

TO: OHSAA State FB Tournament Officials

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

Subject: FB Bulletin - Week 13; 11/17/16

Greetings!! We hope you had great game and a wonderful experience during Week 12. I have received over 170 Observations & there were many positive comments along with areas for improvement.

Please review this bulletin during your pre game. This bulletin will cover items observed during Week 12. Questions: Feel free to email me at bmaurer.38@gmail.com.

1. Crew Goals: Please discuss during the pregame – both crew & individual goals. Include in your discussion reviewing situations that caused delays in your first 2 games. How to avoid them? I heard many positive comments from our **Observers** about the **Crews** & their Goals.
2. **Observer** Reports: We had many reports praising **Crews** for their improvement from the 1st half to the 2nd half after the Observer met with them at halftime. Please “check your attitude” at the LR Door. Ask yourself, if I am a better official the 1st half of Week 13 than I was the 2nd half of Week 12. Do I look forward to the Observer’s Comments this week so I will a better official the 2nd half? When we are learning we are growing!
3. Spots/Lines: Ask yourself each down – Am I covering the appropriate line – GL, EL, LTG, and/or SL? Do I know the down & distance on each down? Crucial Spot for FWP – Do I look to the **Back Side Wing** for help when needed? Do I know the spot of enforcement, yardage, & spot of foul.
4. Play Coverage: Are we ball watching or observing our “keys”? Are we watching “the action” at the Point of Attack? The **R, Backside Wing, & BJ** have a wide view & need to “read the play” & pick up important blocks. Do we make sure that any fouls called – “was their an advantage”?
5. **R** & Next Down: We know the importance of knowing the next down. Over the years we have had some misses. In order to have the correct down after each play we want the **R** to check with the **LJ** initially, then the **U/BJ**, then the **HL**, & finally the Down Box. This is why it is imperative that each member of the **Crew** hold up the next down once the ball is dead. We need to work on this as I have observed a need to improve in this area – especially the **R**.
6. **R** & GC Status: It is the **R’s** responsibility to know the GC status after each down. This is especially important when the ball becomes dead near the SL on a 1st down. We expect the **R** to communicate with the covering **Wing** by signaling either “wind the GC” with his finger or using “crossed arms” to signal GC will start on the snap. Then the **R** needs to repeat this signal to the **Back Side Wing** so he knows & can communicate this important info to his HC.
7. **R** & Time-Out’s by HC’s: We all know how critical team time-outs can be near the end of an half. It is imperative that the **R** look to the SL of the team who will probably call a time-out due to time & score. Let’s be proactive & stop the GC in a timely fashion rather than having the coaches yelling at us that the GC needs to be reset – the mark of a Contending **Crew**.
8. **R** & Try: The **R** must use the “T” signal when he sees the tee carried on the field by a K player. The **BJ & U** need to wait to see this signal. A **Crew** “anticipated” that K would kick. They did not.
9. Crew Awareness & PE: A committed a block in the back foul on a play that lost yardage. This was followed by a DB foul by A. Both penalties were enforced. The B HC wanted to decline the

- BIB foul. The down box was moved. Please Think!! If there is any chance that the offended team might decline the foul (due to loss of yardage), give the HC the various options.
10. GC Awareness: The GC did not stop when A scored a TD. It continued to run through the Try. Is this a Contending Crew?
 11. Whistle Mechanics: We need one loud strong whistle sounded on every play. Coaches & players expect it for HS games. We do NOT need “toot, toot, toot” on most plays. Multiple blasts of the whistle are sounded to get the attention of the **Crew**. Please review.
 12. **R** & Ready Signal: Even if A is in a hurry-up the **R** must first check that all officials are ready before the marking the ball ready. Plus he & the U must signal they have counted 11 A players.
 13. **U** Mechanics: Some of the **U**'s had a challenging weekend. Some Reminders: A. Hustle to the DB spot rather than walk; B. Signal next down once the ball is dead; C. Stop clock (2X) by Rule; D. Once the ball is dead, retrieve it, hustle & spot it, then move to your IP ASAP – Do not hang over the ball & count players or signal the next down. Officiate every down as if A is in a hurry-up.
 14. **Wings**: Slow Down! Slow Down! There is no need to sprint to DB spot by rounding corner for FWP spots. **Wings** will sprint in when they are close to the GL or it is close to a 1st down.
 15. Team TO Huddles: Saw a huddle at the HM's with multiple coaches in the huddle. NO! **Wings** – when the first TO is called work with the teams so they huddle between the Numbers & the SL, between the 25 YL's. Please take responsibility for your SL.
 16. RM: LOS is the – 12 YL. **R** is positioned on the GL, 10 YDS wide. He must stay on the GL rather than back into the End Zone. The GL is his so back up as needed to stay on the GL. When the LOS is between the GL & - 10 YL, then the R's IP is the EL.
 17. PE: Onside KO, KT touched the kick after it hit the ground & it went OOB. Is this a foul since KT touched it inbounds? Yes!! If RT touches the KO inbounds, then no foul. Please discuss.
 18. **BJ** IP: When the LOS is between the + 19 YL & + 15 YL his IP is still 20 YDS from the LOS.
 19. Game Clock: 1st Down Inbounds – the **R** & **LJ** wound & the GC did not start. Then the other **Crew** members wound & still the GC did not start. Then finally it did. However, how many seconds ran off the GC? Stop, talk, then have the **LJ** go to the SL, communicate, & have the GC set to the corrected time.
 20. **R** & KOM: Adjust your position along the GL to have an angle when the receiver catches the FB. We had one report of the receiver getting behind the **R**. This Must never happen! However, once the runner has made a definitive movement up the field the **R** needs to jog up field.
 21. A OOB: If A is forced OOB by a B player there is no need for the **Wing** to throw his hat.
 22. FGA: If a FGA is missed & lands in the EZ or beyond the EL, the **U/BJ** signal “no score” & TB since the TB indicates the result of the play.
 23. Interception in EZ by B: When B intercepts the forward pass in his EZ & goes down on a knee, we signal TB. There is no need to signal time-out since the TB signal stops the GC.
 24. Try-Run or Try-Pass: **Wings** do NOT signal “no score” when short of GL – the **R** does this. Why? What if one **Wing** signals “no score” & the other Wing gives the TD signal.
 25. 3rd & 4th Down Mechanics: These take precedence over GLM & Pass R & R's due to importance.

BEST OF LUCK WITH YOUR GAMES THIS WEEKEND!!!!!!!!!!!! ENJOY THE MOMENT!

“We Might Not Be Perfect, but We MUST Be Excellent.” Unknown