

TO: OHSAA Football Officials

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

Subject: FB Bulletin # 2015-6 (Week 6); 9/30/15

Indicated below are some items that have arisen during Week 5 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. OT: Unless moved by penalty, all OT Periods start on the + 20 YL. They do not start on the + 10 YL as one **Crew** did for 4 Overtimes. Please place a large "X" thru NFHS Rules Book PP. 84 – 86 & follow the OHSAA OT Rules listed in the GB, PP. 31 – 33.
2. **Wings** & LTG/GLM: On 3rd & 4th down plays on or inside the + 10 YL the LTG is our first priority & the GL is our second priority. These plays can be challenging for the **Wings**. Move to the LTG initially on 3rd & 4th down. If you see the runner will move past the LTG then move to the GL according to our mechanics.
3. Block in the Back: How do we know if it is a block in the back? Check to see how the player blocked falls to the ground. If he falls "on his face", it is a block in the back. If he falls on his side & then rolls, it is not. Rather than throwing the flag instantly, be patient & see how the blocked player falls. It is important to "anticipate the play, not the call". Especially on punt plays, repeat the color of the RT several times. Then watch for RT players who are "chasing" KT players – in "chase mode". These players become "suspect". But again, do NOT anticipate the foul. Let Your Mind Digest What Your Eyes Have Seen!!
4. DPI: **LJ** called a DPI Foul when the B player hit receiver A2 before the ball arrived. Good Call? The Crew needs to ask the question "where was A2 located on the field of play"? Is this case A2 was several yards behind the LOS. This is not a foul. The other officials on his **Crew** need to help him to pick up the flag.
5. FB's: There is a product that might be applied to the footballs to make them tacky or sticky – a foreign substance. When inspecting them before the game please follow the Rules Book specifications. If you find any such material on them that renders them non-compliant by Rule, do not allow their use during the game as one Crew did recently. Well Done!
6. Elbow Brace: Please follow Rule 1-5-3-b-1 regarding any exposed metal. They must be padded with a closed-cell, slow recovery foam padding no less than ½" thick. The Crews for Weeks 3 & 4 correctly made the player cover the metal. Unfortunately, Weeks 1 & 2 Crews did not.
7. Ball Persons: They may wear team jerseys. If a player is in full uniform may he help with the footballs? Yes. However, like all other players he must stay in the Team Box. He cannot move between the 25 YL & GL.
8. Serious Injury: If you have one please be sensitive to the players & coaching staff. An ambulance had to be called. The HC asked for a little time to calm his players down & prepare them to play since their team member had been knocked unconscious initially & had tingling in

his legs. We need to be a calming influence, not a disruptive force. We are there to defuse, rather than incite.

9. **BJ** (5 Man) & **U** (4 Man): Drop a bean bag when a RT Player makes a fair catch on a punt. See GB, P. 10, 2B.
10. **BJ**: Do not wind the GC when the DBS is between the Numbers & SL. That is the responsibility of the covering **Wing & R**.
11. **U**: When spotting the FB please face the SL. When observing we see more accurate spots.
12. **HL**: It is imperative that the **HL** have a clip for the chains. Yes, the chain crew might have a clip but it is the responsibility of the **HL** to have a clip.
13. **HL**: After measuring for a 1st down that is short of the LTG, the **HL** must set the clip & chains on the SL. Do not leave your responsibility with the Chain Crew.
14. **Crew**: When a team time-out is called, remember to stop the clock (2X), turn toward that team on the field, & give 2 full chucks (GB. P. 23, 32 OO)
15. OT & Knowing the Correct Rule: In the 2nd OT the VT scores a TD & kicks the successful Try to lead by 7. The HT scores a TD & decides to go for 2 for the win. A-1 throws a forward pass to A-2 near the SL, 6 YDS deep in the EZ. **LJ**, in good position, signals TD. At the same time the **BJ** comes over, signals incomplete pass, & then throws his hat since he saw A-2 step OOB before the catch. A-2 was not blocked or pushed OOB. No flags have been thrown yet. Officials get together & discuss. What is the foul? Are these proper mechanics? Will A have the opportunity to replay the Try? The Crew rules Illegal Touching – is this correct? The “newer” official knew the correct answer, but was overruled by 2 “more veteran” officials.” (See GB, P. 23, Section 32 SS; NFHS Rules Book, P.72, Rule 9-6-1). This was a miss. Why?
16. Safety & Middle School (MS) FB: Safety called correctly in a 7th Grade MS Game. What happens after the safety? This **Crew** spotted the ball on the – 45 YL. NO! The ball is placed on the + 45 YL, 1st & 10, unless moved by penalty. See GB, P. 37, Section 21 C.
17. UNS: “Using profanity, insulting, or vulgar language or gestures” (GB, P. 47, Section 7A). A player made a racial comment towards an opponent. This is always a UNS Foul & penalized 15 YDS. The **Crew** simply suspended the player from the game for some time. Yes, you can do this, but you MUST rule UNS & penalize.
18. 3rd & 4th Down Mechanics: When 5 YDS or less move immediately to the LTG at the snap & stop at the LTG. Saw a video clip where one **Wing** went to the LTG & the other **Wing** did not. Then they had 2 different spots on a close LTG FWP. Mechanics are the same for “short yardage” as GLM. For GLM if we run into the DBS in the EZ we are indicating TD. GB, P. 24, Section 33.
19. Time-outs: It is imperative that the **Crew** anticipate the possibility of TO’s based upon GC time remaining & score. A is behind & driving for a tying or go ahead score. **R** – Once the DB action has subsided take a quick look at the bench. Same if A is ahead & B wants to stop the GC so they have time remaining after a COP. We know & watch a lot of games. Put this knowledge & experience to use, especially when the LOS is inside

either the + or – 20 YL where it is more difficult for the HC to communicate with the **Wing.**

Good Luck with Week 6 Games. Please Remember – Concentrate, Communicate, & Be Patient!!!