

TO: OHSAA State FB Tournament Officials

FROM: Bruce Maurer, DOD & Beau Rugg, Director of Officiating & Sport Management

Subject: FB Bulletin - Week 11; 10/27/21

Greetings!! CONGRATULATIONS on your selection as an OHSAA State Tournament Official. We hope you have a great game (s) and a wonderful experience. Please review this info during your pregame.

1. Week 11 (October 29 & 30): Arrive at the site 1.5 hours before the game. Yes, due to COVID you can have your pre game off site & arrive at the stadium closer to game time. Communicate your arrival time with the AD. Plan to arrive on the field 40 minutes before game time & meet with the first HC 35 minutes before game time.
2. **Observers:** Ron Fuller (NE), Mike Harbison (SW), Tom McNerlin (E/SE), Ken Myers (NW), & Terry Williams (C) have graciously volunteered to be our District Coordinators (DCO) for the OHSAA State Tournament. THANK YOU VERY MUCH for your service. They have recruited 150 OHSAA FB Observers –WOW!! We want to say THANK YOU for their volunteering to help us improve football officiating in Ohio. Please give them the respect they deserve by giving them your attention in the LR & NOT undressing or showering while they are sharing their thoughts. And personally thank them for taking time to help us. Many of our Observers are also officiating the Playoffs so there will be a limited number of Observers available in the early rounds.
3. Observers: All Observers have been told to give the Yellow BOTTOM COPY of the Observation Form to the **Crew** after the Post Game Review. If they do not, then please ASK THEM FOR IT!
4. Observers: If you or the **Crew** has an issue with an Observer's comments, please email Bruce.
5. Rules: During pregame review Rules 10-4-2c Exception, 3-4-3c, 3-4-6, 3-4-7, & 10-4-2c.
6. **Wings:** It is IMPERATIVE that **Wings** get off the SL, especially when the dead ball spot is inside the opposite SZ. Minimally, the **Back Side Wing** must be at or near the near hash mark. Otherwise, when the ball goes into the SZ we are officiating with 4 or 5 Officials. When space permits STOP a minimum of 5 YDS from the pile of players near you. **Observers:** Indicate in a separate email any **Wing** who wants to stay on or near the SL during the game.
7. Restricted Area: The 6' belongs to the officials ONLY when the ball is live. **ENFORCE IT!!** Warn, especially early, when warranted. **Observers:** Indicate in a separate email to me any **Wings & Crews** who fail to enforce the Restricted Area & Coaches who are too far out on the field.
8. Big Calls: Make the calls Big! We have had too many phantom fouls called this year.
9. DQ Players: All officials who saw the illegal hit MUST agree to DQ the player. If one or more officials disagree, then the player is not DQ'D.
10. Communication: Be exact with the Terms listed in Definitions (Rule 2) when discussing challenging situations. Take your time – even though we might “not look good”, if we get it right, that is what counts. Answer any legitimate question from the HC. Be Careful what you say and how you say it – You are there to Defuse Rather than Incite. You Can't Misquote Silence. Talk Low and Slow. Ask that important question now, NOT at halftime, or afterwards

11. If the HC wants to have a Referee conference to discuss a misapplication of a Rule, then do it. If the HC & the officials disagree on the ruling, then **EVERY CREW IS REQUIRED TO SHOW THE HC in the Rule Book, Case Book, or Gold Book, if asked**, what the ruling is. Use the Rules Index.
12. IW & Backward Passes: We are in TOO BIG A HURRY on these. One league had 3 IW's on passes that were clearly backward. If there is any question, the **Front Side Wing** needs to look at the **Back Side Wing**. The **Back Side Wing** needs to "punch back" & yell back. The **R** can help as well.
13. Ball Handling: Do NOT be in a hurry to get a new FB from a Ball Person when players for both teams are still near each other. Officiate the DB action first, and then secure a FB if needed.
14. Player Equipment: Check the players before the game for uncovered shoulder pads, uncovered back pads, different towels, sweat bands (wrist only), eye shade (no writing), tinted eye shields, & pants that do not cover the knee. If these items occur during the game correct them ASAP.
15. Try Mechanics: If a team brings a "Tee" on the field we are either in Try-Kick Mechanics or Muddle Huddle Mechanics. If there is no "Tee" then we are in GL Mechanics. Please discuss.
16. Coin Toss: It is 20 minutes before KO. The coin is flipped at 20 minutes, NOT the officials secure the captains at 20 minutes. The CT can be earlier. Meet the first available HC 35 minutes before the KO time on the field. Inspect player equipment. Ask him if he might use a double pass.
17. **R** & Pregame: This must be a Discussion, NOT a lecture by the **R**. Involve everyone please.
18. GC Timer: **U** meets with GC Timer. Have Timer set GC so it will expire 1 minute prior to KO time, so we do not have to wait for the GC to be reset to 12:00. KO at the scheduled game time.
19. GL Mechanics: **Wings** are responsible to be at the GL prior to the ball arriving. You **MUST** start 2 YDS OOB & move to the GL quickly, especially once the ball is at the + 5YL (R&R 2).
20. Study the GB: Officials have had 12 years to learn and practice the mechanics. You are a State Tournament Official & expected to set the "Standard": A. When the FB is snapped from the + 15 YL to just outside the + 10 YL the **BJ's** IP is 5 YDS deep in the EZ; B. PE: All officials are responsible. **Know the Rules**. C. Pass/Run Plays: **R/CJ/BJ** – do not run to the pile. Stay back 5 YDS, swivel your head, & watch for DB fouls. We have watched late hits missed due to **BJ's/CJ's/ R's** too intent on the DBS – The **U** can handle the pile by running from SL to SL.
21. Whistles: In most cases there should only be 1 or 2 whistles on a play. **U** – We expect you to sound your whistle when the ball is dead at your feet or near you. One strong blast only. We sound the whistle multiple times ONLY for situations listed in the GB, P. 26.
22. Signaling: Review PP. 23 - 24. You are expected to use them as listed in the GB.
23. Communication: Give the Prelim Signal to the **R** when a foul is called & there is 1 flag. If there are 2 flags, then the 2 officials get together, discuss, & then one gives the Prelim Signal to the **R**. Give strong & correct signals to the **R**. Obvious 5 YD Dead Ball False Starts, Snap Infractions, & Encroachments should be enforced & the ball marked RFP within 10 seconds.
24. Spectrum TV Games: Their KO Time is 7:07.

BEST OF LUCK to everyone!! Ask yourself, do I have the courage to "step up to the plate" and help my fellow official. And does my ego welcome the "help" from a fellow official. THEN can we both discuss it with no emotion and no ownership so we can "Get It Right". We owe it to the teams. Take Care!!