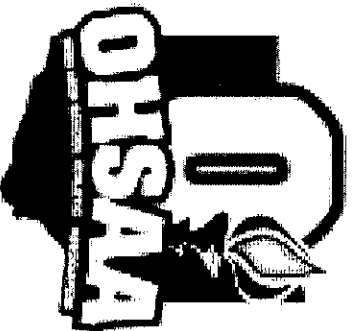


Ohio High School Athletic Association

Approved Football Officiating Standards and Mechanics Handbook 2010 Football Season



Dr. Bruce Maurer, Director of Officiating Development

Henry Zaborniak, Jr., Assistant Commissioner

8/12/10

“Only those who risk going too far can possibly find out how far one can go.” TS Elliott

Bruce L. Maurer, Ph.D., OHSAA Director of FB Officials Development

Associate Director, Department of Recreational Sports at OSU for 40 years. Officiated 50 OHSAA FB Games last year — 14 varsity; 36 sub varsity. Officiated OHSAA, NCAA & NFL for 39 years including 15 years in the NFL. Officiated 4 positions in the NFL—HL, LJ, BJ and SJ. Officiated 2 NCAA Division I Bowl Games. Taught officiating courses at OSU for 33 years. Officiated the 2008 OHSAA Division I State Boys Basketball Championship Game. Past President of the COFOA & COBOA. Tournament Manager for the OHSAA State Wrestling Tournaments for 31 years. Inducted into the OHSWOA Hall of Fame, 2008. Presented FB officiating workshops for the Dept. of the Army & Navy in England, Japan, Germany, Italy, Mexico, Canada, & the US. Editor, NIRSA Flag & Touch Football Rules Book and Officials' Manual. Inducted into the USFTL FB Hall of Fame in 1989 (as the first official) & the National FFB Hall of Fame in 2003.



2010 DOD Goals for OHSAA FB Officiating

1. Develop a baseline of officiating mechanics for FB that simplifies what we teach & what we learn.
2. Communicate the OHSAA Approved Standards for FB Officiating Mechanics to our fellow officials.
3. Develop a 2 part OHSAA FB Officiating Evaluation Form & Abbreviated Mechanics Document that can be utilized by evaluators/observers during the regular season and State Tournaments
4. Ask lots of questions, listened attentively, and be respectful of all different opinions as we move forward. We can agree to disagree.
5. Remember that the program is a journey rather than a destination. We will make progress with small steps, understanding, and remembering that we are educators first and foremost.

OHSAA.ORG Directions for FB Officiating Forms

Go to the Officiating Menu on the banner page TO the Officiating Home Page from the drop down menu of the Officiating Section TO Select Directory of Officiating Information and Forms TO Select FB Forms. 2 Forms can be downloaded: A. Crew Lineup Cards; B. FB Penalty Report.

8/12/10

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Ohio High School Athletic Association

To: AD's & Football Assigners, Coaches, Instructors, Interpreters, Observers, Officials & Secretaries

From: Henry Zaborniak, Jr., Assistant Commissioner, Bruce L. Maurer, Director of Football Officials Development (DOD), & Phil Kiser, SRI

Greetings! The 2010 OHSAA Approved Standards for FB Officiating Mechanics: Handbook has been developed to clarify and standardize FB Mechanics. The Mechanics are REQUIRED for all OHSAA Football Officials when officiating OHSAA Sanctioned Games. There are NO EXCEPTIONS. (Please read A New Beginning for more information)

This Handbook has been in the development stage for the past 6 months. During this period we have talked to over 1200 Ohio HS FB Assigners, Instructors, Interpreters, Observers, Officials, & Secretaries at clinics & workshops. It will not be perfect, but we have strived for excellence. There are hundreds & hundreds of clarifications and changes from previous years. This was due to the number of different mechanics from crew to crew, association to association, and district to district. This MUST stop!! Please decide whether you & your crew want to be "Pretenders" or a "Contenders". We do not expect the officials & crews to learn & absorb these by the first game. It is a journey. However, we must know it after officiating for 2.5 months when the State FB Tournaments begin.

The term Primary used in the Handbook does not mean "sole" responsibility. We are part of a team, the crew, so all officials share the responsibilities. However, Primary implies that the official becomes the "expert" on his Primary Responsibilities & takes Great Pride in them. It is important to have ownership, yet still "reach out" for input when needed.

The Dates on each of these documents is 8/12/10. These documents supersede all previous documents that have been distributed at clinics & workshops. Please review them carefully as there are changes and additions from the earlier documents. We did this purposefully to gain as much feedback from as many different groups as possible.

Several Major Changes from earlier copies include: 1. Most signals will be repeated 2X rather than 3X (Due to a NFHS Change); 2. The OHSAA Inclement Weather Policy is different than NFHS Policy. (It is located later in this Handbook);

Carefully review the abbreviations – for brevity sake, many are used.

