

TO: OHSAA State FB Tournament Officials

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

Subject: FB Bulletin - Week 14; 11/23/16

Greetings!! We hope you had a great game & a wonderful experience during Week 13. Please review this bulletin during your pre game. It will cover items observed during Week 13 of the State Playoffs. If you have any questions, please feel free to email me at bmaurer.38@gmail.com.

1. Observers: They have volunteered their time & expertise. One observer indicated in his report "It's always appreciative when a **Crew** listens, then goes out the 2nd half & corrects those things" that were mentioned at half time. Thank them for coming. We want you to succeed!!
2. Contending Crews: An excellent **Crew** had discussed & brought to their Pre-game their goals as individuals & for the **Crew** for the 1st Half. When I walked in after the game they had them written on the white board in the Locker Room. Is your **Crew** a contender or a pretender?
3. **Crew**: Remember to make the calls BIG!! CONCENTRATE on every play. Work HARD to be in the proper position to make that call. Review the GB, Pages 40 – 42.
4. **Wings** IP: See GB, Pages 17 & 22. "10 YDS outside widest A player; Never inside #'s. If A is near SL take steps OOB." We are still having **Wings** who's IP is on or near the SL almost every play – this is Not 7 Man Mechanics – it is 5 Man Mechanics. Attitude – we had one **Wing** who told the Observers, who were correct in their statements, that he had been observed in past years & no one had mentioned it to him, & therefore he was correct. NO!
5. SLOW DOWN!! SLOW DOWN!! SLOW DOWN!! Examples seen this past weekend where officials are in too big a hurry: A. Jogging to the **R** to verbalize a foul – stand & give a prelim signal to the **R**; B. Stopping GC 1X rather than 2X when calling a foul; C. Turning too quick to secure a new FB; D. **Wing** winds the GC near the SL then realizes it is a 1st down; E. Pass into the EZ & signaling TD before he is sure it is a catch. Ask yourself after each play, "was I patient" or "was I in too big a hurry". Remember one of our statements – "Hustle, but do not hurry". And "Let your mind digest what your eyes have seen".
6. Rule 9-4-3j: Please review this Rule. If any of these acts occur it is a player DQ – an official does not have the option whether to DQ or not for these types of fouls.
7. Rules 9-3-2 & 2-17: Please review these Rules regarding blocking below the waist – especially by a wing back. By Rule 2-17-2 all players who are blocking & being blocked below the waist must be on the LOS & in the Free Blocking Zone. Officials must know prior to the snap whether a player is on or off the LOS & in or out of the Free Blocking Zone; and thus who can block low at the snap. One game had multiple illegal low blocks that were called by a very good **Crew**.
8. FGM: Just when we think we have seen it all!! A very long FGA was caught by the RT very near the GL – and run back 99+ YDS for a TD! Did the kick break the GL plane? Obviously, a huge call. The **U & BJ** must be ready to hustle to the GL to make this very important judgment call.
9. FGA Missed: Both the **BJ & U** signal "no score" & TB. They do not signal that the kick was wide. Obviously, if the FGA is not good, it went wide.

10. FK after Safety: Do you know the IP is for all 5 Officials? Please review so your **Crew** is not embarrassed like one **Crew** was last week. Hint: It is very similar to FGM.
11. **U** & Illegal Formation: An offensive lineman was injured & # 99 substituted for him at Left Guard on a normal scrimmage play. Legal or Illegal? Please discuss.
12. **R/LJ/BJ** GC: Once we get to the last 2 minutes of the 2Q & 4Q memorize the GC Time after each play when the GC is stopped. We never know when this knowledge can be very important.
13. **Crew** & GC: GC was stopped from previous play. False Start called correctly. 2 Seconds ran off the GC. Which **Crew** member can "pick this up" & correct the GC?
14. Halftime & **Crew**: This Contending **Crew** had 2 officials escorting each team off the field at halftime since they left through same gate to the LR. Well Done!
15. Coin Toss & **R**: Have you thought what signals you give the PB for the OT Choices? We had 2 OT's in D-I Games this past Friday night.
16. Coaches Headphones: VT Head Phones were not working. Well done by the **Crew** informing the HC that the **Crew** could do nothing about it. This is Game Management. See GB, P. 35, 3A.
17. PE Mechanics: Both the **HL & LJ** walk off the penalty yardage independent of each other & the **U**. The **U** marks off the yardage & only after reaching the succeeding spot does he check the distance with the **HL & LJ**. We had 2 good corrections this past weekend. Well Done!!
18. **BJ** End of Period: Once the 1st & 3rd periods are over & you have communicated to the **R** that there is no extension, jog to the succeeding spot & wait for the **R & U** to arrive. Double check with them & the **Wings** that we are at the correct spot along with down & distance.
19. **BJ** & Punt Mechanics: Once the ball is punted it is imperative that the **BJ** adjust his position to maintain a 45 degree with the receiver. If the receiver is going to "cross your vision" then move in the opposite direction from him so we are not "straight lined" on this challenging play. Also, when the punt is bouncing & rolling on the ground, maintain your cushion rather than move forward toward the ball. Once you sound your whistle & signal time-out 2X, and then move up.
20. **BJ** & Signaling PB: **Crew** had 2 DB fouls after the TD on the same team & HC wanted both enforced on the KO. **BJ** will signal the first, walk off the yardage, signal the second one, & mark off the yardage. Remember to give the DB signal when necessary.
21. **R/HL/LJ** Backward Pass Signal: Watched the first half where they did not signal. Discussed it at half time. The second half they were 7 out of 7 signaling – well done!!
22. **HL & LJ** KOM: Their IP was the – 10 YL. KO landed at approximately the – 8 to – 9 YL. Neither of them adjusted back to the GL. Since they were even with the runner they missed a BIB. If you move up to the – 10 YL you MUST remind yourself on a deep KO to back up!
23. **Wings** R&R: Keep your shoulders square to the SL as long as necessary. It increases your vision.
24. **R**: Take your time prior to signaling End of Period. Give the **BJ** time to communicate with you.
25. GLM: Saw some Great calls at the pylon this past weekend. The **Wing** was in perfect position, 2 YDS OOB behind the pylon, & waiting for the runner to arrive. This is why we must use GLM!
26. SL Judgment: If the runner is hit near the SL & knocked back & OOB (and you give FWP ahead) the **Wing** will wind the GC & the **R** will mirror, unless it is a 1st down. The **back side Wing** must help with this play using Cross Field Mechanics by hustling into his HM.
27. **R** Microphone Announcements: State Personal Foul rather than Unnecessary Roughness.
28. **Wings & GLM**: On a play at the GL, both **Wings** need to sprint in to the pile and look for the FB.

Beau & I would like to wish everyone a Happy Thanksgiving Weekend with your family & friends. We have a lot to be thankful for having a wonderful opportunity to be part of something as special as Ohio High School Football. And please drive safe.