

TO: OHSAA State FB Tournament Officials

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

Subject: FB Bulletin - Week 14; 11/26/19

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. **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 or 6 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!
4. OT **Remember**: In OT, if B secures possession, **the play is dead**.
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. Punt Plays & **Wings** R&R: Read the GB, P. 21, # 29, C 9 (R&R 2). A large majority of punts travel 30 YDS or less downfield. We still have too many **Wings** who want to run down the field because they are too concerned about the DB spot. NO!! Jog downfield approximately 10 YDS then stop-n-watch. Some of the fouls we need to do a better job of calling is blind side blocks & blocks in the back. **Wings** need to be watching players rather than the ball.
7. Restricted Area: HC said to the **Crew**, "Do you mean to tell me in a Regional Final you are going to call that (sideline interference) & enforce it?" The **R** correctly replied to the HC, "Yes, we intend to enforce the Rules & this conversation is over." Well done. The State Semifinals are officiated no different than any other game during the year.
8. Throwing a Penalty Flag: We do not throw penalty flags at players as I saw. 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.
9. FG Mechanics & **Wings**: Read the GB, P. 12, # 8, B 3. FG IP is different than Try-Kick IP. For FG IP stand 15 YDS wider than all KT players. Why? We all know that if the FGA is blocked, it is a live ball & can be advanced. By being 15 YDS wide, it helps to "stay out of harm's way".

10. 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.
11. 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.
12. 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.
13. Ineligible Downfield: Make sure the legal forward pass crosses the neutral zone. A flag was thrown & fortunately, another official came in & told the official who threw the flag that the ball was caught behind the neutral zone. Well done & a **Crew** save!
14. **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.
15. **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?
16. 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.
17. **Observer** Reports: We had many reports praising **Crews** for their improvement from the 1<sup>st</sup> half to the 2<sup>nd</sup> half after the Observer met with them at halftime. Please "check your attitude" at the LR Door. Ask yourself, if I am a better official the 1<sup>st</sup> half of Week 14 than I was the 2<sup>nd</sup> half of Week 13. Do I look forward to the Observer's Comments this week so I will a better official the 2<sup>nd</sup> half? When we are learning we are growing!
18. 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.
19. 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.
20. **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.
21. **R MIC**: What is the signal is for the 2<sup>nd</sup> SLW? It is not the same as the first SLW. It is S7 & S29.
22. **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**.

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.