

TO: OHSAA Football Officials

FROM: Bruce Maurer, DOD; Beau Rugg, Director of Officiating & Sports Management

Subject: FB Bulletin - Week 3; 9/6/17

Indicated below are some items that have arisen during Week 2 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. **Ejections:** An ejection for a flagrant personal foul should “call itself”. Make sure it is extraordinary, not the ordinary PF. Remember, an ejection costs that player that game plus another game. A player could have multiple PF penalties in a game. Of course, it is an automatic ejection for the second UNSPORTSMANLIKE (non-contact) foul for a player or coach.
2. **BJ Mechanics:** The **BJ's** IP is 5 YDS deep in the End Zone when the ball is snapped between the + 15 YL & + 10 YL. Unless the receivers force you back to the End Line, be ready to move to the GL ASAP when the runner moves toward the GL. If the runner moves toward the SL on a sweep then the **BJ** must move quickly toward the HM & GL. (We have seen some video clips of excellent coverage & unfortunately, some video clips of **BJ's** that have not moved to the GL. It can be challenging for **Wings** to get to the GL).
3. **Rules Philosophies:** A quick or abrupt movement by any A Player is a False Start. If, in your opinion, the movement simulates the start of the play, rule False Start. All shifts must be done with a smooth & rhythmic movement. Local Interpreters – please cover this at your next meeting. See GB, P. 41, LOS, # 4.
4. **Third & Fourth Down Mechanics:** Please review Section 33 of the GB Mechanics. These lines can be critically important. The **Wings** MUST move to the LTG on 3rd or 4th Down & 5 YDS or less. Both **Wings** need to communicate with each other about moving there.
5. **KO OOB:** Where do we spot the ball if the RT accepts the penalty, usually spotted on the – 35YL. Several **Crews** spotted the ball in the center of the field – was this correct?
6. **Consume/Conserve:** Approximately 4 minutes to play, HT is ahead by 6 points, & snapping the ball with 2 or 3 seconds on the Play Clock. With 3 seconds on the Play Clock A 77 false starts. (The previous play was a run). Does the GC start on the ready or on the snap? Invoke Consume/Conserve & the GC starts on the Snap. Otherwise A can run approximately 46 – 48 seconds off the GC. Who on the **Crew** will think about this Rule, step up to the plate, & make a **Crew** Call? Please discuss.
7. **Whistle Mechanics:** “Let Your Mind Digest What Your Eyes Have Seen” – do NOT sound your whistle until you are POSITIVE you have seen the ball in possession & the runner is down. Ask yourself after the game – did I have 100% concentration on whistle control? And remember, once the ball is snapped we keep the whistle in our hand, not our mouth, until the ball becomes dead by Rule.

8. BSB & BIB: Watched a video clip where the **Crew** missed both a Blind Side Block & Block in the Back on a Punt Play. Please be diligent. The play had too many officials watching the runner.
9. UNS: Had a report that the **Crew** reported a contact foul as UNS rather than a Personal Foul. Remember, contact fouls are Personal Fouls & non-contact fouls are UNS.
10. Pink Officiating Equipment: Officials can only use pink whistles. GB, P. 47. # 3L.
11. ILM or ILS: Do you know the difference between a Shift versus a Motion Penalty? Please review & report the proper foul to the **R** with the correct signal.
12. Ineligibles Illegally Downfield: Excellent call by the **LJ** seeing an ineligible illegally downfield on a pass deep into the End Zone. **WINGS**: Please continue to look for ineligible downfield on legal forward pass plays – especially the **Back Side Wing**.
13. **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 2018 Gold Book.
14. Victory Formation: QB can either be under center or in shot gun formation. Please read the Victory Formation Mechanics & know it. Then if the HC says “we are going to take a knee” the **R** must inform both teams prior to the snap of the Rules.
15. FG Versus Punt Mechanics: Very unusual situation. HC tells **Crew** before the game that they have no punter so they will line up for a FG regardless of the YL. If the FGA is more than 50 YDS long, **U** will stay in Punt Mechanics & **BJ** will go under the Goal Posts.
16. DB Enforcement: If a 5 YD & a 15 YD DB fouls occur between downs these fouls must be announced & enforced. They do NOT offset. We are communicating with players, coaches, & fans so it is important to mark them off in their “order of occurrence”. A 77 false started, & then B 55 came across & hit A 77 hard, causing A 77 to hit the ground. Good communication by the **Crew** & with the HC’s.
17. Field Inspection: Make sure and check the field before every game, regardless of the level. We arrived for a MS FB Game & there were no goal post pads. They had been stolen earlier. We politely informed school administrators that the game could not be played without them. They secured one set from another school. Then took some thick padding and taped it. It was 4’ high. We checked the Rules Book which states it must be 6’ high. They taped additional padding & we played the game.
18. 7th & 8th Games: Ask each HC before the game whether his team has any eligible numbers lining up in ineligible positions (usually T, G, or C position) or any 50-79 numbers lined up in eligible positions. During the game inform B when this occurs. We are talking about standard scrimmage plays, not punts, FG’s or Try’s. We had a report of an ineligible number lined up as a tackle that caught a TD pass. GB, P. 37, # 21E

19. Play Clock (**4 Man Crew**): The **R** is responsible to “time” the 25 second count. The **R** will communicate with the **U**, asking the **U** to hold up his arm/hand & count down the last 5 seconds. This is so the QB can visually see the count down as well as the HC if he wants to call a team time-out with a few seconds on the PC.

We wish you the Best of Luck during Week 3.