

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 7; 10/3/24

Indicated below are some items that have arisen during Week 5 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Ejections: Ejections should call themselves. If you are ejecting a player or players for “fighting”, make sure it is real fighting. The penalty is severe. If players are “wrestling” or pushing, send them to the SL and/or call a DB PF. We have had too many Ejections where the player (s) have been “wrestling” or pushing. All **Crew** members who saw the act must agree before we eject. Check the 2 players by the 20 YL at the end of the play:
[AADF9AEE-786A-42CD-AA5A-E3C33550F70C.MP4 - Google Drive.](#)
2. Game Management: Please review GB, P. 14. # 17A. HC said the **Crew** had warned his player 5 times to “knock it off” when talking to opponents & finally they threw a UNS Flag. Incorrect. Stop this EARLY when it first happens by stopping the GC & escorting the player (s) to the SL.
3. First Down Ball Placement: Under NO circumstances is a **Crew** to relocate the FB to a “solid line” when the DB spot for the 1st down is 2 – 3 YDS away from that “solid line”.
4. **R** Mechanics: IP is 15 YDS deep & 8 YDS wide unless the ball is snapped between the – 15 YL & - 10 YL where the **R** is 12 YDS wide (GB, P. 22, # 30 B 1). Once the ball is snapped on a running play, the **R** does not chase the QB or another runner. Simply look at the POA & check the appropriate blocks. And check yourself – do you have “happy feet”? Most tape we watch we see **R**'s moving toward QB at snap. NO! One **R** nearly was run over when the runner reversed.
5. Professionalism at HC MTG: Introduce yourself to each HC with a firm handshake & look him “in the eye”. Let him/her know you are excited to be there. Remember, he/she is excited.
6. Virtual Meeting: Terry Williams & I will produce the 2nd OHSAA FB Virtual Meeting this week & OHSAA will post it next week. Enjoy! It is approximately 90% video & will highlight mostly plays that have been forwarded to Beau & I from coaches & assigners.
7. Watching the FB: Saw a sub varsity game where the FB was punted & on the return a blind side block was called by multiple officials. Well Done!! Too often we have too many or all officials on the **Crew** watching the ball. And as a result we miss fouls that need to be called – especially personal fouls. We need to do a better job of refereeing the important players during a run, pass, or kick play. Ask yourself “did I watch the ball when I could have been watching other players on the field who were more important”?
8. Video Review from HC's: Requests by HC's to look “at my IPAD” to see a previous play – our response is “Coach, by NFHS Rule 1-1-9, I am not allowed to look at the play”. Encourage the HC to forward the video clips after the game & our **Crew** “would be happy to review them”.
9. Gold Book Mechanics: **Crews** must follow accepted 5 & 6 Person Crew Mechanics regarding each official's Initial Position. These are mandatory – not optional.

10. Clock Management: All officials need to help. This is especially important at the end of the 2Q & 4Q. **Wings** need to communicate with the **Crew** whether the GC will start on the “ready” or snap, especially when the runner is tackled near the SL & has gained a first down. **R** needs to communicate with the **Wings** so he/she knows the GC status. And the **BJ** needs to know the GC status so he/she can communicate this info to the **R/CJ & Crew**. If, for some reason, the **R** mistakenly winds the GC when it should be started on the snap, the **Crew** needs to “step up to the plate” & make a **Crew Save**. Especially inside 2 minutes, memorize GC time whenever the GC is stopped by Rule. It gives us a “benchmark” if we have to add or delete game time.
11. Point Differential (PD) In Effect: Time expires for the 3Q. A live ball foul occurs on the down when time expires; foul (3-3-3) is accepted. Period is extended even though PD is being applied. If a FGA is unsuccessful, the GC continues to “run” as this is a COP. If successful, the GC is stopped & the **R** will wind when marking it ready again for the next play.
12. End of Period: **R** needs to be patient when giving the End of Period signal to the PB – especially if there might be some controversy. If the coaching staff is yelling about some aspect of the last few plays, determine what their concerns are first before signaling End of Period.
13. Importance of Games: Games between teams with average records can carry great weight with the OHSAA FB Rating System. Every game is important. Concentrate & communicate.
14. **U** & Chop Blocks: Please be vigilant in looking for these potentially dangerous high/low blocks.
15. Player Equipment: Continue to enforce & inspect Player Equipment before & during the game. This includes wrist bands worn above the wrist & those attached to the legs.
16. Wings LOS Signals: If the closest A player is on the LOS & there is another A player positioned directly behind him/her we do not signal that the A player is off the LOS.
17. Illegal Shifts: A good mechanic is to count 1001 whenever a shift occurs (1 or more players) and the player needs to reset.
18. Professional Dress: As weather cools down bring both shirts to the game site. In sub varsity games, officials can wear either SS/LS shirts, or either shorts/pants; dress professionally.
19. Low Blocks: A Crew had 2 low blocks F night. All were committed by the team we least expect: A. B-3 cut receiver A-2 who was blocking ahead of the runner; B. On a KO the KT cut the RT to “break up” the blocking wedge ahead of the runner.
20. KO & First Touching: Rule 6-1-7. Remember, a bean bag is tossed only in the initial 10 YDS when the KT touches the free kick before it is touched by the RT. AND, we do not toss a bean bag if the RT is the first to touch the free kick.
21. KO & ONKO: HC told **Crew** that they onside KO every time. **Crew** correctly went to OKOM. Then the team started kicking it deeper. **Crew** needs to go to standard KO Mechanics.
22. **U** & Direction of Pass: The **Wing** yelled “back” & punched the pass back correctly. Then the **U** sounded his whistle & signaled incomplete pass. Should the **U** be involved? NO!!
23. Awareness Games: In order to recognize these games, Officials can use Pink Whistles if the ENTIRE Crew uses them. This is the only pink item that can be used or worn. (GB, P. 48, 3L)
24. BB & PSK Foul: Be sure that there is no foul on a punt play before picking up your bean bag.

Best of luck during Week 7! Each week the games carry more importance as we move towards the Playoffs.