

TO: OHSAA Football Officials

FROM: Bruce Maurer, DOD; Beau Rugg, Assistant Commissioner

Subject: FB Bulletin - Week 9; 10/20/16

Indicated below are some items that have arisen during Weeks 7/8 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. Wow!!! Can you believe it – it is already Week 9. It just seemed like yesterday that we were working our first scrimmages of the season. And now the regular season is coming to a close too fast. A GREAT BIG THANK YOU FOR ALL YOUR HELP DURING WEEKS 1 – 10. Words cannot begin to express our sincere thanks for a job well done!!!
2. We would like to thank Jerry Peters & Dave Ramsey for all their wonderful help with developing 100 Questions on Rules, Mechanics, & Regulations for the [www.ohsaafb.com](http://www.ohsaafb.com) website quizzes this year. Thanks Jerry & Dave!
3. Playoff Meetings: Years ago the NW District started a Playoff Meeting (not mandatory) for all NW Officials & Observers working the State Playoffs. This year the C, E/SE, NE & SW Districts will be doing this as well. The Meetings are: A). **E/SE** – Sunday, October 23, Noon, Jackson HS Commons Area; B). **NE** – Sunday, October 30, 6PM, Medina HS (Door B); C). **C** -- Sunday, October 30, 6PM, Bishop Watterson HS Dominican Hall; D). **SW** – T, November 1, 6:30PM, Location TBD. E). **NW** – W, November 2, 6:30PM, U. of Findlay Old Main Building (2<sup>nd</sup> Floor). The voluntary meetings are open to all Officials & Observers. A Big thanks to John Darrow, Tom McNerlin, Ron Fuller, Bill Tilker, Ryan Schwieterman, Mike Sims, Larry Clemmons, & Bruce Bame for all their help with these meetings.
4. **Crew** Discussion with HC: While meeting with the HC before the game the HC brought up a challenging formation on a punt play. The **Crew** handled it very well. They told the HC they would check the Rules/Case Book and get back with him before the KO. They checked then showed the HC in the Rules Book why the formation was illegal. The HC was appreciative of their effort. This is one of many reasons why we carry the books to the field before the game. Don't let your ego get in the way of checking the books.
5. **U** & Punt Mechanics: The only one of the 11 different types of plays in the GB where it specifies the **U**'s IP is the Punt Play – opposite the **R**. This is due to “alleys” where the **R** & **U** can look downfield & watch for holds & blocks in the back. If the ball is snapped near or on the HM, the **U** will be in the SZ. We need to have the **U** be “heads up” on the offensive tackle.
6. **BJ** & **U** KO Mechanics: When the KT kicks a short “pooch kick” into the SZ there is no need for the near side **BJ** or **U** to hustle to the hash mark at the 50 YL. If the short

“pooch kick” is between the hash marks then neither would come in. Officiate the kick play as best you can. We will add this to the 2017 Gold Book.

7. KO Rules: As we know the KT must have a minimum of 4 KT players on each side of the ball when it is kicked. If there are 3 KT players on one side of the ball when kicked this is a dead ball foul for encroachment. Either the **U** and/or **BJ** need to sound their whistles immediately & penalize accordingly.
8. UNS & Coaches: An assistant coach was waving his arms into the air to encourage the crowd to boo the officials on a call they did not like. This is UNS & needs to be called. If anyone on the **Crew** sees this then throw your flag. The **Wing** on that SL might not see it as he is facing the field for the next play.
9. Play Clock: If the PC is only working at one end then shut them down. Regardless if there are PC's or not, the **BJ** will still count down the last 5 seconds with his hand raised over his head.
10. **Wings** (4 Man Mechanics): A1 is running to the GL on a long run. Obviously, the near side **Wing** will be trailing the runner. A1 is tackled near the GL & stretches the ball across the GL. TD is called by the near side **Wing**. Before signaling TD, just like cross field mechanics, look across the field at the back side **Wing**. In this case the runner's knee hit the ground before the ball was stretched across the GL. Remember, “we can always be late & be right.”
11. Illegal Formation Fouls: Especially when the **U** & **R** know there are only 10 players on the offense/kickers they can ask the question after the down – did the **Wings** have 7 on the LOS. An alert **U** picked this up on a punt play where one **Wing** signaled 2 & the other **Wing** signaled “balanced”. Well done.
12. Play: A, 4<sup>th</sup> & 5 on B's 20 YL. Runner A1 runs to his left & is tackled short of the LTG. A2 is called for a live ball illegal Block in the Back before the runner was tackled. B1 is called for a dead ball late hit. Ruling: 1<sup>st</sup> Down for A? 1<sup>st</sup> Down for B? Is it 1<sup>st</sup> & 10 or 1<sup>st</sup> & 25? The **Crew** did a good job of getting it right in a very challenging JV game.
13. GC Management: Is there a difference when we start the GC on the following 2 different plays: A). A1 throws pass, B1 intercepts pass, B1 fumbles, & A2 recovers fumble; B). K1 punts ball 30 YDS downfield, R1 muffs the punt, & K2 recovers the muff. Please discuss – we have missed whether or not we start the GC on the “ready” this year. (Rule 3-4-3)
14. Officials Authority: Time expires for a very challenging game. Once the **R** signals “end of period” get off the field ASAP. Do not hang around. Do not be concerned with the game ball. If a player (s) and/or coach (s) confront your **Crew** with obscene language or gestures, then DQ them as needed. You still have authority to DQ them, even after you have signaled “end of game”. See GB, P. 36, Section 14.

**NOTE:** Good Luck during Weeks 9 & 10!! The next bulletin will be during Week 11.