

TO: OHSAA Football Officials

FROM: Bruce Maurer, DOD; Beau Rugg, Director of Officiating & FB Administrator

Subject: FB Bulletin - Week 3; 9/4/24

Indicated below are some items that have arisen during Week 2 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Weather: Remember that Thunder is always a 30 minute delay. When there is Lightning with NO Thunder stop & check technology with Game Management to decide if you can continue or not.
2. Rules Discussion: Spend time in your pregame. **We have had too many missed Rule misinterpretations.** Free kick vs. scrimmage kick, Substitution, Penalty Enforcements, & OPI/DPI are prime examples. And spend time on G B Pages 41 – 43.
3. DQ: Anytime a foul is committed that could be ruled as flagrant these fouls “should call themselves”. Ask yourself “was it a FB play that became a foul because of poor technique or was this player trying to deliver punishment?” Check with other officials & discuss before DQ the player (s). We have had games where a player should not have been DQ’d. BSB, Targeting, & Helmet Contact are not automatic DQ’s in HS FB.
4. Rules Philosophies: A quick or abrupt movement by any A Player is a False Start. If, in your opinion, the movement simulates the start of the play, rule False Start. All shifts must be done with a smooth & rhythmic movement. GB, P. 42, LOS, # 4.
5. **Wings** IP & Back Side Coverage – If A lines up with the wide-outs inside your hash mark or inside your field #'s, step out onto the field. When the runner or passer moves toward the opposite SL we expect the Back Side **Wing** to move at a 45 degree angle toward the hash mark & officiate action behind the **U & BJ**. Watched a video where the Back Side **Wing** was watching the runner near the opposite SL instead of the action behind the **U** & missed an obvious DB Foul. By starting on the field, when the formation allows it, we are in a much better position to get to the hash mark. GB, P. 22, # 31, B3 & C3.
6. Kick Catching Interference: Please review the various enforcements for this foul.
7. Defenseless Receiver: **Crew** did a VG job of remembering POW! A real “bang-bang” play & the defender used open hands on the receiver’s chest to break up the pass -- no foul. Well done. Remember, **Crews** need to communicate on these challenging calls.
8. Third & Fourth Down Mechanics (TFM): Review Section 33 of the GB Mechanics. These lines can be very important. The **Wings** MUST move to the LTG on 3<sup>rd</sup> or 4<sup>th</sup>

Down & 5 YDS or less. Both **Wings** need to communicate with each other about moving there.

9. GLM & Open the Door: When Goal Line Mechanics are being used we DO NOT “open the door”. Watched a video where **Wing** “opened the door” & no one was at the GL.
10. Common Entrance/Exit: Upon arriving at the site check with Game Management and/or check the field regarding a common entrance/exit for both teams. If so, then we handle traffic control for the HT & VT when entering before the game & exiting/entering the field at halftime. GB: P. 37, 11A.
11. Whistle Mechanics: “Let Your Mind Digest What Your Eyes Have Seen” – do NOT sound your whistle until you are POSITIVE you have seen the ball in possession & the runner is down. Ask yourself after the game – did I have 100% concentration on whistle control? Once the FB is snapped keep the whistle in our hand, not in our mouth, until the ball becomes dead. On most plays we have only 1-2 whistles.
12. BSB & BIB: Watched video clip where **Crew** missed both a Blind Side Block & Block in the Back on a Punt. The officials were watching the runner. HC said in an email that he sees far more major fouls missed on punt plays than any other type of play.
13. **Wings** & Pass Plays: **Wings** need to move through their progression from R&R1, R&R2, & R&R3. We still have too many **Wings** who are watching the QB.
14. **U**: Your IP is 7 YDS from the LOS. Vary your position throughout the game. Yes, your IP can be outside the HM’s in the Side Zone. If snapped at the + 7 YL, move into EZ & off the GL so the Wings have a better look at TD or no TD.
15. **BJ** Mechanics KO: Do NOT hand the kicker the ball for the KO to start the 1Q & 3Q until the GC shows 12:00 for Varsity Games.
16. **BJ** Mechanics PC: Remember, after holding up 10 fingers with 10 seconds remaining on the PC, you Must count down the last 5 seconds while waving your hand/arm.
17. OT Rules: If there is any chance of a Varsity Game going OT, review these Rules at halftime. Contending Crews carry the OT Rules with them on the field on a laminated card.
18. Ineligibles Illegally Downfield: Excellent call by the **LJ** seeing an ineligible illegally downfield on a pass deep into the End Zone. **WINGS**: Please continue to look for ineligible downfield on legal forward pass plays – especially the **Back Side Wing**.
19. **R** Signaling PB on Fouls: Unusual One – **Crew** decided to “pick up” a DBPF & before the **R** signaled the PB a UNS was called. The **R** will signal the first foul & then signal the “Disregard the Flag” (S13) for that foul & then signal the 2<sup>nd</sup> foul – the UNS.
20. OKOM (6 Person): **Crews** are responsible for knowing IP’s for an Onside Kick.
21. GLM (4 Person): The **U**’s IP is on the EL between the GP Uprights.
22. Case Book Correction: P. 109, 10.5.4 Situation B, item b. With the Editorial Change this year this CB play is incorrect. The B Defensive Holding will be enforced at the Previous Spot NOT at the Goal Line.

We wish you the Best of Luck during Week 3.