

Safety Policies

6/1/17

The following are OHSAA Safety Policies:

Ambulance/EMT:

OHSAA Regulations recommend that an EMT be on site. If a HC voices a concern, refer them to Game Management.

Artificial Limb:

Artificial limb must be submitted to OHSAA for approval with photos of the limb, both padded & with no padding. A letter from a physician may be submitted when approval is requested. If the artificial limb is part of the hand, lower arm, or entire arm, a ½" thickness of slow release foam must cover the artificial limb before approval is granted by the **U**. Team must provide a copy of the OHSAA Approval Letter to the officials before each game. **Crew** will give the letter back to the HC.

Casts:

Letters are NO longer required for casts. However, they need to be padded per NFHS Rule.

Concussion:

Review NFHS Rule 3-5 (Concussions) & Suggested Guidelines for Management of Concussion. When a player is hurt an official must check with the HC and/or Medical Professional regarding type of injury. Once officials determine that a player exhibits signs, symptoms, or behaviors consistent with a concussion, the **R & Wing** will simultaneously notify the HC of the player's removal from the game. The player may NOT reenter the game even if the doctor says he is okay. Injured player Rules apply. If a suspended game continues past midnight the concussed player may not reenter the game. Concussed players may not play again until they have completed the Return to Play Protocol. **Crew** will record the player's name, #, & team. After the game the **R** will complete an OHSAA Concussion Report (OHSAA.ORG, select officiating, select Directory of Information) for ALL players removed from the game for a Suspected Concussion. He will email/scan the Concussion Report to OHSAA. Note: If an Ohio team plays a game in another state, this Rule applies to the Ohio team. If an out of state team plays a game in Ohio, this Rule applies. This is because it is an Ohio State Law.

NOTE: For all injuries, stop the game, & if medical personnel are present, let them administer aid.

Curfew:

1. Weeks 1 – 10: The decision is made by Administrative Representatives of competing schools. Athletic contests can be started at any time. Municipal/city curfew laws take precedence.
2. Weeks 11 – 15 (State Tournament): Contests cannot begin after 11PM. A Suspended Game can be continued after 11PM. Municipal/city curfew laws take precedence.

Game is Delayed:

If there is an injury, a HC/**R** conference, a facility situation, or some other issue occurs during the game, & delays it for more than 10 minutes, there may be a 3 minute warm up if one or both HC's request it. Check & communicate with both HC's. The warm up is optional.

Heat & Humidity:

1. Day before the Game: All officials should hydrate properly. Drink plenty of water.
2. Game Day: Prior to game discuss with AD/Game Management/Medical Personnel (MP)/HC the weather & thoughts about need to take water breaks.
3. Once the Game Starts: It is highly recommended that water breaks be taken only during Team TO's, & after scores & COP. However, if there are extraordinary weather conditions, water breaks can be taken during an Official's TO. However, do NOT stop a team's momentum in order to take an Official's TO. Extend these breaks as long as needed. More water breaks may be needed during day games or the first half of a night game. **Crew** needs to rehydrate with water & sports drinks as well during these breaks. **Wings** – communicate often with HC & MP regarding their thoughts for future water breaks. Again discuss with HC & MP at half time about conditions for the second half & water breaks. Observe & report obvious signs like players cramping.
4. Officials are not involved in assessment or decision to postpone or cancel a game or scrimmage due to heat & humidity. This is the responsibility of the Host School. Games, scrimmages, & practices will be postponed if it is above allowable levels as indicated in the **OHSAA Wet Bulb Globe Temperature Index Regulations (WBGT)**.

Lightning and/or Thunder (Inclement Weather):

1. Policy: This Policy is different than NFHS FB Rules Book Policy. OHSAA Policy states: "When thunder is heard or a lightning is seen, suspend play & take shelter immediately. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or lightning flash is witnessed prior to resuming play." All personnel, athletes, & spectators should evacuate to available safe structures or shelters. THERE ARE NO EXCEPTIONS.
2. Consequences If Crew Does Not Follow This Policy: Officials could be suspended a maximum of 2 years for the regular season & the OHSAA State FB Tournaments (Weeks 1 – 15).
3. Officiating Mechanics: Contact the AD/Game Management upon arrival at the site if inclement weather is forecast. Enlist their help. During the meeting with HC's prior to game time, ask them for assistance with seeing lightning or hearing thunder. When lightning/thunder happens STOP THE GAME after the DB. Communicate with the HT & VT HC's regarding your decision & this Policy. During the 30 minute stoppage, monitor the weather.
4. Coin Toss: Prior to the KO for the 1st or 3rd quarters if the game is suspended for inclement weather, the Crew will again ask the HT & VT Captains if they want to change their options.
5. Crew Responsibilities Record Game Information ASAP: **R** record HT & VT Score, HT & VT TO's Used, & Coin Toss Choices; **U** record Team in Possession, Goal Defended, & Location of Ball Between the Hash Marks; **HL** record VT SL Warnings, Down, Distance, Ball Spot & Clip; **LJ** record HT SL Warnings, Quarter or Half Time, Game Clock Time, Game Clock Status, & Time Lightning/Thunder occurred; **BJ** record Player Concussions, DQ's, & UNSC (Team & Player #).
NOTE: HT is usually on PB SL & VT is Opposite the PB.
6. Suspended Game Responsibilities: **R** records all Game Info from Crew on 1 document (see form later in this section) & makes 2 copies – one for **R** to keep & one for AD. (This will be needed if the game is postponed until the next day & no one from **Crew** returns). **LJ** times the initial 30 minutes & additional 30 minutes. **R** will coordinate with AD's/HC's regarding interrupted time remaining, possible restart, or postponement until a later date. The HT & VT HC's & AD's will make the decision regarding the date & time the game will be rescheduled.

