

TO: OHSAA State FB Tournament Officials

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

Subject: FB Bulletin - Week 13; 11/20/19

Greetings!! We hope you had great game and a wonderful experience during Week 12. I have received over 160 Observations & there were many positive comments along with areas for improvement.

Please review this bulletin during your pre game. This bulletin will cover items observed during Week

12. Questions: Feel free to email me at bmaurer.38@gmail.com.

1. **Rule 3, Section 3, Article 3: R & BJ** have to know their Extension of Period Rules. An accepted live ball foul is the most common.
2. Try: Rule 4-2-2I states “the ball becomes dead during a Try if B secures possession.... This includes a 2 pt. Try!
3. Spots/Lines: Ask yourself each down – Am I covering the appropriate line – GL, EL, LTG, and/or SL? Do I know the down & distance on each down? Crucial Spot for FWP – Do I look to the **Back Side Wing** for help when needed? Do I know the spot of enforcement, yardage, & spot of foul.
4. Play Coverage: Are we ball watching our “keys”? Are we watching “the action” at the POA? The **R, Backside Wing, & BJ** have a wide view & need to “read the play” & pick up important blocks. Do we make sure that any fouls called – “was there an advantage gained”?
5. **R & CJ** on Pass Plays: When the QB drops back multiple steps the **R & CJ** need to “drop back” to maintain depth & use their peripheral vision to officiate effectively. Watched one game where the QB dropped back 4 – 6 steps then rolled toward the **R**. The **R & QB** were only a few steps apart. **R & CJ** need to communicate & help each other – reminding one another to step back.
6. Coach/Referee Conference: HC asked to talk with the **R** about a rule application. The **R & Wing** did an excellent job of listening & discussing the Rule. The HC was good with the explanation. However, the **Crew** did not charge that team with a time-put since the officials did not change the ruling. If the team is out of team time-outs, then a delay of game foul is called.
7. KO OOB: After the Try-Kick ended there was a DB Foul correctly called on the KT. The foul was then correctly enforced by the **BJ** from the KT 40 YL to the KT 25 YL. Then the KT kicked the ball OOB on the RT 25 YL. If the RT does not elect to have the KT re-kick, what are the options? The ball will be placed at the 50 YL. After some discussion this **Crew** got it right.
8. IW: We had several cases of either the **HL** and/or **R** sounding their whistle when the **LJ** had signaled, by punching back & yelled “back” for a Backward Pass. If the whistle is sounded, it is an inadvertent whistle. The **Crew** needs to listen to the **Back Side Wing**. If he knows the pass was backward, then the correct call is IW if the whistle is blown. The important thing to do on a pass that is “Close” is to SLOW DOWN & SLOW DOWN. Let the play happen. We can always “go back”, “reconstruct the play”, and rule the pass as incomplete.
9. DOG Foul: Unless the **Crew** applies Rule 3-4-6, with all Delay of Game Fouls, the GC is started on the Snap. Everyone on the **Crew** needs to know this & so signal the **R**.

10. Crew Goals: Please discuss during the pregame – both crew & individual goals. Include in your discussion to review situations that caused delays in your first 2 games. How to avoid them? I have heard many positive comments from our **Observers** about the **Crews** & their Goals.
11. Crew Goals: This is special & the third time we have heard about it. One very good **Crew** discussed their **Crew** Goals during the week then the **R** gave the **Observer** their goals & asked them to comment on them at half time & after the game. (It is well documented the Power of writing down our Goals & communicating them to people.) Well Done for Innovative Thinking!!
12. Our Personal & Crew Growth: A Comment from one of our Many Excellent Observers – “All 1st half recommendations were corrected in the 2nd half. **Crew** was appreciative for the feedback & was very respectful”. Definitely a Contending **Crew**!
13. **CJ** DB Mechanics: He did an excellent job on : A. Signaling GC status to **R** when GC was stopped; B. Gave several “Tip” signals on passes touched at LOS; C. Gave “inside 2 minutes” by tapping his wrist; D. Gave “double stakes”. Each time he gave them every time. Do you?
14. GC & Time-outs: VT HC called a time-out. The Wing signaled stop the GC repeatedly before the GCO finally stopped the GC. We need to reset the Scoreboard GC to the correct time.
15. Suspended Player (s): We had many cases of players being suspended for their actions. Many **Crews** were doing a very good job of Game Control. One reminder – a **Wing** Must escort the player (s) to the SL & inform the HC of who & why he is being suspended. AND, the **Crew** must record the player’s number on their Game Cards.
16. **R** & Next Down: We know the importance of knowing the next down. Over the years we have had some misses. In order to have the correct down after each play we want the **R** to check with the **LJ** initially, then the **U/BJ**, then the **HL**, & finally the Down Box. This is one reason why it is imperative that each member of the **Crew** hold up the next down once the ball is dead.
17. **R** & GC Status: It is the **R**’s responsibility to know the GC status after each down. This is especially important when the ball becomes dead near the SL on a 1st down. We expect the **R** to communicate with the covering **Wing** by signaling either “wind the GC” with his finger or using “crossed arms” to signal GC will start on the snap. Then the **R** needs to repeat this signal to the **Back Side Wing** so he knows & can communicate this important info to his HC.
18. **R** & Time-Out’s by HC’s: We all know how critical team time-outs can be near the end of an half. It is imperative that the **R** or **CJ** look to the SL of the team who will probably call a time-out.
19. Whistle Mechanics: We need one loud strong whistle sounded on every play. Coaches & players expect it for HS games. We do NOT need “toot, toot, toot” on most plays. Multiple blasts of the whistle are sounded to get the attention of the **Crew**. Please review.
20. **U** Mechanics: A. Hustle to the DB spot rather than walk; B. Signal next down once the ball is dead; C. Stop GC (2X) by Rule; D. Once the ball is dead, retrieve it, hustle, & spot it, then move to your IP ASAP; E. Only move to LOS when the passer threatens it.
21. Muddle Huddle: **Crew** starts in GLM & adjusts accordingly when the KT shifts to a Try-Kick. However, The **U** stands on the EL.

BEST OF LUCK WITH YOUR GAMES THIS WEEKEND!!!!!!!!!!!!!! ENJOY THE MOMENT!

“We Might Not Be Perfect, but We MUST Be Excellent.” Unknown