

TO: OHSAA State FB Tournament Officials

FROM: Bruce Maurer, DOD & Beau Rugg, Director of Officiating & Sports Management

Subject: FB Bulletin - Week 13; 11/15/17

Greetings!! We hope you had great game and a wonderful experience during Week 12. I have received over 160 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. **Crew Goals:** This is special & the first time we have heard about it. One very good **Crew** discussed their **Crew** Goals during the week then the **R** gave the **Observer** their goals & asked them to comment on them at half time & after the game. (It is well documented the Power of writing down our Goals & communicating them to people.) Well Done for Innovative Thinking!!
3. **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!
4. **Observer & Crews:** We had 3 Crews that wanted to argue with Observers. In each case the Observer was right and the official was incorrect regarding their GB Knowledge. We have a number of new Observers this year with playing games on F only. If you think the Observer is incorrect then look in the GB & point out the reference to the Observer. But be sure. Remember your Attitude can get you in trouble with a “I know it all & I am perfect”.
5. **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. We had 2 Crews where the **BJ** did not get to the GL with the ball snapped at the + 13YL on a running play. There was no one covering the GL. Please discuss your coverage.
6. **Play Coverage:** Are we ball watching our “keys”? Are we watching “the action” at the POA? 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 there an advantage gained”?
7. **Wings:** We expect them to “read” every play & react based upon how each play develops. Ask yourself after each play, was “my read” correct. Some examples we saw: A. A pass thrown into the “flat” & the **Wing** was 5 yards downfield; B. A R&R 3 – both receivers on his side sprinted downfield at the snap & the **Wing** stood at the LOS too long; C. A pass thrown downfield only 5 yards & the **Wing** was 2 yards ahead of the receiver.
8. **Game Clock:** Runner stopped inbounds near the SL. The **R & HL** wound & for some reason the GCO stopped the GC. Then the other **Crew** members wound & still the GC did not start. Then

finally it did. However, how many seconds should have run off the GC? Stop, talk, then have the **LJ** go to the SL, communicate, & have the GC set to the corrected time. This **Crew** did not. Remember, the **LJ** is responsible for Rule 3. You are the Expert!

9. GC & Penalty Enforcement: DPI called on an intercepted pass & B player was tackled inbounds. Penalty was enforced correctly. When does the GC start? This **Crew** started the GC on the snap. Were they correct? Does the GC always start on the snap for a COP when the ball goes back to either K or A? No, it does not. Do you know the difference? Please check the book.
10. **CJ** DB Mechanics: He did an excellent job on : A. Signaling GC status to R when GC was stopped; B. Gave several "Tip" signals on passes touched at LOS; C. Game "inside 2 minutes" by tapping his wrist; D. Gave "double stakes". Each time he gave them every time. Do you??
11. Fumble: Runner fumbled the ball 6 yards beyond the LOS. We had 4 officials digging for the FB (including the **CJ**!). No. Have several officials "dig" & the others officiating the nearby action.
12. **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.
13. **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.
14. **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** or **CJ** 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**.
15. 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.
16. 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.
17. **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 **CJ** & the **U** must signal they have counted 11 A players. AND, give a clear & distinctive ready signal. Turn slightly so the PCO can see the ready.
18. Tripping: A **Crew** called a foul on B 53 for tripping the Runner. Correct? Check Rule 2 – 45.
19. **U** Mechanics: A. Hustle to the DB spot rather than walk; B. Signal next down once the ball is dead; C. Stop GC (2X) by Rule; D. Once the ball is dead, retrieve it, hustle & spot it, then move to your IP ASAP; E. Only move to LOS on R&R 3 & when passer threatens it.
20. **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. And remember, stop a minimum of 5 yards from the pile of players, if space permits.

21. 3rd & 4th Down Mechanics: These take precedence over GLM & Pass R & R's due to importance.
22. Muddle Huddle: **Crew** starts in GLM & adjusts accordingly when the KT shifts to a Try-Kick.
23. **R** Signals: Check signal for DOG – it is Not hand on top of hand. **R's** TO is hands on the chest, not a "first touching" signal.

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

"We Might Not Be Perfect, but We MUST Be Excellent." Unknown