

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 7; 10/4/18

Indicated below are some items that have arisen during Week 6 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. "A Little Cardio Goes a Long Way": Five minutes of aerobic exercise a day can slash your risk of a heart-disease-related death by 45 percent and your chances of dying of any cause by 30 percent, according to a study of more than 55,000 adults over 15 years. 'Exercise is not all-or-nothing – even a small amount improves and protects the cardiac and skeletal muscles,' explains study co-author Timothy Church." Men's Journal, October 2014.
2. **R Mechanics**: IP is 15 YDS deep & 8 YDS wide unless the ball is snapped between the – 15 YL & - 10 YL where the **R** is 10 YDS wide (GB, P. 21, # 30 B 1). Once the ball is snapped on a running play, the **R** does not chase the QB or other runner. Simply look at the POA & check the appropriate blocks. And check yourself – do you have "happy feet"? Most tape we watch we see **R's** moving toward the QB at the snap. NO! One **R** nearly was run over when the runner reversed his run.
3. Professionalism at the HC Meeting: Please introduce yourself to each HC with a firm handshake & look him "in the eye". And use your name, not some "made up" name in an attempt to be funny. AND, do not carry on separate conversations while another **Crew** member talks with the HC. Let him know you are excited to be there & looking forward to the game. Remember, he is excited.
4. Video Review from HC's: Requests by HC's to look "at my IPAD" to see a previous play – our response is "Coach, by NFHS Rule 1-1-9, I am not allowed to look at the play". Encourage the HC to forward the video clips after the game & our **Crew** "would be happy to review them".
5. Clock Management: It is a Very Important part of the game. All officials are responsible to help. This is especially important at the end of both halves when time becomes more critical. **Wings** need to communicate with the **Crew** whether the GC will start on the "ready" or snap, especially when the runner is tackled near the SL & has gained a first down. The **R** needs to communicate with the **Wings** so he knows the GC status. And the **BJ** needs to know the GC status so he can communicate this info to the **R & Crew**. If, for some reason, the **R** mistakenly winds the GC when it should be started on the snap, then the **Crew** needs to "step up to the plate" & make a **Crew Save**. Especially inside 2 minutes, memorize the GC time whenever the GC is stopped by Rule. It gives us a "benchmark" if we have to add or delete game time.
6. End of Period: The **R** needs to be patient when giving the End of Period signal to the PB – especially if there might be some controversy. If the coaching staff is yelling about some aspect of the last few plays, determine what their concerns are first before signaling End of Period.

7. Importance of Games: Games between teams with average records can carry great weight with the OHSAA FB Rating System this time of year. Let's all rededicate ourselves to raising our level of concentration & communication.
8. KO: Excellent mechanics by the **HL** (then mirrored by the **R**) on a KO where there was a very slight "touch" by the RT Player before the KO then went OOB. The **HL** gave an immediate & highly visible "touch" signal & the ball was then correctly placed at that spot. Due to the "touch" signals, the **LJ** was able to inform "his" HC of the ruling on the field. Well Done.
9. Wings LOS Signals: If the closest A player is on the LOS & there is another A player positioned directly behind him we do not signal that the A player is off the LOS. We only signal if the closest A player is off the LOS.
10. ING Fouls: Continue to be aware for intentional grounding fouls by the passer. Discuss in your pre game. Whenever the QB is threatened by B players & "unloads" the ball, the **Wings** must be able to point to & know the eligible receivers jersey number. Obviously, the **BJ & U** can help.
11. Illegal Shifts: A good mechanic is to count 1001 whenever a shift occurs (1 or more players) and the player needs to reset. We have seen video where the player reset for less than 1 second then went downfield & caught a TD pass. (Rule 2-39)
12. Professional Dress: As the weather cools down please bring both shirts to the game site. In sub varsity games officials do not have to all wear either SS or LS shirts, or either shorts or pants, but please dress professionally.
13. UNS & Personal Fouls: A **Crew** member yelled at a player "to Knock It Off" during a live ball as the player blocked an opponent OOB. The **Wing** correctly called a DB Personal Foul. The **R** changed it to a UNS Foul. NO!! Contact Fouls are Personal Fouls. They are Not UNS Fouls.
14. Low Blocks: A Crew had 2 low blocks F night. All were committed by the team we least expect:  
A: B-3 cut receiver A-2 who was blocking ahead of the runner.  
B: On a KO the KT cut the RT to "break up" the blocking wedge ahead of the runner.
15. Awareness Games: In order to recognize these games Officials can use Pink Whistles if the ENTIRE Crew uses them. This is the only pink item that can be used or worn. (GB, P. 47, 3L) As we know FB Officiating has the fewest opportunities to earn income when compared to SCR, BSKB, BB, SB, LAX, & VB, since the regular season is only 10 weeks & there is no out of season FB. This way we do not have some members of a **Crew** placing "pressure" on other members to purchase a lot of additional items.
16. Awareness Games: Teams can paint the field lines & numbers with pink paint. Rules book states that white paint is "recommended."
17. **HL** & Chains: Make sure there is a piece of tape on the chains at the "5 YD Mark" & double check for accuracy. In a game there was no tape on the chain & the **HL** told the **R** the 5 YD penalty resulted in a 1<sup>st</sup> down. The **R** signaled 1<sup>st</sup> down. Once the **U** marked off the penalty they measured & determined they were short of the LTG.
18. KO OOB: The **R** does not give the DB signal prior to S19. Check Rule 2-1-2. Ball becomes live on the KO when it is kicked off. An OOB KO is spotted on the near HM if the HC selects this option.
19. Illegal Motion: This is a live ball foul, Not a dead ball foul.

Best of luck during Week 7!