This Handbook is by no means complete. It has been very challenging to "put it together" when no football is being played. We need your help. Suggestions for improvements should be emailed to maurer.7@osu.edu. There is a fine line between being complete & too many pages to read. Throughout the documents we have repeatedly tried to "streamline" the info.

We hope you enjoy it and have a Great 2010 FB Officiating Season. Best wishes for your continued health and take care.

OHSAA Approved Standards for FB Officiating Mechanics: A New Beginning & Lots of FUN

8/12/10

1. DOD Football Program Direction—**A New Beginning & A Lot of FUN!!!**
2. We are wiping the slate clean and starting over – Reexamine everything that we have done.
3. **There will be more Mechanics Clarifications for 2010 than there has been Rules Changes for the past 10 years.**
4. Charged by OHSAA to be **BOLD** –to place a **MAJOR EMPHASIS** on FB Mechanics.
5. Spent over 200 hours talking with officials and watching tape of many games.
6. Football Officials have VERY INCONSISTENT Mechanics in Ohio—maybe the worst of the 12 OHSAA officiated high school sports—but then our game is BY FAR the most complex with 8 different types of plays (KO, FG, Try, Punt, Run, Pass, Goal Line and Reverse) and 5 uniquely different positions (R, U, LM, L, & BJ).
7. **OUR MAJOR GOAL for 2010:** To Develop the OHSAA Approved Standards for FB Officiating Mechanics. There will be differences with the NFHS FB Officials Manual. The development of the Officiating Standards will be far more **SPECIFIC** than has been taught/communicated in the past. (For example, when the Standards state that on run/pass the BJ will start 17 yards from the snap, until the snap occurs on/inside the plus 10 YL, we expect it.) The days of “well in our area we do such & such” will become a thing of the past as we move forward together. Each official has a choice to make. Will he be a “pretender” or will he be a “contender”????
8. We will separate the “pretenders” from the “contenders”. Contenders readily accept the changes in the Officiating Standards. They work as a true team/crew in an atmosphere of mentoring, teaching, evaluating, and being open and honest with each other. Unfortunately, if a crewmate decides to be a “pretender” rather than a “contender”, the crew will eliminate him, and then find a new crewmate who enthusiastically endorses the TEAM/CREW and the Officiating Standards. If not, the crew will remain as a **Pretender**.
9. Contenders will work OHSAA State FB Tournament Games – “pretenders” will NOT or when observed during the Tournament, will not in the future. This applies to individuals & the entire crew. Crews **MUST** take responsibility for utilizing the OHSAA Approved Standards for FB Officiating Standards for all members of their crew – we must reach out to each other. We are only as strong as our weakest link. The **STRENGTH** of FB Officiating in Ohio are our **CREWS!!!!!!**
10. Officials/Crews in the OHSAA State FB Tournament who do not follow the Officiating Standards might not work future scheduled playoff games that year or another year. This applies to all rounds of the State Tournament.
11. Effective 2010 our GOAL is to no longer see the inconsistencies of FB Officiating Mechanics that is evident while watching the DVD's from the six 2009 OHSAA State Football Championship Games (as I have seen the past few months).
12. We expect that all OHSAA FB Officials and OHSAA FB Crews will follow these Standards.
13. We expect that all OHSAA FB Instructors will teach these Standards in their classes.

14. It is the RESPONSIBILITY of Class Instructors, Members of Each Crew, Assignors, Local Association Officers/Secretaries/Interpreters, League Observers and ALL Officials to educate/train/evaluate/communicate THIS NEW DIRECTION!!!!!!
15. The PRIMARY RESPONSIBILITY List (Located as part of this Handbook) indicates that this responsibility falls on the shoulders of the Referee (R)—working together with his Crew to become CONTENTENDERS.
16. As aptly said by Henry Zaborniak, “This is a Journey rather Than a Destination”. It can be a great ride!!

Informational Items

17. 2010: An official must officiate 8 games at his selected position on a 5 Man Crew only to be eligible to officiate the 2010 OHSA State Football Tournaments.
18. 2010: The black pants with the white stripe can be worn by the entire crew as long as they wear long sleeve shirts.
19. 2010: Phil Kiser (pkiser9947@aol.com) is the State Rules Interpreter & Bruce Maurer (maurer.Z@osu.edu) is the State Mechanics Interpreter. Please “CC” Bruce on all Rules Interpretations.
20. 2011: Black Shorts (if worn) and White Ankle Socks will be Mandatory for Sub Varsity Games only. NOTE: Based upon weather, crews can wear either Varsity Uniform – knickers or black pants with white stripe.
21. 2011: Blue Bean Bags are Mandatory for all Varsity & Sub Varsity Games.
22. 2011: Each Local Association will select/elect 1 Local Rules Interpreter and 1 Local Mechanics Interpreter (2 Different People).

