TO: OHSAA FB Officials

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

Subject: FB Bulletin - Week 13; 11/12/26

Greetings!! We hope you had great game and a wonderful experience during Week 12. I have received over 80 Observations & there were many positive comments along with some areas for improvement. Please review this bulletin during your pre game. This bulletin will cover items observed during Week 12

1. Week 13: Plan to arrive 2 hours early since most **Crew** members have not worked together before. Use the additional time so that all are on the same page regarding the correct GB Mechanics to help you see what you need to see. Before arriving spend time looking at video & concentrating on which players are important to watch & how correct mechanics can get you in the right position. Do what got you here & enjoy. And congratulations on the assignment!
2. **Crew** Goals: This is special & the third time we have heard about it. One very good **Crew** discussed their **Crew** Goals during the week then the **R** gave the **Observer** their goals & asked them to comment on them at half time & after the game. (It is well documented the Power of writing down our Goals & communicating them to people.) Well Done for Innovative Thinking!!
3. Our Personal & Crew Growth: A Comment from one of our Many Excellent Observers – "All 1st half recommendations were corrected in the 2nd half. **Crew** was appreciative for the feedback & was very respectful". Definitely a Contending **Crew**!
4. **BJ** R&R: It is Imperative that the **BJ** hustle into the SZ & OOB's once the ball is dead there!!
5. DB Fouls: It is imperative to continue to watch DB action after the whistle is sounded. Saw a video clip where a defensive player "sucker punched" an opponent & there was no call.
6. Punt & **LJ**: It is imperative that the **LJ** stay on the LOS until the punt has definitely crossed it.
7. Spots/Lines: Ask yourself each down – Am I covering the appropriate line – GL, EL, LTG, and/or SL? Do I know the down & distance on each down? Crucial Spot for FWP – Do I look to the **Back Side Wing** for help when needed? TFM – Did I hustle to the LTG ASAP after the snap?
8. PE: We had some misses regarding penalty enforcement. Ask yourself, do I know the spot of enforcement, yardage, & spot of the foul? **HL/LJ** need to walk off the yardage each time – look straight ahead when walking off the yardage rather than look at the **U.** Then turn to the **U** after reaching the SS. Fortunately, last week we had several **Wings** make **Crew** saves regarding PE.
9. Play Coverage: Are we watching our "keys"? Are we watching "the action" at the POA? The **R, CJ, Backside Wing, & BJ** have a wide view & need to "read the play" & pick up blocks. Do we make sure that any fouls called – "was there an advantage gained"? Make them BIG!!
10. Chains: The **LJ** & **HL** can switch sides at halftime if both officials & the **Crew** agree.
11. Crack Back Blocks & Defenseless Players: Saw a video where there was a clear defenseless player PF against the Slot Receiver. No foul was called. Who has each player at the snap?
12. Rule 3-4-7: If the offended team decides to have the GC started on the snap, we do not charge them with a Team TO unless the HC is adamant that he still wants the time-out.
13. **R & CJ** on Pass Plays: When the QB drops back multiple steps the **R & CJ** need to "drop back" to maintain depth & use their peripheral vision to officiate effectively. Watched one game where

the QB dropped back 4 – 6 steps then rolled toward the **R**. The **R** & QB were only a few steps apart. **R & CJ** need to communicate & help each other – reminding one another to step back.

14. Coach/Referee Conference: HC asked to talk with the **R** about a rule application. The **R & Wing** did an excellent job of listening & discussing the Rule. The HC was good with the explanation. However, the **Crew** did not charge that team with a TO since the officials had not changed the ruling. If the team is out of team time-outs, then a delay of game foul is called.
15. IW: We had a case of either the **HL** and/or **R** sounding their whistle when the **LJ** had punched back & yelled "back" for a BKWD Pass. If the whistle is sounded, it is an IW. **Crew** needs to listen to the **Back Side Wing**. If it is backward, the correct call is IW, if the whistle is blown. The important thing to do on a pass that is "Close" is to SLOW DOWN & SLOW DOWN. Let the play happen. We can always "go back", "reconstruct the play", and rule the pass incomplete.
16. Person Charting Penalties: He/she does not meet with the Coaches, or participate in the CT, or meet for the halftime decisions by captains.
17. DOG Foul: Unless the **Crew** applies Rule 3-4-6, with all Delay of Game Fouls, the GC is started on the Snap. Everyone on the **Crew** needs to know this & so signal the **R**.
18. **CJ** DB Mechanics: He did an excellent job on : A. Signaling GC status to **R** when GC was stopped; B. Gave several "Tip" signals on passes touched at LOS; C. Gave "inside 2 minutes" by tapping his wrist; D. Gave "double stakes". He gave them every time. Do you?
19. Suspended Player (s): We had several cases of players being suspended for their actions. Many **Crews** are doing a very good job of Game Control. One reminder – a **Wing** Must escort the player (s) to the SL & inform the HC of who & why he/she is being suspended. AND, the **Crew** must record the player's number on their Game Cards.
20. **R** & Next Down: We know the importance of knowing the next down. Over the years we have had some misses. In order to have the correct down after each play we want the **R** to check with the **CJ** & **LJ** initially, then the **U/BJ**, then the **HL**, & finally the Down Box. This is one reason why it is imperative that each **Crew** member hold up the next down as soon as the ball is dead.
21. **R** & GC Status: It is the **R's** responsibility to know the GC status. This is especially important when the ball becomes dead near the SL on a 1st down. We expect the **R** to communicate with the covering **Wing** by signaling either "wind the GC" with his/her finger or using "crossed arms" to signal GC will start on the snap. Then the **R** needs to repeat this signal to the **Back Side Wing** so he/she knows & can communicate this important info to his/her HC. And the **BJ** can help tremendously with the GC communication.
22. Whistle Mechanics: We need one loud strong whistle sounded on every play.
23. **U** Mechanics: Only move to LOS when the passer threatens it.
24. Stay Warm: YES, **Crew** Members can put their hands in their pockets before & during the game.
25. Missed FGA: If the FB lands in the EZ, the **BJ & U** will initially signal "no score" then TB. And spot the ball at the – 20 YL for the TB, not at the previous spot as one **Crew** did.

BEST OF LUCK WITH YOUR GAMES THIS WEEKEND!!!!!!!!!! ENJOY THE MOMENT!

"We Might Not Be Perfect, but We MUST Be Excellent." Unknown