

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 7; 10/1/26

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

1. Ejections: Ejections should call themselves. If you are ejecting a player or players for “fighting”, make sure it is real fighting. If players are “wrestling” or pushing, send them to the SL and/or call a DB PF. We have had too many Ejections where the player (s) have been “wrestling” or pushing. All **Crew** members who saw the act must agree.
2. Game Management: Please review GB, P. 15. # 17A. HC said the **Crew** had warned his player 5 times to “knock it off” when talking to opponents & finally they threw a UNS Flag. Incorrect. Stop this EARLY when it first happens by escorting the player to the SL.
3. Illegal FWP Mechanics: (GB, P. 19, #26 C 2 & C 6). **R** – “Passer close to NZ – Memorize spot of release & move to it quickly – check with **U** – beyond or behind NZ.” **U** – “Must move forward & get to NZ only if the NZ is threatened by the Passer. Check spot where Passer passes ball near NZ with **R** as he/she arrives.” If illegal, drop your flags.
4. **R** Mechanics: IP is 15 YDS deep & 8 YDS wide unless the ball is snapped between the – 15 YL & - 10 YL where the **R** is 12 YDS wide (GB, P. 23, # 30 B 1). Once the ball is snapped on a running play, the **R** does not chase the QB or another runner. Simply look at the POA & check the appropriate blocks. And check yourself – do you have “happy feet”? Most tape we watch we see **R’s** moving toward QB at snap. NO!
5. Professionalism at HC MTG: Introduce yourself to each HC with a firm handshake & look him “in the eye”. Let him/her know you are excited to be there. He/she is excited.
6. Virtual Meeting: Terry Williams & I produced the 2nd OHSAA FB Virtual Meeting this week & OHSAA will post it. Enjoy! It is approximately 90% video & will highlight mostly plays that have been forwarded to Beau & I from coaches & assigners.
7. Fumble OOB: Forward Fumble OOB’s – GC starts on the ready. Backward Fumble OOB’s – GC starts on the snap.
8. Watching the FB: Too often we have too many officials watching the ball. And as a result we miss fouls that need to be called – especially personal fouls. We need to do a better job of refereeing the important plays during a run, pass, or kick play. Ask yourself “did I watch the ball when I could have been watching other players on the field who were more important”?
9. Gold Book Mechanics: **Crews** must follow accepted 5 & 6 Person Crew Mechanics regarding each official’s Initial Position. These are mandatory – not optional.

10. Clock Management: All officials need to help. This is especially important at the end of the 2Q & 4Q. **Wings** need to communicate with the **Crew** whether the GC will start on the “ready” or snap, especially when the runner is tackled near the SL & has gained a first down. **R** needs to communicate with the **Wings** so he/she knows the GC status. And the **BJ** needs to know the GC status so he/she can communicate this info to the **R/CJ & Crew**. If, for some reason, the **R** mistakenly winds the GC when it should be started on the snap, the **Crew** needs to “step up to the plate” & make a **Crew Save**. Especially inside 2 minutes, memorize GC time whenever the GC is stopped by Rule. It gives us a “benchmark” if we have to add or delete game time.
11. Illegal Touching Foul: The penalty is 5 Yards & Loss of Down. Do you know the signal?
12. End of Period: **R** needs to be patient when giving the End of Period signal – especially if there is some controversy. If the coaching staff is yelling about some aspect of the last few plays, determine what their concerns are first before signaling End of Period.
13. Importance of Games: Games between teams with average records carry great weight with the FB Rating System. Every game is important. Concentrate & communicate.
14. Player Equipment: Continue to enforce & inspect Player Equipment before & during the game. This includes wrist bands worn above the wrist & those attached to the legs.
15. Wings LOS Signals: If the closest A player is on the LOS & there is another A player positioned directly behind him/her we do not signal that the A player is off the LOS.
16. Low Blocks: A Crew had 2 low blocks F night. All were committed by the team we least expect: A. B-3 cut receiver A-2 who was blocking ahead of the runner; B. On a KO the KT cut the RT to “break up” the blocking wedge ahead of the runner.
17. KO & First Touching: Rule 6-1-7. Remember, a bean bag is tossed only in the initial 10 YDS when the KT touches the free kick before it is touched by the RT. AND, we do not toss a bean bag if the RT is the first to touch the free kick.
18. **U** & Direction of Pass: The **Wing** yelled “back” & punched the pass back correctly. Then the **U** sounded his whistle & signaled incomplete pass. Should the **U** be involved? NO!!
19. Awareness Games: Officials can use Pink Whistles if the ENTIRE Crew uses them. This is the only pink item that can be used or worn. (GB, P. 51, 3L)
20. Try & **Wing** (4 Person **Crew**): HC states in meeting his team does Muddle Huddle. Let him know since it is a 4 Person **Crew** that if they shift to a Try-Kick that the **R** will hold up the snap until the **Wing** has a chance to move under the GP upright.
21. GLM & **U** (4 Person **Crew**): Excellent call by the **U** on the End Line on a very tight catch by A87, the receiver. This is why in GB GLM Mechanics; the **U**’s IP is on the End Line.

Best of luck during Week 7! Each week these games carry more importance for the Playoffs.

