

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 5; 9/20/17

Indicated below are some items that have arisen during Week 4 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Forecast is 87/88 degrees F night. Review GB, P. 44 for Heat & Humidity as well as Lightning and/or Thunder during your pre game conferences with HC's & Game Management. And, please hydrate before & during the game.
2. Beau travels on F to watch multiple HS games (Last year he saw approximately 170 different officials). These are some of his observations: A. Cross Field Mechanics – Any time a receiver is hit & driven back the **Back Side Wing** needs to move into the field to the hash marks to mark Forward Progress. This would also apply to the runner being hit near the SL, driven back, & the covering **Wing** is trailing the play. B. **Wings** IP & Back Side Coverage – If A lines up with the wide-outs inside your hash mark or inside your field numbers, step out onto the field. When the runner or passer moves toward the opposite SL we expect the **Back Side Wing** to move at a 45 degree angle toward the hash mark to help officiate. By starting on the field when the formation allows it, we are in a much better position to get to the hash mark. C. **BJ's** Dead Ball Officiating – there is no need to run up to the pile of players. Saw an obvious late hit missed that was 2 seconds after the DB.
3. **BJ's** & Punts – Move while the punt is airborne to maintain your cushion. If the punt is short be very careful about moving up more than several steps. Remember, we have the **Wing's** that can help with the shorter punts. Plus this gives you the wide view.
4. Continuous Self Improvement: Ask yourself during the pre-game, "What will I work on this first half to be a better official by half time". State this goal to your **Crew**. One good **Crew** wrote their goals on the LR white board, & then discussed them after the game. All 5 officials need to be part of this excellent process.
5. Dead Ball Officiating: Do not be too quick to look to the SL for a new FB. Watched 2 games on TV where **Wings** were doing this.
6. HC/Referee Conference: The **Crew** cannot refuse to meet with the HC if he asks for a conference. Inform him that if the decision is not changed it will be a charged team time-out (DOG – if out of time-outs, Rule 3-6-2c).
7. Important Players: On each play we need to identify the most important players based upon their movement. Continue to work hard on this part of "our" game.
8. **Wings** & Backward Pass: A pass was thrown toward the **HL**. The **LJ** correctly punched back for the backward pass. The **HL** signaled incomplete pass incorrectly. This is an

inadvertent whistle (IW). The **LJ** needs to assertively tell the **Crew** that he saw clearly that the pass was backward and therefore it is an IW.

9. **U**: On an incomplete pass the **U** will spot the ball off the Down Box Marker.
10. Targeting: As we know the targeting foul does not carry an automatic ejection penalty. It is the decision of the calling official & possibly other **Crew members** to determine if it is a flagrant foul.
11. Victory Formation: Please check the GB, P. 25. Recently, we have had multiple **Crews** interpret this mechanic incorrectly, specifically at the end of the 2Q. With very little time left, HC of A says we are going to take a knee. The correct response to the HC & to the players on the field is to “Defend Yourself”. This is a normal scrimmage play.
12. Team Time-outs: The **Crew** will communicate the number remaining to each other. Also, **R** gives the “steamboat whistle” when a team is out even if there is a microphone.
13. Injured Player: The **Crew** needs to communicate the player’s number who must stay out for one down, unless it is halftime or going to OT. Remember the number. If a team time-out is called, make sure that the injured player does not attempt to come back into the game. If he does, communicate that he cannot.
14. Play: Late in 2Q & A is driving for a TD. A completes a pass then runs up to the LOS & snaps the ball before the **R** has marked it ready yet. **R** throws flag correctly for DOG. What is the GC status? This is Conserve Time & GC needs to be wound on the ready.
15. Pass Play: The pass caught or trapped inside the numbers can be a very challenging call. We never give the catch signal since another official may be signaling incomplete pass. The **BJ, Wings, & U** need to look at each other before making a decision, if there is doubt. Get together & discuss the pass being complete or incomplete, if there is a need to do so. **Wings** – if you are not sure do not run in like you have forward progress – if you do, you are indicating it is a completed pass. Go Slow!! Go Slow!! Go Slow!!
16. **Crew** Communication: After throwing a flag & the down is over, take a deep breath & think what you will do. Too often we get in a hurry & end up confusing our **Crew**. First & foremost, know the Official FB Signals in the Rules Book. Give a strong signal to the **R** regarding the foul & direction. When communicating with the appropriate **Wing** do NOT give color. Instead, use offense, defense, KT or RT. Be specific on “what happened” so the **Wing** can communicate effectively with the HC. Rather than say “offense # 76 held”, indicate “offense, # 76 restricted the opponent with his right hand on the shoulder & turned him at the POA”.
17. Injury Time-outs: Teams must huddle between the field numbers & sideline & in front of their Team Box (Rules: 2-6-2, 3-5-8c & 3-5-8a (3)).
18. **U** & GLM (4 Officials): The **U**’s IP on GLM is standing on the EL between the Uprights.

It is hard to believe the regular season is nearly half over. Enjoy your **Crew** & the experience this weekend. Before long we will all be lamenting just how fast this Great FB Season went!! Good Luck this weekend!! And again thank you very much for all your help!!