

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 3; 9/8/16

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: The forecast calls for the possibility of thunderstorms. Please 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.
2. Inclement Weather: We follow the "lightning seen or thunder heard" even if Game Management has a Lightning Detector. There is nothing in the OHSAA Policy that covers a Lightning Detector or any other device, regardless of what Game Management says.
3. Rules Philosophies: A quick or abrupt movement by any A Player is a False Start. If, in your opinion, the movement simulates the start of the play, rule False Start. All shifts must be done with a smooth & rhythmic movement. Local Interpreters – please cover this at your next meeting. See GB, P. 41, LOS, # 4.
4. KO OOB: Where do we spot the ball if the RT accepts the penalty, usually spotted on the – 35YL. Several **Crews** spotted the ball in the center of the field – was this correct?
5. 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, step up to the plate, & make a crew Call? Please discuss.
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? And remember, once the ball is snapped we keep the whistle in our hand, not our mouth, until the ball becomes dead by Rule.
7. **HL**: Make sure the **Crew** has more than one "clip" for the chain crew. Make sure the clip & YL agree before moving the chains.
8. UNS: Had a report that the **Crew** reported a contact foul as UNS rather than a Personal Foul. There was another foul on the same play so enforcement was impacted. Remember, contact fouls are Personal Fouls & non-contact fouls are UNS.

9. Player Equipment: "Du Rags" are NOT Illegal Player Equipment.
10. Penalty Enforcement Mechanics: A **BJ** made a really good call when the A left tackle clipped a B lineman. However, he then ran toward the SL. First, he needed to stop the GC 2X, then give the Prelim Signal to the **R**. After completing the first 2, then he can communicate to the appropriate **Wing**. GB, P.19, # 27B.
11. Pink Officiating Equipment: Officials can only use pink whistles. GB, P. 47. # 3L.
12. 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.
13. 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 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.
14. Victory Formation: QB can either be under center or in shot gun formation.
15. 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.
16. DB Enforcement: If a 5 YD & a 15 YD DB fouls occur between downs these fouls must be announced & enforced. They do NOT offset. We are communicating with players, coaches, & fans so it is important to mark them off in their "order of occurrence". A 77 false started, & 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. 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.
18. 7th & 8th Games: Do you know where the ball is placed following a safety? Is it on the – 45YL or + 45YL? GB, P. 37, # 21C
19. 7th & 8th Games: Ask each HC before the game whether his team has any eligible numbers lining up in ineligible positions (usually T, G, or C position) or any 50-79 numbers lined up in eligible positions. During the game inform B when this occurs. We are talking about standard scrimmage plays, not punts, FG's or Try's. We had a report of an eligible number lined up as a tackle that caught a TD pass. GB, P. 37, # 21E
20. Onside KO (**4 Man Crew**): The **R's** IP will be on the – 10YL in the center of the field.
21. Play Clock (**4 Man Crew**): The **R** is responsible to "time" the 25 second count. The **R** will communicate with the **U**, asking the **U** to hold up his arm/hand & count down the last 5 seconds. This is so the QB can visually see the count down as well as the HC if he wants to call a team time-out with a few seconds on the PC.

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.