

TO: OHSAA State FB Tournament Officials

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

Subject: FB Bulletin - Week 14; 11/20/18

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 2<sup>nd</sup> half & corrects those things that were mentioned at half time". Thank them for coming. We want you to succeed!!
2. **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.
3. Rule 3-4-7 & SLW: Rule 3-4-7 does not apply when the first Sideline Warning is called.
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. Turning too quick to secure a new FB; C. **Wing** winds the GC near the SL then realizes it is a 1<sup>st</sup> down; D. Pass into the EZ & signaling TD before he is sure it is a catch. E. Chasing the runner down the field & watching him rather than officiating the action around the runner. Ask yourself after each play, "was I patient" or "was I in too big a hurry". Remember – "Hustle, but do not hurry". "Let your mind digest what your eyes have seen".
6. Throwing a Penalty Flag: We do not throw penalty flags at players as I saw on TV. The flag hit a player's helmet. The official called correctly a PF Face Mask. As we know the foul is enforced at the DB Spot so there was no reason to throw the flag at players.
7. Pop-up Kick: Foul was correctly called by the **Crew** but was then enforced at the succeeding spot. NO! This is a DB Foul. The officials need to sound their whistles immediately.
8. GC Operator Instructions: Neither OHSAA or NFHS have a Rule nor Policy where a maximum of 5 seconds is taken off the GC for a long FG attempt as one official told the GCO. The GCO will start the clock on the snap (if stopped on the previous down) & stop it at the appropriate time.
9. Legal Conferences: Please review 2-6-2 & 3-5-8 and enforce it. One **Wing** was observed talking to another official while the team on his SL huddled between the numbers & hash marks with multiple players standing on the hash marks. Another **Wing** was observed again talking to another official with the team on his SL huddling between the + 15 YL & + 20 YL. **R** – If this occurs, talk to the **Wing** & get it corrected. Both of these occurred on Crews 1 – 14.
10. FB Rules: Remember, we follow NFHS FB Rules, Not NCAA or NFL Rules.

11. OH: Both the R & CJ had a flag on the same A player for OH. The flags landed several yards apart on different YL's. Get together & talk, then place one flag on top of the other.
12. **Wings**: When marking FWP stay 5 YDS back from the pile, if space permits. There were **Wings** running into the pile, thus reducing their field of vision. We missed a DB PF.
13. Televised Game: Check with TV personnel & Game Management. Where does the R signal if the primary TV Camera is on the opposite side from the PB? See GB, P. 19, #27G.
14. Illegal Substitution: A RT player ran off the field after ball was snapped. When the Crew came together to discuss it, they ruled it was the 12<sup>th</sup> player. This is enforced at the Previous Spot.
15. 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.
16. Intentional Grounding: When pointing to the eligible receiver be sure he is wearing an eligible number. Officials do not decide whether a receiver ran the wrong the pattern. We simply make a decision based upon the Rules 7-5-2d, e.
17. **R/LJ/BJ/CJ** 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 important.
18. **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?
19. 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 marked off a 6 Yard penalty. One **Wing** marked off the yardage but watched the **U** as he did. The other **Wing** was writing on his game card & did not walk it. Six people in the PB knew the **Crew** had walked off the wrong yardage.
20. **BJ** & Signaling PB: KO went OOB. HC elected to re-kick. **BJ** will signal first & then walk off the yardage. Remember, this is a live ball foul since the ball became live when kicked.
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 all signaled – well done!!
22. **Wings** R&R: Keep your shoulders square to the SL as long as necessary. It increases your vision.
23. 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 1<sup>st</sup> down. The **back side Wing** must help with this play using Cross Field Mechanics by hustling into his HM.
24. **Wings & GLM**: On a play at the GL, both **Wings** need to sprint in to the pile in the field of play, and then look for the FB, if they do not know whether it is or not a TD.
25. **R** MIC: Do you know what the signal is for the 2<sup>nd</sup> SLW? It is not the same as the first SLW.
26. **CJ & KO**: It is important to watch the KT & RT players once the ball is kicked rather than turn your head to watch the kicked ball. And, as you watch the two teams, be cognizant of a long return by the RT. If so, start to pack pedal similar to a **BJ**.
27. **Onside KOM**: If the onside kick is near the 50 YL it is imperative the Wings hustle in & start digging for the FB in the pile to determine possession.
28. Correction from Week 13 Bulletin (#22): If A's formation is a Muddle Huddle, then all officials apply GLM except the **U** who will be on the EL with the **BJ**. See GB, P. 24, # 27B.

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.