

## A Summary of OHSAA FB Regulations That Apply to Officials

NOTE: These Regulations are summarized from the OHSAA FB Manual. Officials may view the Manual at [www.ohsaa.org](http://www.ohsaa.org), select sports, select FB, & select FB Manual on the left hand side. (6/4/19)

### 1. Alcohol, Illegal Drugs, & Tobacco

- A. Officials: Prohibited from using any form of alcohol, illegal drugs, or tobacco at playing site.
- B. Officials: No intake of alcoholic beverages on game day until after the game

### 2. Amplified Noise

- A. Any amplified noise, including powered noise makers & PA noise, shall not occur while QB calls signals or ball is live. See OHSAA FB Regulations, Section 5, for additional information.

### 3. Bands

- A. Shall not play music or sound a whistle while QB calls signals or ball is live. Band shall not perform behind VT's bench area. If this occurs, contact Game Management who will correct it. If either band delays the start of the 1<sup>st</sup> or 3<sup>rd</sup> periods, assess a delay of game penalty against the HT.

### 4. Coaching Phones

- A. No OHSAA Policy or NFHS Rules regarding # of phones or whether they operate or not.

### 5. DQ, Ejections & Special Reports

- A. Officials: Required to file an Ejection Form online (OHSAA.ORG, select Officiating Home, select Ejection Form for each coach/player that is **ejected** within 48 hours. This includes ejections for UNS or Personal Fouls (Contact) during a 7<sup>th</sup> – 12<sup>th</sup> grade game.
- B. Coaches DQ for UNS: Will be ineligible to coach at all levels of games played until he sits out 1 game at level ejected. DQ Coach must be away from playing vicinity area. He cannot go into the stands.
- C. UNS assessed to assistant coaches, trainers, & replaced players are **not** charged to the HC.
- D. Player DQ for UNS: Must remain on team bench. He cannot be in uniform the following week.
- E. Special Report required: 1. Game terminated before time expired by Rule (info includes, but not limited to, circumstances, time, & score). It is preferred games be played so time on GC expires; & 2. Team refuses to continue playing or HC removes team from the field.

### 6. Drones (Unmanned Aerial Vehicles)

- A. Prohibited during State Playoffs. During Weeks 1 – 10 & scrimmages it is the decision of the school.

### 7. Field Conditions

- A. The field is very muddy with standing water, snow, or ice: Game will be played.
- B. The field is marked incorrectly. Play the game then report it to OHSAA.
- C. Lights go out on one side of stadium prior to or during the game. If both HC's agree, play the game.
- D. Lights go out during a down. Apply the inadvertent whistle Rule.

### 8. Forfeited Game or No Contest

- A. Any scheduled regular season contest which is not started due to unforeseen circumstances, such as failure of team to arrive, strike, or school closing is a "no contest" or a forfeit. "No contests" are not included in won-lost statistics. OHSAA may declare a forfeit when a team (s) refuses to reschedule.

### 9. Game Clock (GC)

- A. Turn GC off after 3<sup>rd</sup> time Timer is corrected or GC malfunctions - 3 Strikes. Inform every 2 minutes.

### 10. Game Footballs

- A. Weeks 1 – 10: Each team shall provide 1 or more legal FB (s) for use. Weeks 1 – 15: Ideally, varsity officials shall receive FB's 1 hour before KO. Weeks 11- 15: Official FB is Wilson GST. Teams provide

3 legal FB's (can use any Wilson FB). When approving FB's disregard tackiness. Foreign substances that leave a residue on the FB are illegal.

**11. Halftime (Weeks 1 – 10, Varsity Only)**

- A. If both teams use a common exit area from field at end of 1<sup>st</sup> half, officials "hold" VT until HT has time to clear field. GC starts when HT & VT have reached their Locker Rooms.
- B. Intermission: Halftime is **NOT** extended by a Host School Request. 20 minutes plus 3 minutes for warm up. 20 & 3 must appear on GC separately. HT & VT must be in stadium for 3 minute warm-up. However, players do not have to warm up.
- C. **LJ/BJ** -- HT HC (4 Min. warning) & escort to field. **U/HL** -- VT HC (4 Min. warning) & escort to field.
- D. When HT & VT refuse to enter field first, HT must enter first.

**12. Host Schools Responsibilities for Officials**

- A. Must provide adequate security for officials & their vehicles upon arrival through departure.
- B. Held responsible to sponsored student sections that attack or single out student- athletes.
- C. Refrain from showing replays on video boards where an officiating call could be controversial.
- D. Shall "police" the throwing of snowballs or missiles of any type, by spectators & others, & discourage bands & cheerleaders, etc. from participating in unsporting conduct.
- E. If A/B/C /D above occur, officials report this to Game Management who will correct it.
- F. Shall provide a private meeting/locker room for officials' 2 hours before game time.

**13. Length of Games (Maximum)**

- A. Varsity: 12 minutes; JV: 10 minutes required; Freshmen: 9 minutes; 7<sup>th</sup> & 8<sup>th</sup>: 8 minutes.

