

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 3; 9/3/26

Indicated below are some items that have arisen during Week 2 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Rules Discussion: Spend time in your pregame. **We have had too many missed Rule misinterpretations.** Free kick vs. scrimmage kick, Substitution, Penalty Enforcements, & OPI/DPI are prime examples. And spend time on GB Pages 44 – 46.
2. DQ: Anytime a foul is committed that could be ruled as flagrant these fouls “should call themselves”. Ask yourself “was it a FB play that became a foul because of poor technique or was this player trying to deliver punishment?” Check with other officials & discuss before DQ the player (s). We have had games where a player should not have been DQ’d. BSB, Targeting, & Helmet Contact are not automatic DQ’s in HS FB. Remember – the entire Crew has to agree to DQ a player (s).
3. Rules Philosophies: A quick or abrupt movement by any A Player is a False Start. If, in your opinion, the movement simulates the start of the play, rule False Start. All shifts must be done with a smooth & rhythmic movement. GB, P. 45, LOS, # 4.
4. **Wings** IP & Back Side Coverage – If A lines up with the wide-outs inside your hash mark or inside your field #'s, step out onto the field. When the runner or passer moves toward the opposite SL we expect the Back Side **Wing** to move at a 45 degree angle toward the hash mark & officiate action behind the **U & BJ**. Watched a video where the Back Side **Wing** was watching the runner near the opposite SL instead of the action behind the **U** & missed an obvious DB Foul. By starting on the field, when the formation allows it, we are in a much better position to get to the hash mark. GB, P. 23/24, # 31, B3 & C3.
5. Kick Catching Interference: Please review the various enforcements for this foul.
6. Defenseless Receiver: **Crew** did a VG job of remembering POW! A real “bang-bang” play & the defender used open hands on the receiver’s chest to break up the pass -- no foul. Well done. Remember, **Crews** need to communicate on challenging calls.
7. Third & Fourth down Mechanics (TFM): Review Section 33 of the GB Mechanics. These lines can be very important. The **Wings** MUST move to the LTG on 3rd or 4th Down & 5 YDS or less immediately. Both **Wings** need to communicate with each other about moving there before the snap.
8. GLM & Open the Door: When Goal Line Mechanics are being used we DO NOT “open the door”. Watched a video where **Wing** “opened the door” & no one was at the GL.

9. GLM & TFM: If both GLM & TFM are applicable, TFM takes priority over GLM. Move initially, ASAP, to the LTG, then to the GL when the runner moves past the LTG or the LTG will no longer come into play. (GB, P. 25, #33 B)
10. Common Entrance/Exit: Upon arriving at the site check with Game Management and/or check the field regarding a common entrance/exit for both teams. If so, then we handle traffic control for the HT & VT when entering before the game & exiting/entering the field at halftime. GB: P. 40, 11A.
11. Guardian Cap or Other Soft Helmet Cover (GC): The GC in FB is not required equipment by Rule. The NFHS has interpreted that tackling an opponent by grasping the GC is NOT a foul. Also, if the GC comes off during play, it is NOT a foul. Play is Not Stopped if the GC comes off during a live ball.
12. Whistle Mechanics: "Let Your Mind Digest What Your Eyes Have Seen" – do NOT sound your whistle until you are POSITIVE you have seen the ball in possession & the runner is down. Ask yourself after the game – did I have 100% concentration on whistle control? Once the FB is snapped keep the whistle in your hand, not in your mouth, until the ball becomes dead. On most plays we only need 1-2 whistles.
13. BSB & BIB: Watched video clip where **Crew** missed both a Blind Side Block & Block in the Back on a Punt. The officials were watching the runner. HC said in an email that he sees far more major fouls missed on punt plays than any other type of play.
14. **Wings** & Pass Plays: **Wings** need to move through their progression from R&R1, R&R2, & R&R3. As needed you can move immediately to R&R2 or R&R3 based upon your Read & React. We still have too many **Wings** who are watching the QB.
15. **U**: Your IP is 7 YDS from the LOS. Vary your position throughout the game. Yes, your IP can be outside the HM's in the Side Zone. If snapped at the + 7 YL, move into EZ & off the GL so the **Wings** have a better look at "TD or no TD".
16. **BJ** Mechanics KO: Do NOT hand the kicker the ball to start the 1Q & 3Q until the GC shows 12:00 for Varsity Games.
17. **BJ** Mechanics PC: Remember, after holding up 10 fingers with 10 seconds remaining on the PC, you MUST count down the last 5 seconds while waving your hand/arm.
18. OT Rules: If there is any chance of a Varsity Game going OT, review these Rules at halftime. Contending **Crews** carry the OT Rules with them on the field on a card.
19. Ineligibles Illegally Downfield: Excellent call by the **LJ** seeing an ineligible illegally downfield on a pass deep into the End Zone. **WINGS**: Please continue to look for ineligible downfield on legal forward pass plays – especially the **Back Side Wing**.
20. **R** Signaling PB on Fouls: Unusual One – **Crew** decided to "pick up" a DBPF & before the **R** signaled the PB a UNS was called. The **R** will signal the first foul & then signal the "Disregard the Flag" (S13) for that foul & then signal the 2nd foul – the UNS.
21. OKOM (6 Person): **Crews** are responsible for knowing IP's for an Onside Kick.
22. FKS: **Crews** are responsible for knowing IP's for a Free Kick after a Safety.
23. GLM (4 Person): The **U's** IP is on the EL between the GP Uprights.

We wish you the Best of Luck during Week 3.