

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 4; 9/13/2018

Indicated below are some items that have arisen during Week 3 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. GLM: It is IMPERATIVE that the **Wings** go immediately to the GL when the ball is snapped on or inside the + 5 YL. And, when the ball is snapped between the +10YL & +5YL then the **Wings** need to start moving to the GL at the snap. **Wings** need to be at the GL prior to the ball arriving. If the LTG is between the LOS & the GL, and it is 3rd or 4th down, then the **Wings** need to move to the LTG initially while reading the play.
2. 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.
3. Low Blocks: We have received too many 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 & BJ** must determine prior to the snap whether a player can block low or not at the snap. Also, we saw repeated illegal low blocks by the same B player against a pulling back not called. And remember an Illegal Low Block is a 15 YD penalty, Not a 10 YD Penalty.
4. Consume/Conserve & Intentional Grounding: A is behind & out of timeouts. QB A1 throws a long forward pass to the + 6 YL for a first down. A1, in shot gun formation, spikes ball to stop the GC after **R** marked it ready. 6 seconds remain on the GC in the 4Q. 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 the Ready Signal. **Wings** need to communicate this to the HC's. REMEMBER: There is NO 10 second runoff in NFHS Rules.
5. KO OOB: Officials are to drop their flag at the Spot where the KO went OOB's as this could be a spot of enforcement, not throw their flag into the air.
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 ineligibles 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/BJ** 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 & know this important Rule.
9. KO Rules: Watched multiple video clips where all 11 KT Players were more than 5 YDS behind the KT's Restraining Line. As we know this is a Dead Ball Foul for a Free Kick Infraction when the **R** marks the ball ready-for-play. We must know the Rules.
10. Player's Numbers: Rule 1-4-3. A player seen on TV wearing a number 0. Is this a legal number? Discuss in your pregame how the **Crew** will check all players' numbers.
11. 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".
12. 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.
13. Rule 10 – Kicks: RT ran into the Kicker during a scrimmage kick & it was correctly called by the **R**. Does new Rule 10-4-2 Exception apply here? Please discuss in the pregame.
14. Tournament Playoffs: Some of the **Crews** numbered 15 – 28 will have a **CJ** this year.
15. Coach/R 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, then Delay of Game.
16. Blind Side Block (BSB): G/call by **BJ/LJ** Except one of their flags hit a player. We do not need our flag to hit "the" spot. The corresponding YL works great.
17. **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.
18. Knee Pad: A VB/WR/BSKB type knee pad is legal as long as the pants cover the pad.
19. **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 **U** has a chance to move under the goal posts.
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.

Best wishes for a Great game this weekend!!