

TO: OHSAA FB Officials

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

Subject: FB Bulletin - Week 13; 11/8/23

Greetings!! We hope you had great game and a wonderful experience during Week 12. I have received over 120 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.

Questions and Plays of the Week

1. These 2 links are the same play (it is the second play of the second link). **THIS IS A PENALTY FOR ILLEGAL PARTICIPATION! 9-6-4d.**

[Illegal.kick.MOV](#)

[9.6.4d.mov](#)

2. We had a reported instance last week where a scrimmage kick went beyond the expanded NZ, was touched by R, recovered by K and R was given possession because the ball did not pass the Line-to-Gain. **I do not have video support of this yet, but this is incorrect by rule. Get into Rule 6 as all kick plays can be complicated!**

Important Items

1. Week 13: Plan to arrive 2 hours early since many **Crew** members have not worked together before. Use the additional time so that all are on the same page regarding the correct GB Mechanics to help you see what you need to see. Before arriving spend time looking at video & concentrating on which players are important to watch & how correct mechanics can get you in the right position. Do what got you here & enjoy – & congratulations on the assignment!
2. Home Team: The higher seeded team is the Home Team.
3. **Crew** Goals: This is special & the third time we have heard about it. One very good **Crew** discussed their **Crew** Goals during the week then the **R** gave the **Observer** their goals & asked them to comment on them at half time & after the game. (It is well documented the Power of writing down our Goals & communicating them to people.) Well Done for Innovative Thinking!!
4. 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**!
5. Punt & **LJ**: It is imperative that the LJ stay on the LOS until the punt has definitely crossed it.
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? TFM – Did I hustle to the LTG ASAP after the snap?

7. PE: We had some misses regarding penalty enforcement. Ask yourself, do I know the spot of enforcement, yardage, & spot of the foul? **HL/LJ** need to walk off the yardage each time. Fortunately, last week we had several **Wings** make **Crew** saves regarding PE.
8. Play Coverage: Are we watching our “keys”? Are we watching “the action” at the POA? The **R, CJ, Backside Wing, & BJ** have a wide view & need to “read the play” & pick up blocks. Do we make sure that any fouls called – “was there an advantage gained”? Make them BIG!!
9. Rule 3-4-7: If the offended team decides to have the GC started on the snap we do not charge them with a Team TO unless the HC is adamant that he still wants the time-out.
10. **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.
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 TO since the officials had not changed the ruling. If the team is out of team time-outs, then a delay of game foul is called.
12. IW: We had cases of either the **HL** and/or **R** sounding their whistle when the **LJ** had punched back & yelled “back” for a BKWD Pass. If the whistle is sounded, it is an IW. **Crew** needs to listen to the **Back Side Wing**. If it is backward, the correct call is IW, if the whistle is blown. The important thing to do on a pass that is “Close” is to SLOW DOWN & SLOW DOWN. Let the play happen. We can always “go back”, “reconstruct the play”, and rule the pass as incomplete.
13. 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**.
14. **CJ** & Try-Kicks: Your IP is 10 YDS Deep & 5 YDS wide (line up on the GP Upright) from Holder.
15. **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?
16. 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.

17. **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**, then the **HL**, & finally the Down Box. This is one reason why it is imperative that each **Crew** member hold up the next down as soon as the ball is dead.
18. **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/she knows & can communicate this important info to his/her HC.
19. **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 might call a time-out.
20. **Whistle Mechanics:** We need one loud strong whistle sounded on every play.
21. **U Mechanics:** A. Hustle to the DB 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 it, hustle, & spot it, then move to your IP ASAP; E. Only move to LOS when the passer threatens it.
22. **FB:** During Weeks 11-16 teams the official FB is the Wilson GST. However, a team may use any Wilson FB. If a team has no Wilson FB's, play the game, & report them to the OHSAA.
23. **Bull Horns:** By Rule Coaches may NOT use a bullhorn to call in plays to their team.
24. **Injured Player:** When we stop the GC for an injured player he/she must leave the field for one down, unless it is halftime or going to OT. There was an extended delay & the injured player stayed in the game! Communicate when there is an injured player!
25. **Rule Book:** YES, if the Crew disagrees on a Rule Interpretation, get out the RB, if needed.

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

"We Might Not Be Perfect, but We MUST Be Excellent." Unknown