

Ohio High School Athletic Association

Meetings for 1st Year, 2nd Year, & Transfer Football Officials

**Sponsored by the Local Football Officials Association &
Presented/Taught/Coordinated by the Local Association
Mechanics Interpreter**

Curriculum for 5 Meetings

WWW.OHSAAFB.COM

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Rationale & Background

1. The large amount of material (rules & mechanics) to learn & become an accomplished FB official is challenging; for someone to become comfortable on the field; so someone does not become frustrated after passing the class & then quits after a year or two.
2. These meetings are a “bridge” between the OHSAA FB Classes & Local Association Meetings – an in depth study & learning of 4 Man Mechanics & the requisite “fundamentals” (whistle, flag, etc.) that we all need to learn.
3. The REALITY that newer officials do NOT or rarely ask questions at the Association Meetings due to the intimidation factor (real or perceived) of asking a “dumb” question that almost everyone already knows.
4. The real need to feel comfortable in a small group setting with other officials of similar years of experience where questions are welcomed.
5. Where the belief is: “The Only Dumb Question is the One We Don’t Ask”.
6. A Wonderful Opportunity for the **Local Mechanics Interpreter** to create, instructs, be a role model, & serve as a mentor to new officials.
7. A Wonderful Opportunity for Newer Officials to learn & relearn the OHSAA Gold Book from a knowledgeable & experienced official who cares about their development as a FB official.
8. Where the learning experience is a DISCUSSION & Not a Lecture
9. Where the learning experience is Fun & Action Oriented with Weekly Teaching Stations stressing the Fundamentals of Officiating.
10. Where the learning experience takes place on a FB field, gym, or grassy area rather than in a room or auditorium.
11. Where the Mechanics Interpreter is free to recruit experienced officials to help him. Officials who love & know how to teach in a supportive environment.
12. Where the Local Association announces these meetings early & often before meetings are scheduled to start (early & midsummer).
13. Where each meeting lasts approximately 45 minutes & the officials look forward to attending, & come prepared to officiate.
14. Where the 2nd year officials help to teach a segment or portion of the class.
15. Where these officials officiate a scrimmage together with veteran officials teaching.
16. Where these meetings start the 2nd week of Local Association meetings with announcements made the 1st week & officials are told to come ready to officiate.

Meeting 1 (Introduction & 4 Man Mechanics)

1. Basic Thought: “The Only Dumb Question is the One We Do Not Ask”
2. Local Association Attendance Cards: Be Sure & Complete One for Each Meeting You Attend – Check MYOHSAA occasionally to make sure your attendance has been recorded by the Local Association Secretary. Keep attendance forms received at local meetings until you have double checked it on your profile on MYOHSAA.
3. Purpose of these 5 Local Meetings with Newer & Transfer Officials
4. As the Local Mechanics Interpreter, I am Here to Help You
5. Officials Uniform & Equipment – What is needed, where to purchase it & cost
6. How This Association Works -- # of Meetings, Where, Dates, Times, Dues, & Officers
7. Mentor/Mentee Program Sponsored by this Association
8. OHSAA: Required Local & State Meetings; Dues Renewal; MyOHSAA
9. What Meetings Do I Have to Attend the Year I get my OHSAA Card
10. How & What to do to Move from Class 2 to Class 1 thru OHSAA
11. How Do I Get Games in this Area – Assigners, AD’s, & Coaches
12. What is the Sub Policy – Assigners, AD’s
13. How Do I Get on a **Crew** in the Future
14. What Other Training Opportunities are Available – Clinics & Meetings
15. Importance of Scrimmages & How to Secure Them
16. Contact **Crew** Chiefs & Attend 5 or more Varsity Games with Different **Crews**; Go to their Pre-Game, Walk with Chain Crew, & Half Time & Post Game Review with them
17. When I go to a Sub varsity Game, how will it be determined who is the **R? U? HL? LJ?**
18. How Early do I Arrive for the Games that I will Officiate
19. Need to Study the NFHS Rule Book, Case Book, & the OHSAA Gold Book
20. Watch FB Games From the Perspective of the Official Rather than as a Player
21. Any Other Questions Before We Do Teaching Stations
22. **ACTION TEACHING STATIONS (TS):**
 - A. Whistle Mechanics – TS # 2 A
 - B. Hand Signals – TS # 2 B (The Importance of 2X)
23. Next Week We Will Cover Mechanics for KO’s & Punts plus DB Officiating – Please Review the Rules Book (Rule 6) & Gold Book on this material.

