

TO: OHSAA State FB Tournament Officials

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

Subject: FB Bulletin - Week 12; 11/11/20

Greetings!! We hope you had great game and a wonderful experience during Week 12. I have received over 200 Observations & there were many positive comments along with areas for improvement. Please review this bulletin during your pre game. This bulletin will cover items observed during Week 12. Questions: Feel free to email me at bmaurer.38@gmail.com.

1. Finals Schedule: 11/13 7PM DI; 11/20 2PM DVII; 11/20 7PM DII; 11/21 2PM DV; 11/21 7PM DIII; 11/22 Noon DIV; & 11/22 5PM DVI. All Games are at the Obetz Fortress.
2. **Wing & BJ** DPI: The **BJ** threw a flag for DPI. The **HL** signaled incomplete pass only. Fortunately, the **HL & BJ** talked and the flag was waived off. VG Officiating. Remember, if one official in the area throws a flag for PI & the other official signals incomplete pass, then they must come together & discuss the call.
3. Illegal Participation (9.6.4g): If a player's helmet comes off & he continues to participate in the play it is a foul for IP. Rules states in part "continue to participate beyond the immediate action in which the player is engaged". This play occurred several times last weekend.
4. **Wings & Sub** in RA: If a **Wing** bumps into a sub, coach or team personnel in the Restricted Area, it is a foul! It must be called.
5. Time-outs: There is no need for the **Crew** to get together during all or almost every time-out. Yes, several might have to get together for an important reason. For the most part **Wings** need to stay "with their team" to make sure they are huddling between the 25 YD Lines & be responsive to Coaches Questions plus verbally let them know that the time-out is over.
6. Spots/Lines: Ask yourself each down – Am I covering the appropriate line – GL, EL, LTG, and/or SL? Do I know the down & distance on each down? Crucial Spot for FWP – Do I look to the **Back Side Wing** for help when needed? Do I know the spot of enforcement, yardage, & spot of foul.
7. Play Coverage: Are we ball watching our "keys"? Are we watching "the action" at the POA? The **R, Backside Wing, & BJ** have a wide view & need to "read the play" & pick up important blocks. Do we make sure that any fouls called – "was there an advantage gained"?
8. **HL & Punts**: Please read the GB on Punt Mechanics. Do you know the difference between R&R 1, R&R 2, & R&R3? Once there is no threat of the punt being blocked start to move downfield slowly (R&R 1). Most punts travel less than 30 YDS so move 10 YDS & stop -- watch the players –NOT the FB. There are too many **HL's** that are too interested in the FB, the receiver, & FWP.
9. **R & CJ** on Pass Plays: When the QB drops back multiple steps the **R & CJ** need to "drop back" to maintain depth & use their peripheral vision to officiate effectively. Watched one game where the QB dropped back 4 – 6 steps then rolled toward the **R**. The **R & QB** were only a few steps apart. **R & CJ** need to communicate & help each other – reminding one another to step back.
10. KCI: Review this Rule (6.5.6b) during your pregame. "K shall not obstruct R's path to the ball."
11. Coach/Referee Conference: HC asked to talk with the **R** about a rule application. The **R & Wing** did an excellent job of listening & discussing the Rule. The HC was good with the

- explanation. However, the **Crew** did not charge that team with a time-put since the officials did not change the ruling. If the team is out of team time-outs, then a delay of game foul is called.
12. **DOG Foul:** Unless the **Crew** applies Rule 3-4-6, with all Delay of Game Fouls, the GC is started on the Snap. Everyone on the **Crew** needs to know this & so signal the **R**.
 13. **Our Personal & Crew Growth:** A Comment from one of our Many Excellent Observers – “All 1st half recommendations were corrected in the 2nd half. **Crew** was appreciative for the feedback & was very respectful”. Definitely a Contending **Crew**!
 14. **Fumble & R:** If a fumble occurs & there is no COP or next down signal, then after 2 seconds the **R** will stop the GC. Once he knows it is a fumble, he will count 1001, 1002, & then stop the GC. We do not want other officials to stop the GC unless they know for sure that there is a COP.
 15. **LJ & Possible 1st Down:** The **HL** needs to trust the **LJ**. The **LJ** is responsible for stopping the GC for either a 1st down or it is close enough to “take a look”. The **HL** stopped the GC when it was not a 1st down, the **Crew** did not know this, & the GC remained stopped until the next snap.
 16. **CJ DB Mechanics:** He did an excellent job on : A. Signaling GC status to **R** when GC was stopped; B. Gave several “Tip” signals on passes touched at LOS; C. Gave “inside 2 minutes” by tapping his wrist; D. Gave “double stakes”. Each time he gave them every time. Do you?
 17. **GC & Time-outs:** VT HC called a time-out. The Wing signaled stop the GC repeatedly before the GCO finally stopped the GC. We need to reset the Scoreboard GC to the correct time.
 18. **Suspended Player (s):** We had several cases of players being suspended for their actions. Many **Crews** were doing a very good job of Game Control. One reminder – a **Wing** Must escort the player (s) to the SL & inform the HC of who & why he is being suspended. AND, the **Crew** must record the player’s number on their Game Cards.
 19. **R & Next Down:** We know the importance of knowing the next down. Over the years we have had some misses. In order to have the correct down after each play we want the **R** to check with the **LJ** initially, then the **U/BJ/CJ**, then the **HL**, & finally the Down Box. This is one reason why it is imperative that each member of the **Crew** hold up the next down once the ball is dead.
 20. **R & GC Status:** It is the **R**’s responsibility to know the GC status after each down. This is especially important when the ball becomes dead near the SL on a 1st down. We expect the **R** to communicate with the covering **Wing** by signaling either “wind the GC” with his finger or using “crossed arms” to signal GC will start on the snap. Then the **R** needs to repeat this signal to the **Back Side Wing** so he knows & can communicate this important info to his HC.
 21. **R & Time-Out’s by HC’s:** We all know how critical team time-outs can be near the end of an half. It is imperative that the **R** or **CJ** look to the SL of the team who will probably call a time-out.
 22. **Whistle Mechanics:** We need one loud strong whistle sounded on every play. Coaches & players expect it for HS games. We do NOT need “toot, toot, toot” on most plays. Multiple blasts of the whistle are sounded to get the attention of the **Crew**. Please review.
 23. **U Mechanics:** A. Hustle to the SS spot rather than walk; B. Signal next down once the ball is dead; C. Stop GC (2X) by Rule; D. Once the ball is dead, retrieve the BB, hustle, & spot it, then move to your IP ASAP; E. Only move to LOS when the passer threatens it.

BEST OF LUCK WITH YOUR GAMES THIS WEEKEND!!!!!!!!!!!! ENJOY THE MOMENT!

“We Might Not Be Perfect, but We MUST Be Excellent.” Unknown