

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 6; 9/25/25

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

1. Mandatory player equipment worn improperly through play: A. A player's jersey becomes untucked on the previous down – tell him/her to tuck it in. If the snap is imminent, wait until the next dead ball to tell him/her. Do Not, as seen on TV, stop the GC to have him tuck it in; B. Mouthpiece is hanging from the face mask & the snap is imminent – Stop the GC & suspend the player for a down; C. One of the 4 chin straps is not attached to the helmet & the snap is imminent – Do Not, as seen on TV, stop the GC so the official can snap it & then wind the GC. Instead, stop the GC & suspend the player for a down.
2. PE: Remember if the run ends beyond the LOS & there is an OH foul behind the end of the run, but beyond the LOS, the hopper is “beyond/beyond” & we enforce the OH from the spot of the foul. Unfortunately, the **Crew** enforced the OH from the previous spot which was incorrect.
3. Try-Kick: Be aware of Rule 2-22 Hurdling; specifically a RT player attempting to jump over a KT linemen. If the lineman has lifted his hand off the ground, then he cannot be “hurdled”. Please discuss this in your Pre Game.
4. Disconcerting Acts (Rule 7-1-9): “No defensive player shall use disconcerting acts or words prior to the snap in an attempt to interfere with A's signals or movements.” We have had reports from HC's about **Crews** giving repeated warnings to the defense about this without penalizing them. This needs to stop – penalize them when they commit this foul. This is a 5 yard penalty.
5. OPI (Rule 7-5-7 & 8a): “Pass interference restrictions on a legal forward pass begin for A with the snap”. Blocking downfield by A must be called when a legal forward pass, untouched by B in or behind the NZ, crosses the NZ. We see plays when the **Wings** are watching the ball rather than the receivers they are responsible for off the LOS (GB P.19, #26. C-7).
6. GLM/TFM & Open Door: We have seen examples of **Wings** “opening the door” when: A. GLM – if the ball is snapped on or inside the + 10 YL then the GL is the most important line & both **Wings** need to move toward the GL to be there before the Runner crosses; B. TFM -- again at this point in the game the LTG is the most important line. Communicate with your fellow **Wing** prior to the snap to move immediately to the LTG at the snap if it is 3rd or 4th down & 5 yards or less to the LTG. And in both cases do NOT “open the door”!
7. FGA: A team can kick a FGA from any yard line per Rule. One team in the USA was kicking a FGA from their – 35 YL instead of punting. And it is treated like any scrimmage kick. It is imperative that the **Crew** communicate that this play is a FGA & not a Try. Maintain your awareness of what can happen, if the FG is blocked, & goes beyond or behind the LOS.
8. Punt & Dead Ball: During a punt (loose ball) when does the punt become dead? Check Rule 4-2-e2. It is Imperative that the **BJ** stays back & maintains a cushion to see the “entire play”. When

the **BJ** is moving forward & the ball is bouncing & rolling or nearly at rest, he/she loses his/her peripheral vision needed to make these challenging calls.

9. Dead Ball Fouls: Please be vigilant and look for DB Fouls after the down has ended. We do not need all 4, 5, or 6 Officials watching the runner. Swivel your head once the ball is dead. As we know penalizing the initial DB Foul can help prevent this action from occurring again later.
10. GLM & Possible TD – **U** Helps: When the **Wings** lose sight of the FB as the Runner dives into the pile near the GL it is imperative that the **U** immediately digs to “find the FB”. If the **U** is 100% sure it is a TD, & a **Wing** does not signal TD, run to the appropriate **Wing** & tell him/her what you saw. **Wings** will make the final decision as to whether it is a TD. See GB, P. 15, 18 D-2.
11. Game Control: A **Crew** expressed their frustration to the Assigner about the behavior of the players & coaches. However, the **Crew** issued no Sideline Warnings, nor did they suspend any players from the game. The game was “chippy”. When we step on the field, one of our highest responsibilities is “game control”. The coaches share this same concern because of the possibility of players getting hurt as a result. Please discuss this as a **Crew**.
12. UNS: When a **Crew** suspends a player, if that player is later suspended again, it is a UNS foul.
13. Game Over: Once the game is over hustle off the field ASAP as a **Crew**. Do Not stop & talk with someone you might know. We are inviting the possibility of trouble if we do not hustle off.
14. **Wings** & FWP: When the runner is slowed down & players from both teams are attempting to legally “push the pile” **Wings** need to be very deliberate marking FWP. Do not move into the field of play until the ball is dead. Saw a video where the **Wing** hustled in too soon then had to take several steps downfield. Those steps gave the offense a first down.
15. **L** & Maybe a First Down: If the FWP spot is close to a first down but the **L** is not sure, stop the GC & take a look along with the **R**. If close enough to measure, then measure. If they decide it is not a first down & not close enough to measure, then wind the GC.
16. OHSAAFB.COM Website: We post rule & mechanics interpretations from officials who inquire – makes for interesting & informative reading. In addition Jerry, Greg, & Eric do a great job with creating Quizzes weekly for our use. Check them out. In 2024 we had over 82,500 site visits.
17. Whistle Control: We had a few IW’s last week. The beauty of FB is we can be late & be right. Did I “see leather” every play & was the ball dead by Rule before sounding my whistle. On most plays we only need 1 whistle or at the most 2 whistles unless there are additional circumstances like a player being grasped & driven back. Whistle out of your mouth when the ball is live.
18. **Wings**, SL, & GC: “Let your mind digest what your eyes have seen”. Go Slow. We have had multiple reports of **Wings** stopping the GC when runner is hit near the SL & driven back. If you mark FWP ahead of where the runner went OOB, GC needs to be wound unless it is a first down.
19. **R** & KO R&R: As the FB is kicked adjust your position on the GL to be a minimum of 5 YDS from the receivers. Saw a video -- the **R** did not adjust his position & was too close to the receiver.
20. KO’s: Use Preventive Officiating & count 11 on both KT & RT before marking ball ready for play.
21. **U** & Rule 7-1-2: Communicate with the Snapper as to what is a legal snap as necessary.

Good Luck with Week 6 Games. Please Remember – Concentrate, Communicate, & Be Patient!!! And Remember, every game is a big game for those participating.