

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 9; 10/11/23

Indicated below are some items that have arisen during Weeks 7/8 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

Questions and Plays of the Week

These are questions that we received this week and plays.

1. Here are 2 Illegal BBWs. Discuss in your pregame meetings who should see these?

[WideWide - Clip 068.mp4](#)

[BBW.punt.mp4](#)

2. Please read 17a in the Gold Book and talk about this in pregame. If you use this remember you are asking the coach to take care of this. **YOU ARE NOT "SENDING THE PLAYER OUT FOR A PLAY"** The coach decides this. The only times you may send a player out for a period of time, by rule, is when the helmet comes off, to fix required equipment/uniform and after an injury.

Important Items

1. Wow!!! Can you believe it – it is already Week 9. It just seemed like yesterday that we were working our first scrimmages of the season. And now the regular season is coming to a close too fast. **A GREAT BIG THANK YOU FOR ALL YOUR HELP DURING WEEKS 1 – 10.** Words cannot begin to express our sincere thanks for a job well done!!!
2. Playoff Assignments: Regular season **Crews** work Weeks 11/12. Contracts will be sent on the M before the F game. Please accept or decline these contracts ASAP!
3. PO MTG's: MTG's next week are: A). **SE** – Sunday, Oct. 15, Noon, Jackson HS; B). **E** – T, Oct. 17, 6:30PM, Buckeye Local HS (Rayland). All invited. Great video to watch!!
4. Passer -- Pass/Fumble? A very challenging call when the passer is about to throw a pass & is hit by the defender. Did the arm come forward with possession & thus it is a pass? Or did the arm come forward with an empty hand & thus it is a fumble? This judgment call needs to be made by the **R** only. He/she can have information provided by other **Crew** members once the ball is dead.
5. DPI & OPI: It is very important when the pass is thrown to watch players & not the FB. The players will lead us to the FB. Apply GB, P. 42 & 43, when there is contact.

6. Onside KO Mechanics: Late in 4Q & team behind scores a TD. Onside KO? If so, go to ONKO Mechanics. Better be safe than sorry. AND the **BJ** does not signal to the **R** that we are ready to go until checking that the **U, HL, LJ, & CJ** are in position with arm up.
7. Calls Late in Tight Games: Please make these calls “big”. As we know there is a lot at stake. Can the foul be clearly seen on video? Does the call follow the Rules? Two very helpful statements by veteran officials nationwide are: A. Don’t trouble, trouble; & B. Don’t be a Pioneer. This does not mean “pass” on a call that needs to be made.
8. Whistles: Our whistles are kept out of our mouth from the snap until the ball becomes dead. Why – to prevent Inadvertent Whistles. I have observed games where officials are anticipating the runner being tackled & put the whistle in their mouths. REMEMBER – we can be late & be right in our Great Game. Be Patient! And See Leather.
9. Momentum Rule (8-5-2a): Please review this Rule during your Pregame. A **Crew** incorrectly ruled safety when the Momentum Rule needed to be applied. It happens rarely. It is okay for the **Crew** to get together after the play, discuss it, & then rule on it.
10. OT: Once B secures possession of the FB the ball becomes DEAD by Rule.
11. Spotting the FB: Do you and your **Crew** know the 7 times a team can indicate to the officials where they want the FB spotted between the hash marks? See CB 4.3.6.
12. Player Equipment Issues: If a **Crew** suspends a player (S) for illegal or failure to wear mandatory equipment, they MUST be sure the team has sent in another player (s).
13. Punts & **Wings**: The **Wings** IP is on the SL. This gives them a better look at a Punt that goes OOB, either in the air or rolls OOB, plus it gives them a wider vision for fouls.
14. PE on Try-Run: A1 is tackled by B1 by the face mask at the + 5 YL. Is it enforced from the end of the run or the previous spot? (Please, do not send us the answer).
15. PE on a Pass: B55 grabs & holds receiver A85 who catches pass for a 39 YD gain. The hold becomes DPI. Is the DPI enforced at the end of the run? (Please, send no answers)
16. **U** & Punt Mechanics: The only one of the 11 different types of plays in the GB where it specifies the **U’s** IP is the Punt Play – opposite the **R**. This is due to “alleys” where the **R** & **U** can look downfield & watch for holds, blind side blocks, & blocks in the back. If the ball is snapped near or on the HM, the **U** will be in the SZ. We need to have the **U** “nose up” on the offensive tackle. With 6 officials the **U** is always “nose up” on the Center.

17. **BJ & U** KO Mechanics: When the KT kicks a short “pooch kick” into the SZ there is no need for the near side **BJ or U** to hustle to the hash mark at the 50 YL. If the short “pooch kick” is between the hash marks then neither would come in.
18. Officials Authority: Time expires for a very challenging game. Once the **R** signals “end of period” get off the field ASAP. If a player (s) and/or coach (s) confront your **Crew** with obscene language or gestures, then DQ them as needed. You still have authority to DQ them, even after you have signaled “end of game”. See GB, P. 37, Section 13.
19. Player OOB: If an A/K Player goes OOB without being blocked prior to a COP or there is no COP, the appropriate **Wing** will throw his/her hat. GB, P. 15, # 19.
20. Newer Official & GB (4 Officials): Please follow the GB. Do not tell an official when we are in GLM that the **U** can stand anywhere in the EZ. It just confuses them. IP is the EL.

NOTE: Good Luck during Weeks 9 & 10!! The next bulletin will be during Week 11.