**14. Officials Authority**

- B. Begins: When they arrive on field 35 minutes before scheduled game time.
- C. Ends: When all paperwork, reports, & other duties for the game are complete (Rule 1-1).

**15. Officials Required Meetings**

- A. 4 Local Meetings required. Check [www.myohsaa.org](http://www.myohsaa.org), log in, select Local Meetings, & select FB.
- B. 1 State Rules Interpretation Meeting (SRI) required. Check at [www.myohsaa.org](http://www.myohsaa.org), select State Meeting, & select FB for dates & locations. Online dates: July 24 (9AM) thru August 28 (must be finished by 11:59PM). From August 29 thru Oct. 1 call OHSAA, pay \$50, & secure access to the SRI Site. Beginning August 29 special permission must be requested to gain access to the SRI Site.
- C. SRI: To receive credit for face to face meetings (no fee) an official must arrive on time & stay until conclusion. Officials receive credit for 1 SRI & 1 Local Meeting. Online Meeting: Officials need to complete the entire PPT Presentation.
- D. Officials who fail to attend 1 SRI meeting will be suspended the following year. Attendance is required to be eligible for State Tournament Assignments in the current year.

**16. Play Clock (PC)**

- A. PC Operator (PCO) meets with **BJ** before game. **Crew** will not operate visible stadium PC. Both PC's must work to use them. Turn off PC's after 3<sup>rd</sup> time PCO is corrected (3 strikes).
- B. The PC Operator & GC Operator shall be 2 separate individuals.

**17. Player Equipment**

- A. VT: white jerseys. HT: non-white jerseys. Enforce Numbering Requirements during Varsity Games. Numbering requirements do not apply to sub varsity games. Communicate differences to HT/VT HC.
- B. HC's received communications from OHSAA about Mandatory Compliance with NFHS PEQ Rules. Officials are to enforce them. When arriving on field 35 minutes prior to KO, take a careful look at HT & VT regarding wearing legal PEQ. It is easier to make necessary changes to PEQ prior to KO.

- C. Awareness Game (All Levels): Team must have prior OHSAA approval (accept word of Game Management that OHSAA approved). All players must appear in the same legal uniform.

**18. Pre-Game Warm-up (Weeks 1 – 10 Varsity Only)**

- A. Host school shall coordinate pre-game with HC, bands, & officials. Area between 45 YL's must be clear 20 minutes prior to KO for CT. CT Time can be earlier for a special ceremony if Game Management has notified VT in advance. Set GC for 30 minutes before game.
- B. Both FB teams shall arrive on field prior to stated KO time. If not, penalize UNS Foul.
- C. If necessary, HT shall take field first as instructed by officials to prevent delay of game.
- D. Host school must communicate starting time change to VT & officials.

**19. Scrimmages**

- A. Officials can DQ players & coaches at scrimmages. They will not participate in the Week 1 contest. Complete an OHSAA Ejection Report online.
- B. Maximum Length: 9<sup>th</sup> – 12<sup>th</sup> is 3 hours/team; 7<sup>th</sup> & 8<sup>th</sup> are 2 hours per team (Exception: Scrimmage delayed due to inclement weather). Do not count inclement weather delay for the time allowed.
- C. If officials need to leave after the original scheduled end time of the scrimmage, then they should.

**20. Sideline Safety**

- A. SL **MUST** be clear of players & coaches from SL to 6' outside SL. Officials -- enforce it.

**21. Sportsmanship**

- A. Officials & Coaches shall make no derogatory comments regarding players, coaches, or schools.

**22. Sub Varsity Modified Rules**

- A. Maximum Game Length: JV – 10 minutes required; 9<sup>th</sup> – 10 minutes; 7<sup>th</sup> & 8<sup>th</sup> – 8 Minutes.
- B. The 40/25 second PC will not be used in Sub Varsity Games. The 25 second PC only will be used.
- C. 7<sup>th</sup> – 9<sup>th</sup> Grade Teams will **NOT** free kick (FK). Ball is spotted on the – 35 YL, unless moved by a foul. After a Safety the ball is spotted on the 50 YL, unless moved by a foul.
- D. JV Teams – Free Kicks (FK's): Both HC's must give their mutual consent to have FK's. If one HC does not want to FK, there will be no FK's. Check with both HC's before game. If no FK's, spot the ball on – 35 YL, unless moved by a foul & spot the ball on the 50 YL for a Safety, unless moved by a foul. **If, during the game, one HC no longer wants FK's then both HC's must mutually agree to have no FK's during the remainder of the game. If both HC's do not agree, then continue to have FK's.**
- E. VT is late to game site. The decision regarding warm up time prior to game is made by HT Game Management/HT HC & the VT HC. Officials are not involved in this decision.
- F. Numbering Rules do not apply. Ask HC's before game. Tell players during game prior to snap if a player with an ineligible number is positioned in an eligible position.
- G. OT is **NOT** played in Sub Varsity Games.
- H. Schools may schedule & play 8 Player Games. Use 8 Player Rules in the NFHS Rules Book.

**23. Whistle in Stands**

- A. Officials report to Game Management who will correct it. Apply inadvertent whistle Rule. If players pause, slow down, or stop when they hear the whistle, then stop play.