

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 3; 9/9/20

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 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. **Quizzes on OHSAAFB.COM:** We would like to give a Big Thank You to Jerry Peters & Greg Bartemes for their wonderful help with developing the quizzes over the years. In addition Eric Mauk has volunteered to write quizzes for the first time this year. He has Big Shoes to step into as Larry Clemmons has retired from developing quizzes for the past 10 years. THANK YOU Larry!! Larry will still be helping us with some of the more challenging Rules as we are fortunate in Ohio to have Larry as a great resource.
3. **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.
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. **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 must handle traffic control for the HT & VT when entering before the game & exiting/entering the field at halftime. GB: P. 36. 11A.
6. **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.
7. **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.

8. BSB by B: Remember, the defense can be called for a BSB just like the offense.
9. 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.
10. Pink Officiating Equipment: Officials can only use pink whistles. GB, P. 47. # 3L.
11. Intentional Grounding: Excellent call as the QB “dumped” the ball OOB while being pressured by the defenders. The **CJ** stayed on the yard line where the passer threw the pass & the **HL** 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.
12. Ineligibles Illegally Downfield: Excellent call by the **LJ** seeing an ineligible illegally downfield. **WINGS**: Continue to look for ineligible downfield on legal forward pass plays – especially the **Back Side Wing**.
13. Try-Run/Pass: B3 intercepts A1’s pass & runs it back 70 YDS where he is tackled by A4. The **Crew** needed to sound their whistles when B3 intercepted the pass!
14. Victory Formation: QB can either be under center or in shot gun formation.
15. Bean Bag Mechanics: As observed by one Commissioner/Assigner after watching a lot of video of his games last week – those **Crews** that helped the **U** with BB assistance had almost no issues. Those **Crews** that did not had challenges! Pretenders vs. Contenders?
16. 7th & 8th 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
17. 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.
18. Players Relaying the FB: Please do NOT call UNS on a defensive player who relayed the FB to an offensive player as one **Crew** did. Instead, thank them for good sportsmanship.
19. Ineligible Numbers: Offensive Tackle # 58 was covered by TE # 87. Broken play & QB throws a pass to # 58 who catches it & runs for positive yards. HC asks for a conference. The **Crew** told him the ineligible numbers were 60-79. NO!! See Rule 7-5-6.
20. Next Virtual Meeting: We will be producing Meeting # 4 – Rule 6 Kicks led by Rob Cowles on 9/10. It will be available next week for viewing. Thanks Rob for all your wonderful help with the kicking videos & PPT for this important & sometimes misunderstood Rule.

We wish you the Best of Luck during Week 3.