

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 4; 9/8/21

Indicated below are some items that have arisen during Week 3 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Virtual Meetings: Terry Williams & I produced a meeting yesterday – it runs approximately 45 minutes. OHSAA will be posting it shortly. Yes, you will receive 1 “education credit” of your 4 needed. It is 90% video clips with narration. Thanks Terry!
2. Talking to Players: Officials need to be careful on how they address players. Acceptable terms are “#”, “sir”, & “captain”. Unacceptable terms are “dude”, “boy” & “buddy”.
3. False Start (FST)/Shift: Players are allowed to legally shift on any down. If the movement simulates the snap, it is a false start & should be penalized. We do not read intent. We just officiate the play. If you call a FST, let the HC know that the reason for the FST is the actions simulated the snap. The intent of a snap count on 2 instead of 1 could be to draw the defense into the NZ. This is not a foul. So why are we reading intent on other plays?
4. Low Blocks: We have received video clips of low blocks not called recently. For example, if a wing back is not lined up on the LOS, he/she cannot block low. The **Crew** members must determine prior to the snap whether a player can block low or not at the snap. And remember an Illegal Low Block is a 15 YD penalty, Not a 10 YD Penalty.
5. GLM: It is IMPERATIVE that the **Wings** go immediately to the GL when the ball is snapped on or inside the + 5 YL. When the ball is snapped between the +10YL & +5YL then the **Wings** need to start moving to the GL at the snap. **Wings** need to be at the GL prior to the ball arriving. If the LTG is between the LOS & the GL, and it is 3rd or 4th down, then the **Wings** need to move to the LTG initially while reading the play.
6. GLM: **Wings** do not “open the door” when the ball is spotted on the + 10 YL to the GL. Runner ran wide & then went directly to the pylon. There was no **Wing** at the GL.
7. Holding: See GB, P. 41, Item #2: “If there is offensive or defensive holding but the action occurs clearly away from the POA & has no (or could have no) effect on the play, holding should not be called since the officials are concentrating on the POA.” We had a report of a **Wing** throwing an OH on the opposite side at the LOS when the QB was 20 YDS beyond the LOS on a sweep to the other side.
8. Suspending Players: When a player(s) need to be suspended for a short period of time implement Game Management Mechanics (GB, P. 14, # 17). Call an official’s time-out. The **Crew** will record player (s) #’s on their game cards. **Wing(s)** will escort player (s) to the SL & inform the HC of the player’s action. Then, later, if the same player must be

suspended again, penalize him/her for UNS (assuming it is a non-contact act). Note: HC can send suspended player back in the game when he/she is “ready to play FB”.

9. Ineligibles Downfield: Excellent officiating & **Crew** communication – after the play the **HL** indicated he saw ineligibles downfield 3 – 5 yards. He was pretty sure ball crossed the LOS. **U** confirmed ball was clearly beyond the LOS & was not touched. Then the flag was thrown for Ineligible Downfield. As we know sometimes there is a lot of “traffic” in front of the **U** & it can be difficult for him/her. The **Wings/BJ** made a “Crew Call”.
10. Rule 3-4-7: Late in a close game & under 2 minutes. Completed pass short of LTG. QB spikes the ball legally. A-66 then false starts before the next snap. The offended team HC wanted the **Crew** to wind the GC. NO!! Please study & know this important Rule.
11. OPI & Where Pass Was Caught: **BJ** called OPI on a pass caught behind the NZ. Obviously, if the pass is caught here one or both of the **Wings** are in R&R 1. They need to talk with the **BJ** immediately & wave off this flag. This would be a Great “Crew save”.
12. Positive Preventive Officiating: A). A23 could have blind side blocked B23 – **Wing** told A23, “good job easing off & using his/her hands to block”; B). B65 approached the Passer quickly & at the last second veered off & did not hit him/her after the **R** said “balls away”. **R** communicated with B65 about the good job for staying off the QB; that if he/she had tackled him/her, it would have been a foul. Our presence & communication with the players can play a significant role to reduce some fouls.
13. **R’s** IP & Punts: If punter is on the GL or in the EZ, then the **R** is on the EL, 10 YDS Wide. If punter is between the – 5 YL & GL, the **R** is 10 YDS wide & on the GL.
14. Coach/**R** Conference: If the HC asks for a conference & the **Crew’s** decision does not change, the HC must be charged with a Team TO, or if none left, then Delay of Game.
15. **U & BJ** Mechanics: Long pass thrown to receiver near the field numbers. **BJ** had DPI & **U** had incomplete pass only. Excellent Mechanics – **BJ & U** got together, talked, & then the **BJ** signaled DPI to the **R**. It is imperative that the officials get together & talk in these situations. Remember the Rules Philosophies on GB P. 42 & 43 regarding PI.
16. Fair Catch Signal: The **HL** shares responsibility with the **BJ** for the FC Signal during Punts. GB, P.21, # 29 C4.
17. **U & PI**: Yes, if the **U** is 100% certain that he/she sees an OPI or DPI, he/she can call it.
18. **Wings** on Try - Muddle Huddle: Stay in GLM until the KT shifts to Try-Kick. Then the **R** must tell the KT to wait until the **U** has a chance to move under the goal posts.
19. **Wings** & “Open the Door: Do Not “open the door” until the runner goes beyond the HM
20. Team TO’s: HC was told by 2 **Crews** in 2 games that he was not allowed to go between the hash marks to meet with his team. He even referenced Rule 2-6-2a & b. **Crew** said No. Incorrect. One Coach can meet with his/her team between the 9 YD marks (editorial change – used to be Hash Marks) during a Team TO. Please review this Rule &

discuss in pre-game. Even though the Team Box has been expanded to the 10 Yard Lines this year, teams must still huddle between the 25 Yard Lines during time-outs.

21. **U** & GLM (4 Officials): Ball snapped on + 9 YL. A2 ran toward EL & possessed ball in the air. He came down with his foot barely on the EL under the goalposts. Excellent signals by the **U** to indicate incomplete pass & receiver OOB's. Both **Wings** indicated they could not get near the EL in time to make this challenging call. Well done by the **U**.
22. **R** & Ready Signal (4 Officials): Be sure the **U** has a chance to get to his/her IP on a Punt.
23. **U** & Punt Play (4 Officials): Use **BJ** mechanics. Be on the wide side with 1 receiver.
24. **CJ** & Try/FG (6 Officials): Reminder, the **CJ** is 10 YDS wide & 5 YDS deep from the holder.

Best wishes for a Great game this weekend!!