TO: OHSAA Officials

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

Subject: FB Bulletin - Week 14; 11/19/26

Greetings!! We hope you had a great game & a wonderful experience during Week 13. Please review this bulletin during your pre game. It will cover items observed during Week 13. If you have any questions, please feel free to email me at bmaurer.38@gmail.com.

1. **Observers**: They have volunteered their time & expertise. One observer indicated in his report "It's always appreciative when a **Crew** listens, then goes out the 2nd half & corrects those things that were mentioned at half time". Thank them for coming. We want you to succeed!!
2. **Crew**: Remember to make the calls BIG!! CONCENTRATE on every play. Work HARD to be in the proper position to make that call. Review the GB, Pages 44 – 46.
3. **Observer** Comments: We had many reports praising **Crews** for their improvement from the 1st to the 2nd half after the Observer met with them at halftime. Please "check your attitude" at the LR Door. Ask yourself, if I am a better official the 1st half of Week 14 than I was the 2nd half of Week 13. Do I look forward to the Observer's Comments this week so I will be a better official the 2nd half? When we are learning we are growing!
4. GB Signaling: There is nothing in the GB that allows a **Crew** to "set aside" certain signals because they do not want to use them.
5. GLM & TFM: It is 2nd & 2 from the + 3 YL. **Wings** need to hustle to the GL ASAP. We do NOT go to the LTG & stop on 2nd down; only for 3rd & 4th down.
6. Team Entrance: Check with AD if teams have the same entrance point & be there to prevent.
7. Rule 3-4-7: Review this Rule & apply it when it happens. It is imperative that the appropriate **Wing** discusses this Rule with the offended team's HC.
8. Play Clock Reset to 40 Seconds: Do you know the 3 times that actions by the defense cause the PC to be reset to 40 seconds? We are missing these & it needs to be corrected. Please discuss.
9. GC Start & Stop: We are still having issues with **Crews** starting & stopping the GC incorrectly. There were 3 reports last weekend. Previous play runner goes OOB, penalty, & GC was wound on the ready. Runner tackled inbounds, extended injury, & GC was not wound on the ready. All 6 officials share the responsibility to know the GC status & communicate it to the **R.**
10. **Wings** IP: See GB, Pages 19 & 23. "10 YDS outside widest A player; always outside the #'s. If A is near the SL, take steps OOB." We are still having **Wings** who's IP is on or near the SL almost every play. Move out on to the field when the A offensive formation allows for it.
11. SLOW DOWN!! SLOW DOWN!! Examples seen this past weekend where officials are in too big a hurry: A. Jogging to the **R** to verbalize a foul – stand & give a prelim signal to the **R**; B. Turning too quick to secure a new FB; C. **BJ** sounding his whistle on an interception in the EZ & runner is advancing; D. Pass into the EZ & signaling TD before he/she is sure it is a catch; & E. Chasing the runner down the field & watching him rather than officiating the action around the runner. Ask yourself after each play, "was I patient" or "was I in too big a hurry". Remember – "Hustle, but do not hurry". "Let your mind digest what your eyes have seen".

12. Restricted Area: HC said to the **Crew**, "Do you mean to tell me in a Regional Semi-Final you are going to call that (SL interference) & enforce it?" The **R** correctly replied to the HC, "Yes, we intend to enforce the Rules & this conversation is over." Well done.
13. Restricted Area: Comment from a HC to OHSAA – "you have a **LJ** issuing a SLW to our side with no one on the field (granted "in the white zone") but the other SL kept letting the HC "at the numbers". We have to be consistent with both teams!! The SLW was enforced correctly by the **LJ** & a SLW needed to be called on the **HL** SL.
14. **BJ** Supporting the **Crew**: The SRI Meetings Mechanics POE emphasized the need for the **BJ** to move into the SZ & when necessary to SL when necessary once the ball is dead. Need to hustle.
15. FG Mechanics & **Wings**: Read the GB, P. 13, # 8, B 3. FG IP is different than Try-Kick IP. For FG IP stand 15 YDS wider than all KT players. Why? We all know that if the FGA is blocked, it is a live ball & can be advanced. By being 15 YDS wide, it helps to "stay out of harm's way".
16. Ineligible Downfield: Make sure the legal forward pass crosses the NZ. A flag was thrown & fortunately, another official came in & told the official who threw the flag that the ball was caught behind the NZ. Well done & a **Crew** save!
17. **R/BJ/CJ** GC: Once we get to the last 2 minutes of the 2Q & 4Q memorize the GC Time after each play when the GC is stopped. We never know when this knowledge can be important.
18. **Crew** & GC: GC was stopped from previous play. False Start called correctly. 2 Seconds ran off the GC. Which **Crew** member can "pick this up" & correct the GC?
19. Legal Conferences: Please review 2-6-2 & 3-5-8 and enforce it. One **Wing** was observed talking to another official while the team on his SL huddled between the numbers & hash marks with multiple players standing on the hash marks. Another **Wing** was observed again talking to another official with the team on his SL huddling between the + 15 YL & + 20 YL.
20. SL Judgment: If the runner is hit near the SL & knocked back & OOB (and you give FWP ahead), the **Wing** will wind the GC & the **R** will mirror, unless it is a 1st down. The **back side Wing** must help with this play using Cross Field Mechanics by hustling into his/her HM.
21. **Wings** & GLM**:** On a play at the GL, both **Wings** need to sprint in to the pile in the field of play, and then look for the FB, if they do not know whether it is or not a TD. Same on close to LTG.
22. End of Period: **R** checks with **BJ** for no Extension & places FB over his head (S14) to signal EOP.
23. **CJ**: Yes, the **CJ** can help with spotting the FB on pass/run plays.
24. **Crew**: Yes, if you need to look at your Rules/Case Book on the field, DO SO!! You do not have to wait for a Referee/Coach Conference to do it. Let's get it right, even if it takes some time.
25. Coin Toss: The **R** needs to catch the coin when flipping it.

Beau & I would like to wish everyone a Happy Thanksgiving with your family & friends next weekend. We have a lot to be thankful for -- having a wonderful opportunity to be part of something as special as the Ohio High School Football Playoffs. And please, drive safe.