

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 3; 9/11/19

Indicated below are some items that have arisen during Week 2 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. **DQ:** Anytime a foul is committed that could be ruled as flagrant these fouls “should call themselves”. Ask yourself “was it a FB play that became a foul because of poor technique or was this player just trying to deliver punishment?” Check with another official & discuss what each one saw before disqualifying the player (s). We have had a few games where the player should not have been disqualified. Remember, BSB, Targeting, & Helmet Contact are not automatic DQ’s.
2. **BJ Mechanics:** The **BJ’s** IP is 5 YDS deep in the End Zone when the ball is snapped between the + 15 YL & + 10 YL. Unless the receivers force you back to the End Line, be ready to move to the GL ASAP when the runner moves toward the GL. If the runner moves toward the SL on a sweep then the **BJ** must move quickly toward the HM & GL. (We have seen some video clips of excellent coverage & unfortunately, some video clips of **BJ’s** that have not moved to the GL. It can be challenging for **Wings** to get to the GL).
3. **Rules Philosophies:** A quick or abrupt movement by any A Player is a False Start. If, in your opinion, the movement simulates the start of the play, rule False Start. All shifts must be done with a smooth & rhythmic movement. Local Interpreters – please cover this at your next meeting. See GB, P. 41, LOS, # 4.
4. **Wings IP & Back Side Coverage** – If A lines up with the wide-outs inside your hash mark or inside your field #'s, step out onto the field. When the runner or passer moves toward the opposite SL we expect the Back Side **Wing** to move at a 45 degree angle toward the hash mark to help officiate. By starting on the field when the formation allows it, we are in a much better position to get to the hash mark. GB, P. 21/22, Section 31, B3 & C3.
5. **Third & Fourth Down Mechanics (TFM):** Review Section 33 of the GB Mechanics. These lines can be very important. The **Wings** MUST move to the LTG on 3<sup>rd</sup> or 4<sup>th</sup> Down & 5 YDS or less. Both **Wings** need to communicate with each other about moving there.
6. **Common Entrance/Exit:** Upon arriving at the site check with Game Management and/or check the field regarding a common entrance/exit for both teams. If so, then we handle traffic control for the HT & VT when entering before the game & exiting/entering the field at halftime. GB: P. 36. 11A.
7. **Hurry-up Offense Mechanics (HUM):** Please add the words “if required” to GB, P.15, # 20 B due to the new Rule – 40/25 Second Play Clock. Obviously, we will not be telling the players to “wait for my whistle” if the PC was set at 40 seconds.

8. Consume/Conserve: Approximately 4 minutes to play, HT is ahead by 6 points, & snapping the ball with 2 or 3 seconds on the Play Clock. With 3 seconds on the Play Clock A 77 false starts. (The previous play was a run). Does the GC start on the ready or on the snap? Invoke Consume/Conserve & the GC starts on the Snap. Otherwise A can run approximately 46 – 48 seconds off the GC. Who on the **Crew** will think about this Rule, step up to the plate, & make a **Crew** Call? Please discuss.
9. Whistle Mechanics: “Let Your Mind Digest What Your Eyes Have Seen” – do NOT sound whistle until POSITIVE you have seen the ball in possession & the runner is down. Ask yourself after the game – did I have 100% concentration on whistle control? And remember, once the ball is snapped we keep the whistle in our hand, not our mouth, until the ball becomes dead by Rule.
10. BSB & BIB: Watched video clip where **Crew** missed both a Blind Side Block & Block in the Back on a Punt Play. Be diligent. Too many officials were watching the runner.
11. **Wings** & Pass Plays: **Wings** need to move through their progression from R&R1, R&R2, & R&R3. We still have too many **Wings** who are watching the QB on Pass Plays.
12. **U**: Your IP is 7 YDS from the LOS. Vary your position throughout the game. Yes, your IP can be outside the HM’s in the Side Zone.
13. OT Rules: If there is any chance of a game going into OT, please review these Rules at halftime. One **Crew** took far too much time before the OT started to review the Rules.
14. Pink Officiating Equipment: Officials can only use pink whistles. GB, P. 47. # 3L.
15. Intentional Grounding: Excellent call as the QB “dumped” the ball OOB while being pressured by the defenders. The **R** stayed on the yard line where the passer threw the pass & the **LJ** hustled back to the **R** after all dead ball action subsided to inform the **R** no eligible was in the area. Remember, Only the **R** will drop the flag at the spot.
16. Ineligibles Illegally Downfield: Excellent call by the **LJ** seeing an ineligible illegally downfield on a pass deep into the End Zone. **WINGS**: Please continue to look for ineligible downfield on legal forward pass plays – especially the **Back Side Wing**.
17. Victory Formation: QB can either be under center or in shot gun formation. Please read the Victory Formation Mechanics & know it. Then if the HC says “we are going to take a knee” the **R** must inform both teams prior to the snap of the Rules.
18. 7<sup>th</sup> & 8<sup>th</sup> Games: Ask each HC before the game whether his team has any eligible numbers lining up in ineligible positions (usually T, G, or C position) or any 50-79 numbers lined up in eligible positions. During the game inform B when this occurs. We are talking about standard scrimmage plays, not punts, FG’s or Try’s. We had a report of an eligible number lined up as a tackle that caught a TD pass. GB, P. 37, # 22F
19. Play Clock (**4 Man Crew**): The **R** is responsible to “time” the 25 second count. The **R** will communicate with the **U**, asking the **U** to hold up his arm/hand & count down the last 5

seconds. This is so the QB can visually see the count down as well as the HC if he wants to call a team time-out with a few seconds on the PC.

We wish you the Best of Luck during Week 3.