

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 4; 9/15/16

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

1. Low Blocks: We have received 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**.
2. Low Blocks: If the offensive tackle delays 2 – 3 seconds before blocking an opponent, the ball may be out of the free blocking zone, and the below the waist block is a foul. As we know the low block must be immediate when teams are in shotgun formation because the ball leaves the zone so fast.
3. Watching the Runner: We have too many officials who are still 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. Consume/Conserve & Intentional Grounding: A is out of timeouts. QB A1 throws a long forward pass to the + 6 YL for a first down. A1, in shotgun formation, spikes the ball to stop the GC after the **R** marked it ready. 6 seconds remain on the GC for the 2Q. Ruling: Penalize A 5 YDS from the spot of the pass & wind the GC on the Ready. **R** needs to tell QB the GC will be start on Ready Signal. **Wings** need to communicate this to the HC's.
5. Teams Enter & Leave Field: Determine prior to the game where the HT & VT enter & leave the field. This is especially necessary if you are not familiar with the HS LR & Stadium. We had very good officiating by the **U** who ran to the single entrance point for both teams & "held" the HT back until the VT entered the field.
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). Note: The HC can send the suspended player back in the game when he is "ready to play FB".
7. Ineligibles Downfield: Excellent officiating & **Crew** communication – after the play the **HL** indicated he saw ineligibles downfield 3 – 5 yards. He was pretty sure ball crossed the LOS. **U** confirmed ball was clearly beyond the LOS & was not touched. Then the flag

was thrown for Ineligible Downfield. As we know sometimes there is a lot of “traffic” in front of the **U** & it can be difficult for him. The **Wings** can make a “Crew Call”.

8. OKO Rule & Mechanics: Watched a video where a KT Player who was more than 5 YDS behind the KT’s Restraining Line did not kick the ball – a teammate kicked it who was within 5 YDS. As we know this is a Dead Ball Foul for Encroachment when the ball is kicked. The **BJ** needs to memorize the number of the KT Player who is more than 5 YDS, if there is one. The **U** can help with this call.
9. Positive Preventive Officiating: A. A23 could have blocked B23 in the back – **Wing** told A23, “good job staying off the block in the back”; B. B65 approached the Passer quickly & at the last second veered off & did not hit him after the **R** said “balls away. **R** communicated with B65 about the good job for staying off the QB; that if he had tackled him it would have been a foul. Our presence & communication with the players can play a significant role to reduce some fouls.
10. KO & Momentum Rule: The **R & Wings** need to be ready to drop their bean bag if the RT Player catches the KO inside the – 5 YL & his momentum carries him back into his EZ where the ball becomes dead by Rule.
11. GLM: **Wings** do not “open the door” when the ball is spotted on the + 10 YL to the GL. Runner ran wide & then went directly to the pylon. There was no **Wing** at the GL.
12. Illegal Player Equipment: Please enforce the eye shade rule. We had a report of quite a few players on a team having face paint all over their faces.
13. 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, especially when the Passer is threatened by a rusher. **Wings/U/BJ** – 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 last week on a TV Game). The **R** only will throw the flag. **R** needs to know the spot of the pass.
14. **U & GLM (4 Man)**: Ball snapped on + 9 YL. Receiver A2 ran toward EL & possessed ball in the air. He came down with his 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. Well done by the **U**.
15. **BJ**: On scrimmage plays into SZ the **BJ** becomes a “windshield wiper”, moving SL to SL as needed to “clean up”, help relay the FB, & provide preventive officiating as needed.
16. **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.
17. **U & BJ** Mechanics: Long pass thrown to receiver near the field numbers. **BJ** had DPI & **U** had incomplete pass only. Excellent Mechanics – **BJ & U** got together, talked, & then

the **BJ** signaled DPI to the **R**. It is imperative that the officials get together & talk in these situations. Remember the new Rules Philosophies on GB P. 41 & 42 regarding PI.

Best wishes for a Great game this weekend!!