

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 4; 9/11/24

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

1. Helping the Runner (Rule 9-1): This Rule is like every other Rule in the Rule Book – when we see the foul, it **MUST** be called. We have heard of officials stating in local meetings “that I will not call this foul”. They are wrong. If you see it, call it. All were obvious on the video the HC sent. Discuss at pregame.
2. 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.
3. Talking to Players: Officials need to be careful on how they address players. Acceptable terms are “#”, “sir”, & “captain”. Unacceptable terms are “dude”, “boy”, & “buddy”.
4. False Start (FST)/Shift: Players are allowed to legally shift on any down. If the movement simulates the snap, it is a false start. We do not read intent. If it is a sudden and/or abrupt movement, it is a FST.
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. 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.
7. 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).
8. 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.

9. 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”.
10. Preventive Officiating: A). A23 could have blind side blocked B23 – **Wing** told A23, “good job easing off & using hands to block”; B). B65 approached the Passer & at the last second veered off & did not hit passer after **R** said “balls away”. **R** told B65 good job staying off. Our communication with players can play a significant role to reduce fouls.
11. Scoreboard: If the score or # of time-outs are incorrect do not continue the game until these have been corrected. Of course the same applies to the GC or PC.
12. **LJ & BJ** Mechanics: Long pass thrown to receiver near the field numbers. **BJ** had DPI & **LJ** had incomplete pass only. Excellent Mechanics – **BJ & LJ** 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.
13. **U & PI**: Yes, if the **U** is 100% certain that he/she sees an OPI or DPI, he/she can call it.
14. **Wings** on Try - Muddle Huddle: Stay in GLM until the KT shifts to Try-Kick. **BJ/U** on EL.
15. 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 during a Team TO. Even though the Team Box can be expanded to the 10 Yard Lines, teams must still huddle between the 25 Yard Lines during time-outs.
16. Coin Toss: Yes, you can conduct the CT earlier than 20 minutes before Game Start Time if Game Management requests it or if both teams are leaving the field for the LR.
17. **U & GLM** (4 Officials): Ball snapped on + 9 YL. Receiver A2 ran to 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**.
18. **R & Ready Signal** (4 Officials): Be sure the **U** has a chance to get to his/her IP on a Punt.
19. **U & Punt Play** (4 Officials): Use **BJ** mechanics. Be on the wide side with 1 receiver.
20. Play Clock (4 Officials): **R** is responsible to “time” the 25 second count. **R** will communicate with the **U**, to hold up his/her arm/hand & count down loudly & waving his/her arm the last 5 seconds. Prior to the **U** count down, **R** will hold up a 10 fingers & verbally say “10” with 10 seconds on the PC.

Best wishes for a Great game this weekend!!