

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, select sports, select FB, & select FB Manual on the left hand side. (6/1/17)

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. **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 1st or 3rd periods, assess a delay of game penalty against the home team.

3. **Coaching Phones**

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

4. **Crews Using 6 or 7 Officials**

- A. CCA Mechanics used. Those working games with 6 or 7 officials cannot be rated & the game (s) does not count toward the 8 games needed for tournament eligibility. **Prior OHSAA Approval is needed.**

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 7th – 12th 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 has expired; & 2. Team refuses to continue playing or HC removes team from field.

6. **Drones (Unmanned Aerial Vehicles)**

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

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.

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 3rd 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 1st half, officials "hold" HT until VT 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. Shall refrain from showing replays on video boards where an officiating call could be considered a substantial part of the play.
- 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 Game (Maximum)

- A. Varsity: 12 minutes; JV: 10 minutes required; Freshmen: 10 minutes; 7th & 8th: 8 minutes.

14. Officials Authority

- A. Begins: When they arrive on field 35 minutes before scheduled game time.
- B. 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, log in, select Local Meetings, & select FB.
- B. 1 State Rules Interpretation Meeting (SRI) required. Check at www.myohsaa.org, select State Meeting, & select FB for dates & locations. Online dates: July 25 (4PM) thru August 24 (must be finished by 11:59PM). From August 25 thru Sept. 28 call OHSAA, pay \$50, & secure access to the SRI Site. Beginning August 25 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. Mutual consent is not needed. Turn them off after 3rd time PCO is corrected (3 Strikes).
- B. PC Operator (PCO) meets with **BJ** before game. PCO starts PC on **R** signal & reset PC to 25 on snap or **R's** signal (upward hand push). PCO keeps PC at zero if it runs out before snap. If GC is running, PCO turns off PC with less than 25 seconds left on GC in a period (if stopped, run PC). Under no conditions will **Crew** operate visible stadium PC. **Both PC's must be operable to use them.**

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: 9th – 12th is 3 hours/team; 7th & 8th 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. 7th & 8th Grade Modified Rules

- A. Four 8 minute periods; 10 minute halftime & 3 minute warm-up. Point Differential Rules apply.
- B. Teams will **NOT** free kick. The RT will put FB in play by a snap at the YL, 25 YDS in advance from what is KT's Restraining Line. Unless changed by a foul, it is the RT's – 35 YL.
- C. Safety: Same Rule as above. Placed 25 YDS beyond what would normally be KT's 20 YL for safety, move FB 25 YDS from 20 YL which is 45 YL. The opponent snaps FB at their + 45 YL (they only have 45 YDS to go for a score).
- D. 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.
- E. 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.

21. Sideline Safety

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

22. Sportsmanship

- A. Officials & Coaches are expected to make no derogatory comments regarding players, coaches, schools, or each other. Failure to follow this will result in disciplinary action.

23. Overtime (OT)

- A. OT is **NOT** played in Sub Varsity Games. OT is played in Varsity Games **ONLY**.

24. 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.