

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 4; 9/13/16

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.
2. DPI & ILF: The **BJ** had DPI when the Passer threw the pass from clearly beyond the NZ & called correctly by the **R/U**. Can you have DPI on an Illegal FP? NO! Please review.
3. OPI & Where Pass Was Caught: **BJ** called OPI on a pass caught behind the NZ. Obviously, if the pass is caught here one or both of the **Wings** are in R&R 1. They need to talk with the **BJ** immediately & wave off this flag. This would be a "Crew save".
4. Ineligible Illegally Downfield: Please review CB Play 7-5-12 Situation A.
5. 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 shot gun 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.
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 ineligible 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. Rule 3-4-7: Late in a close game & under 2 minutes. Completed pass short of LTG. QB spikes the ball legally. A-66 then false starts before the next snap. The offended team HC wanted the **Crew** to wind the GC. NO!! Please study & learn this important Rule.
9. OKO Rule & Mechanics: Watched on TV 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 that 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 back and something about his uniform, if there is one. The **U** must help with this call.
10. Positive Preventive Officiating: A. A23 could have blind side blocked B23 – **Wing** told A23, “good job easing off & using his hands to block”; 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.
 11. Coach/Referee Conference: If the HC asks for a conference & the Crew’s decision does not change, the HC must be charged with a Team TO, or if none left, the Delay of Game.
 12. 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.
 13. Blind Side Block (BSB): G/call by **BJ/LJ** Except one of the flags hit a player. We do not need to have our flag hit “the” spot. The corresponding YL works great.
 14. 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.
 15. Illegal Player Equipment: Enforce the pants covering the knee Rule. Saw 2 newspaper photos of a game where the pants were clearly above the knee.
 16. **LJ & BJ** Mechanics: Long pass thrown to receiver near the field numbers. **BJ** had DPI & **LJ** had incomplete pass only. Excellent Mechanics – **BJ & LJ** 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 Rules Philosophies on GB P. 41 & 42 regarding PI.
 17. Tinted Eye Shield: When checked inside the LR it was clear but when observed outside on the FB Field it was not clear. Never heard of this one. It must be clear on the field.
 18. Knee Pad: A VB/WR/BSKB type knee pad is legal as long as the pants cover the pad.
 19. Coin Toss: Captains do not have to shake hands with their opponents.
 20. **U & GLM** (4 Officials): Ball snapped on + 9 YL. 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**.
 21. **R & Ready Signal** (4 Officials): Make sure the **U** has a chance to get to his IP on a Punt.
 22. **U & Punt Play** (4 Officials): Use **BJ** mechanics. Be on the wide side with 1 receiver.
 23. **R/HL** KOM (4 Officials): Your IP is the – 10 YL near the SL for Kick-Offs. However, if the HC says we will onside or pooch every kick then the **HL’s** IP is the 50 YL.
 24. **Wings** on Try-Muddle Huddle: Stay in GLM until the KT shifts to Try-Kick. Then the **R** must tell the KT to wait until the **Wing & U** have a chance to move under the goal posts.

Best wishes for a Great game this weekend!!