Meeting 2 (4 Man Mechanics)

1. Basic Thought: “The Only Dumb Question is the One We Do Not Ask”
2. KO Mechanics: **R, U, HL, & LJ**
 - A. Initial Position (IP)
 - B. Read & React then Flow (R&R)
 - C. When & Who Winds the GC
 - D. **U** Hands Ball to Kicker & Jogs to SL
3. KO Rules:
 - A. Encroachment by KT – Sound Whistle
 - B. KO OOB – Options
 - C. KT cannot advance a “Kick”
 - D. GL is a Plane
 - E. Block in the Back Above the Waist – GB Philosophy
4. Onside KO Mechanics: **R, U, HL, & LJ**
 - A. IP & R&R
5. Free Kick After Safety Mechanics: **R, U, HL, & LJ**
 - A. IP & R&R
6. Punt Mechanics: **R, U, HL, & LJ**
 - A. IP & R&R
 - B. Role of **U** becoming like a 5 Man **BJ**
7. Punt Rules:
 - A. Punt OOB
 - B. When Does Kick End
 - C. First Touching & PSK Bean Bag
 - D. Roughing the Kicker
8. Try & FG Mechanics: **R, U, HL, & LJ**
 - A. IP – **Wing** who sees **R’s** Back
 - B. R&R – Discuss “Fire”
 - C. **R** verbalizes stay off Kicker, Holder & Center
 - D. **U/R** watch blocks/action on Center
9. Bean Bag Mechanics: **R, U HL, & LJ**
 - A. Where used on Kicking Plays
 - B. Color, How to Throw, & Purpose of It
10. **ACTION TEACHING STATIONS (TS):**
 - A. Group simulates KO’s & officials in various positions, R&R to KO
 - B. Group simulates Punts & officials in various positions, R&R to Punt
 - C. Group simulates FG/Try & officials in various positions, R&R to FG/Try

Meeting 3 (4 Man Mechanics)

1. Pass Mechanics: **R, U, HL, & LJ**
 - A. IP
 - B. R&R 1 & Keys
 - C. R&R 2 & Keys
 - D. R&R 3 & Keys
 - E. Emphasize how to Read the Play. What are our Keys? Mental Checklist? STOP-N-WATCH Concept
 - F. Discuss coverage on EL for a 4 Man Crew – **U's** IP is the End Line
2. Run Mechanics: **R, U, HL, & LJ**
 - A. IP
 - B. R&R
 - C. Keys
 - D. Importance of Point of Attack (POA)
3. Forward Progress Mechanics: **R, U, HL, & LJ**
 - A. Square off using Downfield Foot
 - B. Who has responsibility? Close to a 1st down?
 - C. Cross Field Mechanics on Forward Progress
4. Pre Snap Mechanics: **R, U, HL, & LJ**
 - A. **Wings:** Signals for counting balanced/unbalanced & on/off LOS
 - B. Who is responsible for counting which team & players
 - C. Be aware of GC status – wind or snap
5. DB Mechanics: **R, U, HL, & LJ**
 - A. **Wings:** OOB Runner & Mechanic
 - B. All Officials Swivel their heads (2X) once ball is dead
 - C. Importance of Dead Ball Action Rather than be a “Ball Chaser”
6. Down/Distance, Measurements, & Chain Mechanics: **R, U, HL, & LJ**
 - A. Who has Responsibility for 1st down?
 - B. When to Measure; Responsibilities on Measurements
 - C. How to Switch Chains at end of Quarter
7. Ball Handling Mechanics: **R, U, HL, & LJ**
 - A. Short, Underhand Passes – 100% Completions for the Game
 - B. Play with 1 ball/team as much as possible
8. **ACTION TEACHING STATIONS (TS):**
 - A. Basic Mechanics – TS # 3
 - B. Play Coverage – TS # 5 – Parts 1-3
 - C. Clinician Indicates Type of Play to Wings & the R&R

