TO: OHSAA FB Officials

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

Subject: FB Bulletin - Week 15; 11/24/26

Greetings!! We hope you had great game & a wonderful experience during Week 14. Please review this bulletin during your pre game. It covers items observed for Week 14. If you have any questions, please feel free to email me at bmaurer.38@gmail.com.

1. **DCO's & Observers**: **A HUGE THANK YOU** for your tremendous work and dedication. These officials & retired officials have given their time, effort, & expertise the past 4 weeks. WOW!! We have played 420 games to date and we had at least 1 and sometimes 2 observers at many of these games. We had approximately 140 Observers help us this year.
2. Phantom Fouls: Let your Mind Digest What Your Eyes Have Seen. You must be 100% positive it is a foul before throwing your flag. If you have any doubt about the call, then discuss it with your **Crew** once the ball is dead. Make the calls BIG!! We saw 2 holds on tape that were not.
3. SLOW DOWN: **R** – If you see your crewmates in a hurry, use the signal for "balanced line" & move it up & down slightly & softly to communicate to them. We tend to get in trouble when we are in a hurry! "Hustle But Do Not Hurry".
4. Getting It Right: Do you have the COURAGE to "step up to the plate" & make a "**Crew** Save" when it is warranted. This would include penalty enforcement, a foul called incorrectly, the GC, down #, or # of time-outs. We might not like "how it appears", but the ONLY thing that really matters is, "Getting it Right". A block in the back was called that was a side block -- at least 2 & possibly 3 other officials were looking there. Who can help this official get it corrected? And a **BJ** had 2 Crew saves regarding the GC last week –well done!!
5. Personal Fouls: MUST be penalized – helmet to helmet, late hits, defenseless players. We have emphasized all year to swivel our heads after DB. There is no need to "stare" at the DB spot.
6. **Wings**: Continue to hustle to your HM as the play moves into the opposite SZ & near the SL
7. Rule 7-1-9 (Disconcerting Act): If a defensive player on or near the LOS stomps his foot on the ground in an attempt to have the offensive player FST, it is a DB Foul by B. It makes no difference whether or not the offensive player FST's. We have seen several of these recently.
8. **R & CJ** Back Pedaling: Watched a video with a mishandled snap & the QB ended up running around the **CJ**? Why? Neither official back pedaled when they saw the errant snap. BACK UP!
9. **R:** Fumble & no immediate COP signal by **Crew**: Count 2 seconds & then the **R** must stop the GC. This applies equally whether it is early in the game or with a tied score inside 2 minutes.
10. **R** Signaling PB: The **R** needs to signal the PB on the following: 1. Player Eqpt; 2. Player Injury; 3. any other Official's TO. Turn to the PB, signal TO 2X, & use S3. And make sure that the affected team has substituted so they have 11 players. Also, signal the PB for any SLW.
11. **Crew** Signaling: Spend some time in the mirror & go thru play situations in your mind & then react by doing the signals. Some of us need to slow down!! On a tight SL incompletion, we signal incomplete pass (2X) then we signaled the player was OOB's (2X). Remember, if the **R**

has “challenges” with the QB & a tackler, he has to watch this action. By the time he/she looks downfield, if the signal is given too quickly, he/she will not know the result of the play.

12. Cross Field Mechanics: We have missed some forward progress spots when the runner is driven back. **Front Side Wing** needs to look across the field as he/she approaches the forward progress spot. **Back Side Wing** needs to hustle to the near HM and mark it. Please discuss.
13. Hurry Up/1st Down/**HL**: When A is in hurry up & ran/passed for a long 1st down, the **HL** MUST drop a bean bag if the Down Box Operator is not at the succeeding spot.
14. **Wings** & PE: Imperative that both **Wings** mark off the yardage. We missed one. And do not look at the **U** as you mark off the yardage. Instead look straight ahead until you reach the SS.
15. GC Late in 2nd & 4th Quarters: **R** - have the GC as a higher priority during this critical time. Consume & Conserve happens rarely & can “bite us” when we least expect it. Please review this Rule & remember, “If in doubt, apply conserving/consuming time”.
16. Player Equipment: They is NO Foul & 5 YD Penalty. Simply send the player to the SL.
17. Opening KO, TB, & GC: A **Crew** Save by the **LJ** – KO was a TB & for some reason the timer ran 5 seconds off the GC to 11:55. **R** announced & the GC was reset to 12:00. Well done.
18. **LJ**: Close to a first down; stop the GC ASAP & look. Then either wind or ask the **R** to come over & take a look at it. If there is any question, then take the time to measure.
19. GC & 1st Down: **Crew** stopped the GC for a 1st down. 5 Seconds ran off the GC – who can see this & get it corrected? GC & PC awareness is very important.
20. Reverse Mechanics & **Wings**: When the FB is snapped between the - 5 YL & -10YL, R&R 2 mechanics is used. Both **Wings** take <u>one step</u> back toward the GL at the snap, reading the QB, RB, & B Rushers. If the B Rushers threaten the QB &/or RB at the GL, move to the GL ASAP.
21. Team TO’s: All 6 officials need to “flash” the # of TO’s to each other immediately after the **R** signals to the PB. **Wings** -- Enforce where teams are allowed during the TO. If the FB is spotted in the “red zone”, then move your team back to their 25YL right away.
22. Team TO’s: **R/BJ** Check for correct # of time-outs on the SCBD. Do NOT mark the ball ready until the SCBD is correct.
23. **BJ** & End of Period: After communicating with **R** that there is no extension, **BJ** will hustle to the Succeeding Spot immediately. This gives the **Crew** an additional check for down & distance.
24. Pooch KO (**BJ/U**): If there is a “pooch” kick, high & short, between your SL & #’s, stay on the SL.
25. DOG: If this foul is called, the GC starts on the snap unless Consume/Conserve is enforced.
26. Try Kick & FGA: The **CJ** is 10 YDS back from the holder & 5 YDS wide. If the KT substitutes a left footed kicker when the HC told you before the game that his kicker was right footed (for example), the **R & CJ** do need not be concerned with changing sides if the snap is imminent.
27. Try-Kick & **Wings**: Jog in toward the players once the FB is kicked.
28. TO, Punt, & **R/BJ**: **R** needs to SLOW DOWN – wait until **BJ** is at his/her IP & counts the RT.

We wish everyone a very Happy Thanksgiving!!