BJ** & **LJ** got together, talked, and then the **BJ** signaled DPI to the **R**. It is imperative that the officials get together & talk in these situations.
16. **R** Mechanics: While watching a video the **R** did not react to the movement by the QB by back pedaling & thus lost "his cushion". As a result he "narrowed his peripheral vision" to the play. Beau & I believe that our officials will make the correct call almost every time if WE ARE IN A POSITION TO SEE IT. Ask yourself after each down, "Was I in the best position to see the whole play". "Could I have been in a better position".
17. KO Mechanics (4 Man Crews): **R** winds the clock between the far hash mark & his SL. **HL** winds the clock from his SL to the near hash mark.
18. Communication: During a sub varsity game there were 3 "varsity" officials & 1 newer official. A member of the Crew threw his flag. He was wrong. The newer official tried to explain the Rule to the other 3 officials who would not listen. Please listen intently to all officials on the Crew before making a decision.

Best wishes for a Great game this weekend!!