

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 6; 10/2/19

Indicated below are some items that have arisen during Week 5 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Targeting & DQ: The Targeting Foul Penalty does Not include the offender being ejected. Yes, the **Crew** can get together & decide it is flagrant enough foul & eject the player. One **Crew** told the HC that they had to eject the player by Rule for a targeting foul.
2. GLM & Possible TD – **U** Helps: When the **Wings** lose sight of the FB as the Runner dives into the pile near the GL it is imperative that the **U** immediately digs to “find the FB”. If the **U** is 100% sure it is a TD, & a **Wing** does not signal TD, run to the appropriate **Wing** & tell him what you saw. **Wings** will make the final decision as to whether it is a TD. See GB, P. 14, 18 D-2.
3. Mandatory player equipment worn improperly through play: A. A player’s jersey becomes untucked on the previous down – tell him to tuck it in. If the snap is imminent, wait until the next dead ball to tell him. Do Not, as seen on TV, stop the GC to have him tuck it in; B. Mouthpiece is hanging from the face mask & the snap is imminent – Stop the GC & suspend the player for a down; C. One of the 4 chin straps is not attached to the helmet & the snap is imminent – Do Not, as seen on TV, stop the GC so the official can snap it & then wind the GC. Instead, stop the GC & suspend the player for a down. None of these carry any penalty yardage which has been assessed as a 5 YD penalty earlier this season
4. Game Control: A **Crew** expressed their frustration to the Assigner about the behavior of the players & coaches. However, the **Crew** issued no Sideline Warnings, nor did they suspend any players from the game. The game was “chirpy”. When we step on the field one of our highest responsibilities is “game control”. The coaches share this same concern because of the possibility of players getting hurt as a result. Please discuss this as a **Crew** & “be ready to step up to the plate” when any action by a player warrants suspension.
5. UNS: When a **Crew** suspends a player, if that player is later suspended again, it is UNS foul.
6. 10 Second Runoff: There is NO 10 second runoff Rule in NFHS FB as happened in a game recently when a player was injured & that team had no team time-outs remaining!!
7. Game Over: Once the game is over hustle off the field ASAP as a **Crew**. Do Not stop & talk with someone you might know. We are inviting the possibility of trouble if we do not hustle off.
8. **Wings** & FWP: When the runner is slowed down & players from both teams are attempting to “push the pile” (legal) **Wings** need to be very deliberate marking FWP. Do not move into the field of play until the ball is dead. Saw a video where the **Wing** hustled in too soon then had to take several steps downfield. Those steps gave the offense a first down.
9. DPI & Helmet Off: DPI was called & the receiver’s helmet came off who was fouled. The **Crew** correctly allowed the receiver to stay in the game since he had been fouled.

10. LJ & Maybe a First Down: If the FWP spot is close to a first down but the **LJ** is not sure, stop the GC & take a look along with the **R**. If close enough to measure, then measure. If they decide it is not a first down & not close enough to measure then wind the GC.
11. No Foul for a BSB: Watched a video where the block met all the criteria for an Illegal BSB – Except one – The blocker used open hands while blocking the opponent. This is Not a foul.
12. BSB Foul: Watched a video with a Defensive Blind Side Block – first time I have seen it with all the BSB videos sent to us this year.
13. Double Foul After COP: Do you know the options? Can the team that ends up with the FB keep it? What must happen? Please discuss as a **Crew** (& do not send us the answers).
14. OHSAAFB.COM Website: We post rule & mechanics interpretations from officials who inquire – makes for interesting & informative reading. In addition Larry, Jerry, & Greg do a great job with creating Quizzes weekly for our use. Check them out. In 2018 we had over 74,000 site visits.
15. Block in the Back: How do we know if it is a block in the back? Check to see how the player blocked falls to the ground. If he falls “on his face”, it is a block in the back. If he falls on his side & then rolls, it is not. Rather than throwing the flag instantly, be patient & see how the blocked player falls. It is important to “anticipate the play, not the call”. Especially on punt plays, repeat the color of the RT several times. Then watch for RT players who are “chasing” KT players – in “chase mode”. These players become “suspect”. But again, do NOT anticipate the foul. Let Your Mind Digest What Your Eyes Have Seen!! See GB, P. 40, Blocking/Holding # 4.
16. GC Management: All 4, 5 or 6 officials must signal Stop the Clock when the GC must be stopped by Rule. In addition, watched a separate video where 2 officials were stopping the GC & 2 officials were winding the GC late in the game where time was important. Slow Down.
17. Whistle Control: We have heard of several inadvertent whistles this past weekend. The beauty of FB Officiating is we can be late & be right. Ask yourself this weekend, did I “see leather” every play & the ball is dead by Rule before sounding my whistle. Several of these occurred on passes that were clearly backward. As discussed many times, on most plays we only need 1 whistle or at the most 2 whistles unless there are additional circumstances like a player being grasped & driven back.
18. **Wings**, SL, & GC: “Let your mind digest what your eyes have seen”. Go Slow. Be Patient. We have had multiple reports of **Wings** stopping the GC when the runner is hit near the SL & driven back. If you are marking FWP ahead of where the runner went OOB the GC needs to be wound unless it is a first down.
19. **R** & KO R&R: As the FB is kicked adjust your position on the GL to be a minimum of 5 YDS from the receivers. Saw a video -- the **R** did not adjust his position & was too close to the receiver.
20. Radios: When a Crew uses radios they still must use all approved GB Signaling Mechanics.
21. First Touching & Punts: We do Not throw a bean bag if the RT touches a punt. This is NOT “first touching” by Rule. Tossing BB confuses the **Crew** if thrown when the RT touches/muffs the FB.
22. Charged Team TO: It is legal for one coach to huddle with his team between the 9 YD Marks.

Good Luck with Week 6 Games. Please Remember – Concentrate, Communicate, & Be Patient!!! And Remember, every game is a big game for those participating.