

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 4; 9/11/25

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. Helping the runner was obvious on the video the HC sent us. Discuss at pregame.
2. Talking to Players: Officials need to be careful on how they address players. Acceptable terms are “#”, “sir”, & “captain”. Unacceptable terms are “dude”, “boy”, & “buddy”.
3. 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.
4. GLM: It is **IMPERATIVE** that the **Wings** go immediately to the GL when the ball is snapped on or inside the + 5 YL (R&R 2). When the ball is snapped between the +10YL & +5YL (R&R1) 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, & it is 3<sup>rd</sup> or 4<sup>th</sup> down, then the **Wings** need to move to the LTG initially while reading the play.
5. Holding: See GB, P. 44, 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.
6. Suspending Players: When a player(s) need to be suspended for a short period of time implement Game Management Mechanics (GB, P. 15, # 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).
7. 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.
8. 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”.

9. Uncatchable Pass Rule: As we all must know there is NO Uncatchable Pass Rule in our Great Game as one Crew told a HC earlier this season!!
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 is incorrect do not continue the game until these have been corrected. Of course the same applies to the GC or PC.
12. **U & BJ** Mechanics: Long pass thrown to receiver near the field numbers. **BJ** had DPI & **U** had incomplete pass only. Excellent Mechanics – **BJ & U** 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. 45 & 46 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 (a letter from Beau), 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!!