7. Warm up Time When Teams Arrive Back on Field: **R & LJ** will meet with both HC's to determine length (Maximum 10 Minutes) of the warm-up period. **LJ** will ask Timer to place 10 minutes on the Scoreboard GC, unless both HC's have agreed to shorten the 10 minutes.
8. Halftime: It can be eliminated, kept at 20 minutes, or any time less than 20 minutes as long as HC's & AD's agree. If some halftime length is agreed to, there is a Mandatory 3 minute warm up. Elimination or reduction could be due to the game being suspended in the 2nd quarter.
9. Curfew Policies: See Above.
10. Game Postponed Until a Later Date: Teams will keep their recorded game tapes or DVD's & can review them. Returning Crew (Split or New) will confirm Game Info with themselves, AD, Timer, Scoreboard Operator (if different), H & V HC, & Chain Crew. **U** will check & remark game balls. Crew will meet with both HC's & verify that the players are legally equipped. NOTE: New Crew: Contact AD for Game Info supplied by **R** prior to leaving the earlier Postponed Game.
11. Additional OHSAA Policy: Game will be played to conclusion unless both teams agree to end game & score stands.
12. Prior to Officials Authority: If officials observe teams warming up with lightning and/or thunder occurring prior to their authority (35 minutes before game time), report to the OHSAA Office.

Medical Hardware:

Unless specific rules code stipulates otherwise, athletes in sports of a collision/contact nature should not be permitted to wear devices such as insulin pumps, heart monitoring equipment &/or other diagnostic or therapeutic appliances while participating in interscholastic contests. However, in the event that a physician requires a student-athlete to wear a therapeutic device during competition, such medical necessity shall be specified in writing & signed by the prescribing physician & the device shall be padded & securely attached to the player's body underneath the uniform. The medical statement shall be shown to the R prior to the athlete's being permitted to participate. The HC must present the letter to the R prior to the game at the Pre-Game Meeting.

Player's Uniform Changes:

If something regarding the uniform is changed due to medical or religious reasons & the athlete is doing something not permitted by NFHS Rule, MAKE the Head Coach show the **Crew** a letter signed by an OHSAA Staff Member. A Medical Professional's note is not acceptable.

Tornado Watch or Warning (Inclement Weather):

A watch indicates conditions are favorable for severe weather to develop in area. Please have a heightened awareness & communicate it. A warning (usually a siren) indicates severe weather has been reported in area & everyone should take proper precautions. Suspend game immediately & move to a proper shelter as directed by Game Management. Game will remain suspended until warning has expired. See lightning/thunder policy above for warm up policy.

OHSAA CONCUSSION REPORT

Student's Name _____ Date _____ Sport _____

School Name _____ Comment _____

Level of Game (Circle One) 7th 8th 9th JV Varsity

Referee's Name _____ OHSAA Permit # _____

OHSAA INCLEMENT WEATHER (LIGHTNING/THUNDER) GAME INFO

R	Score: H _____ V _____	TO's Remaining: H _____ V _____
	Coin Toss: H _____ V _____	Defer _____ Receive _____

U	Team In Possession: H <input type="checkbox"/>	V <input type="checkbox"/>
	Ball Position: Center <input type="checkbox"/>	Left Hash <input type="checkbox"/> Left GP <input type="checkbox"/> Right Hash <input type="checkbox"/> Right GP <input type="checkbox"/>

HL:	Down: _____	Distance: _____	Dead Ball Spot YL: _____
	Clip YL _____	SL Warnings/Fouls	Warning <input type="checkbox"/> 5 Yard <input type="checkbox"/> UNS 1 <input type="checkbox"/> UNS 2 <input type="checkbox"/>

LJ	Quarter _____	Clock: _____	Or HT <input type="checkbox"/>	Running <input type="checkbox"/>	Start On snap <input type="checkbox"/>
	SL Warnings/Fouls	Warning <input type="checkbox"/>	5 Yard <input type="checkbox"/>	UNS 1 <input type="checkbox"/>	UNS 2 <input type="checkbox"/>
	Last lightening/thunder: _____				

BJ	Player DQ's: Home Number(s): _____	Visitor Number(s): _____
	UNS Issued: Home Number(s): _____	Home Coach _____
	Visitor Number(s): _____	Visiting Coach _____

Note: **R** will record info from crew immediately upon entering sheltered area. If no one from the **Crew** is available for the game postponed to another day, give info to the A.D.
Each **Crew** Member is responsible for the info indicated above.