

TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 9; 10/25/17

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 website quizzes this year. Thanks Jerry & Dave! We would also like to thank Greg Bartemes for helping us edit each of them. Thanks Greg.
3. Playoff Meetings: The voluntary meetings will be 3 Parts – A). General Questions; B). Video Review; C). 6 Man Crew Mechanics Overview & Video Review. Note: Anyone is welcome to stay for the 6 Man Crew Presentations. The Meetings are: A). **SE** – Sunday, October 22, Noon, Athens HS Library; B). **E** – W, October 25, 6:30PM, Buckeye Local HS; C). **NE** – Sunday, October 29, 6PM, Medina HS (Door B3); D). **C** -- Sunday, October 29, 6PM, Bishop Watterson HS Dominican Hall; E). **NW** – W, November 1, 6:30PM, Findlay HS Room 7; F). **SW** – Thursday, November 2, 6:30PM, Miamisburg HS Lecture Hall. The voluntary playoff meetings are open to all Officials & Observers. A Big thanks to Bruce Bame, John Derrow, Ron Fuller, Wayne Horsley, Sam Jones, Ryan Schwieterman, Mike Sims & Bill Tilker for all their help with these meetings.
4. Targeting: There is no automatic ejection for Targeting. The player is only ejected if the officials rule that the foul was flagrant. We had 2 Crews tell the HC it was auto ejection .
5. Calls Late in Tight Games: Please make these calls “big”. As we know there is a lot at stake. Can the foul be clearly seen on video? Does the call follow the Rules? Two very helpful statements by veteran officials nationwide are: A. Don’t trouble, trouble; & B. Don’t be a Pioneer. This does Not mean “pass” on a call that needs to be made.
6. TD & UNS Foul: Runner scored the apparent TD with 3 Seconds in the game. UNS was called on the runner before he crossed the GL. The **Crew** enforced the UNS from the spot of the foul & wiped out the TD. NO!! ALL UNS Fouls are treated as DB Fouls in HS.
7. KCI: A Kick Catching Foul cannot be called once the FB hits the ground. See 6-5-6.
8. Try-Kick Mechanics: On a missed Try Kick, only the **U & BJ** signal No Score, not the **R**.
9. Punts & **Wings**: The **Wings** IP is on the SL. This gives them a better look at a Punt that goes OOB, either in the air or rolls OOB, plus it gives them wider vision for fouls.

10. Bands & Halftime: Please review GB, P. 35, Section 2A.
11. Try-Run or Try-Pass: Please review GB, P. 25, Section 35 C-4. On these types of plays the **Wings** only mark FWP; they do not signal No Score – the **R** signals No Score.
12. **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 3 books to the field before the game. Don't let your ego get in the way of checking the books. Unfortunately, officials' egos have gotten in the way several times this season.
13. **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** "nose up" on the offensive tackle.
14. **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.
15. 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.
16. PI & Incomplete Pass By **BJ** & **Wing**: When either **Wing** & the **BJ** have either a PI call & the other official signals incomplete, they must come together & talk about the call. We had an excellent example Friday night where the PI call was changed after talking.
17. 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.
18. 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.
19. KO Rules: The KT cannot punt the ball for a normal KO, other than after a safety.

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