

TO: OHSAA Football Officials

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Subject: FB Bulletin - Week 5; 9/25/19

Indicated below are some items that have arisen during Week 4 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Beau travels on F to watch multiple HS games (Last year he saw approximately 170 different officials). These are some of his observations: A. Cross Field Mechanics – Any time a receiver is hit & driven back the **Back Side Wing** needs to move into the field to the hash marks to mark Forward Progress. This would also apply to the runner being hit near the SL, driven back, & the covering **Wing** is trailing the play. B. **BJ's** Dead Ball Officiating – there is no need to run up to the pile of players. Saw an obvious late hit missed that was 2 seconds after the DB. C. Important Players: On each play identify the most important players based upon their movement. Continue to work hard on this.
2. Halftime & Captain's Options (Varsity Games): The **Crew** must bring at least one captain for each team to the 50 YL at the center of the field to obtain their 2nd half options. Then the **R** will signal their option to the PB with the captain's positioned accordingly. We need to be communicators before & during the game.
3. Kick Ends on a Punt: K 56 punts to the RT 20 YL and the punt is bouncing on the field. Several RT players muff it (no new force & no illegal bat) & the punt crosses the RT's GL. An official signaled TD when K 23 recovered the punt in RT's End Zone. Is this correct? Is this a TD or TB? Did the kick end? This is a TB. Can other **Crew** members help? YES!!
4. **Crew** Communication: After throwing a flag & the down is over, take a deep breath & think what you will do. Too often we get in a hurry & end up confusing our **Crew**. First & foremost, know the Official FB Signals in the Rules Book. Give a strong signal to the **R** regarding the foul & direction. When communicating with the appropriate **Wing** do NOT give color. Instead, use offense, defense, KT or RT. Be specific on "what happened" so the **Wing** can communicate effectively with the HC. Rather than say "offense # 76 held", indicate "offense, # 76 restricted the opponent with his right hand on the shoulder & turned him at the POA".
5. **BJ's** & Punts – Move while the punt is airborne to maintain your cushion. If the punt is short be very careful about moving up more than several steps. Remember, we have the **Wing's** that can help with the shorter punts. Plus this gives you a wider view. We have been missing some BSB & BIB because the **BJ's** are too close to the receiver (s).
6. Continuous Self Improvement: Ask yourself during the pre-game, "What will I work on this first half to be a better official by half time". State this goal to your **Crew**. One good **Crew** wrote their goals on the LR white board, & then discussed them after the game. All 5 or 6 officials need to be part of this excellent process.

7. BSB: An illegal blind side block was called when the blocker used open hands to block the opponent. NO! Blockers can exert considerable force with open hands.
8. Signaling TD's: Signal TD when the runner crosses the GL, not when you arrive at the GL. Of course, contenders will beat the runner to the GL.
9. Dead Ball Officiating: Do not be too quick to look to the SL for a new FB. Watched several games on TV where **Wings** were doing this.
10. HC/Referee Conference: The **Crew** cannot refuse to meet with the HC if he asks for a conference. Inform him that if the decision is not changed he will be a charged team time-out (DOG – if out of time-outs, Rule 3-6-2c). If the **Crew** had granted the Conference they could have saved themselves “a lot of paperwork”.
11. **Wings** & Backward Pass: A pass was thrown toward the **HL**. The **LJ** correctly punched back for the backward pass. The **HL** signaled incomplete pass incorrectly. This is an inadvertent whistle (IW). The **LJ** needs to assertively tell the **Crew** that he saw clearly that the pass was backward and therefore it is an IW. **Wings** – do not be in a hurry to signal incomplete if there is any doubt whether it is forward or backward. Go SLOW!!
12. Victory Formation: Please check the GB, P. 25. Recently, we have had multiple **Crews** interpret this mechanic incorrectly, specifically at the end of the 4Q. With very little time left, the A HC, who is ahead by 10 points, says we are going to take a knee. However, B still has time-outs remaining & wants to use them. The correct response to the A HC & to the players on the field is to “Defend Yourself”. This is a normal scrimmage play. It is Imperative that the **R** communicates this to the 22 players on the field. Unfortunately, a **Crew** did not & players had to be DQ.
13. Team Time-outs: The **Crew** will communicate the number remaining to each other. Also, **R** gives the “steamboat whistle” when a team is out even if there is a microphone.
14. Injured Player: See NOTE on P. 43 of the GB under Concussion. “For all injuries, stop the game & if medical personnel are present, let them administer aid”. Before each game the **R** needs to check with the teams to see if medical personnel are available. If so, when a player is injured beckon them on the field so they can do their job.
15. Play: Late in 2Q & A is driving for a TD. A completes a pass then runs up to the LOS & snaps the ball before the **U** is “in position”. **R** throws flag correctly for DOG. What is the GC status? This is Conserve Time & GC is wound on the ready.
16. Injury Time-outs: Teams must huddle between the top of the field numbers & the SL, & in front of their Team Box (25 YL to 25 YL) (Rules: 2-6-2a, 3-5-8c & 3-5-8a (3)).
17. **U** & GLM (4 Officials): The **U**'s IP on GLM is standing on the EL between the Uprights.

It is hard to believe the regular season is nearly half over. Enjoy your **Crew** & the experience this weekend. Before long we will all be lamenting just how fast this Great FB Season went!! Good Luck this weekend!! And again thank you very much for all your help!!