Meeting 4 (4 Man Mechanics)

1. GL Mechanics: **R, U, HL, & LJ**
 - A. IP
 - B. R&R1
 - C. R&R2
 - D. Importance of beating runner to GL!!
2. Reverse Mechanics: **R, U, HL, & LJ**
 - A. IP
 - B. R&R1 & R&R2
 - C. Coverage when Reverse Mechanics no longer applies
3. Rules Impacting the GL (the most important line in the game)
 - A. Safety & TB
 - B. Whether it is a TD over/near the pylon
 - C. Momentum Rule
4. 3rd & 4th Down Mechanics: **R, U, HL, & LJ**
 - A. Similar to GL Mechanics – Know where the LTG is
5. Fumble Mechanics: **R, U, HL, & LJ**
 - A. Use of Bean Bag & **R** stopping GC after counting 2 seconds
 - B. Big Pile Up & We dig for the FB
6. Flag Mechanics: **R, U, HL, & LJ**
 - A. DB Foul versus Live Ball Foul
 - B. Spot versus no spot
7. Timing & TO Mechanics: **R, U, HL, & LJ**
 - A. Responsibility for GC outside & inside 2 minutes
 - B. Every official Stops the GC (2X)
8. Penalty Enforcement Mechanics: **R, U, HL, & LJ**
 - A. NOTE: These are the Mechanics, not Rules, for PE
 - B. Importance of Prelim Signal by Calling Official
 - C. **U** Enforces all Penalties; How To? Role of **Wings & R**
9. **ACTION TEACHING STATIONS (TS):**
 - A. Throwing The Flag (Important to Cover Parts # 4 & # 5) – TS # 6
 - B. Timing – TS # 9 – Parts 1 & 2
 - C. Play Coverage – TS # 5 – Part 4
 - D. Reverse Mechanics – Place ball on -10 YL & -9 YL – Officials move to IP & Signal Each Other Regarding Who Has GL Responsibility
 - E. Penalty Enforcement – Official Gives Prelim Signal & Officials Enforce the Foul

Meeting 5 (Penalty Enforcement Rules)

1. Penalty Enforcement (PE) Rules: **R, U, HL, & LJ**
 - A. NOTE: It is imperative that this meeting takes place on part of a FB Field or a Gym with SL Markers & lines so the officials can visualize each type of foul & the resultant PE. It is imperative for someone who teaches the topic to go “slow & easy” & be very understanding as this is the Most Complex Part of the NFHS Rules Book.
 - B. Use Penalty Flags, FB, & Bean Bags to mark Spot of Foul, DB Spot, Spot of the Fumble, Previous Spot, Succeeding Spot, etc. so Officials can more effectively visualize the Who, What, Where & When of the Foul.
 - C. Difference Between a Live Ball Foul & a DB Foul
 - D. Difference Between a Loose Ball Play & a Running Play
 - E. Difference Between Fouls Prior to the Snap, Fouls Simultaneous with the Snap, & Fouls After the Snap
 - F. NOTE: Spend little, if any time, on PSK Fouls due to rarely happening in Sub Varsity Games
 - G. NOTE: Keep the fouls simple for the most part, rather than mix Multiple & Double Fouls into the teaching. Give examples of fouls that are the most common they will see during their games. We are there to teach & have them develop an understanding of the “basics” of PE rather than dazzle them with our brilliance & knowledge.
2. **ACTION TEACHING STATIONS (TS):**
 - A. Penalty Enforcement (Punts & Runs) – TS # 7
 - B. Penalty Enforcement (Passes & Special Enforcements) – TS # 8