DEDICATION

This Handbook is dedicated to the thousands of Ohio High School Football Officials who have given their time so unselfishly on behalf of the hundreds of thousands of Ohio student athletes who this play this Great game. We are truly blessed!!

**THANK YOU VERY MUCH FOR YOUR LOVE AND PASSION FOR
FOOTBALL OFFICIATING: Teaching, Mentoring & Team Work
(Together Everyone Achieves More!)**

OHSAA Approved Standards for FB Officiating Mechanics: Safety Guidelines

8/12/10

Artificial Limb Guidelines (OHSAA):

OHSAA approves artificial limbs for FB. The artificial limb is submitted to the OHSAA, usually by the student who will be using the limb for competition. A letter from a physician may be submitted when approval is requested. If the artificial limb is part of the hand, lower arm or the entire arm, a ½" thickness of slow release foam must cover the artificial limb before approval is granted by the U. The team must provide a copy of the approval letter from OHSAA to the officials before each game.

Casts Guidelines (OHSAA):

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

Concussion Guidelines (OHSAA/NFHS):

Review the NFHS Rules Book, Rule 3 & Page 100 for the Concussion Rule and Guidelines. The U has Primary Responsibility for Rule 3 so he must thoroughly study & know this material. When a player is hurt an official must check with the coach and/or Medical Professional regarding the type of injury. Once a minimum of 2 officials simultaneously notify the head coach of the removal of the player from the game due to an apparent head injury or concussion, the responsibility of the officials in this matter **ends**. Injured player Rules apply here. The **Crew** will record the quarter, time, team & player's number.

Heat & Humidity Guidelines (OHSAA):

1. Day before the Game: All officials should properly hydrate.
2. Game Day: Prior to the game discuss with AD/Game Management/Medical Personnel (MP)/Head Coaches (HC) the weather & thoughts about the need to take water breaks.
3. Once the Game Starts: It is highly recommended that Water Breaks be taken only during Team TO's, scores, & after changes of possession. However, if there are extraordinary weather conditions, water breaks can be taken during an Official's TO (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. All officials need to rehydrate with water & sports drinks as well during these breaks. **Wings** – communicate often with the HC & MP regarding their thoughts on future water breaks. Again discuss with the HC & MP at half time about conditions for the second half & water breaks. Observe & report obvious signs like players cramping.

Inclement Weather Guidelines (OHSAA):

1. Policy: This Policy is different than NFHS Policy on P. 102 of the NFHS FB Rules Book & the one stated on P. 27 of the 2010 OHSAA FB Manual. The OHSAA Policy states: "When thunder is heard or lightning is seen, suspend play & take shelter immediately. Once

- play has been suspended, wait at least 30 minutes after the last thunder 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 A Crew Does Not Follow This Policy: Officials could be suspended a maximum of 2 years for the regular season & the OHSAA State FB Tournaments.
 3. Officiating Mechanics: Seek out the AD/Game Management upon arrival at the site if inclement weather is forecasted. Enlist their help with looking for lightning & hearing thunder. During the meeting with the head coaches 35 minutes prior to KO, ask them and their coaching staffs for assistance with seeing lightning or hearing thunder (Note: Sometimes it is easier for them to see/hear due to their perspective of “looking out” versus officials who are concentrating on the play). When lightning/thunder occurs STOP THE GAME after the ball becomes dead.
 4. Crew Responsibilities Record Game Info ASAP: R record H & V Score, H & V TO’s Used, & Coin Toss Choices; U record Team in Possession & Location of Ball Between the Hash Marks; LM record V SL Warnings, Down, Distance, Ball Spot & Clip; U record H SL Warnings, Quarter, Game Clock Time, Game Clock Status, & Time Lightning/Thunder occurred; BJ record Player DQ’s & UNSC (Team & Player #). **NOTE:** H is usually on the PB SL & V is Opposite the PB. On some fields the H & V teams might be reversed
 5. Suspended Game Responsibilities: R records all Game Info from Crew on 1 document (this could be needed if the game is postponed until the next day & no one from the crew returns—if so, give the document to the Home AD); U times the initial 30 minutes & additional 30 minutes; R will coordinate with AD’s/Head Coaches regarding interrupted time remaining, possible restart, or postponement until a later date (if teams disagree regarding rescheduling the game, the Game Management will make this decision).
 6. Game Postponed Until a Later Date: The Returning Crew, a Split Crew, or a New Crew will confirm the Game Information with themselves, the AD, Timer, Scoreboard Operator (if different), the H & V Head Coaches, & the Chain Crew. The U will check & remark the game balls. **NOTE:** New Crew: Contact the AD for the Game Information supplied by the R prior to leaving the earlier Postponed Game.
 7. Additional OHSAA Policy: The game will be played to conclusion unless both teams agree to end the game & the score stands.

Medical Hardware Guidelines (OHSAA):

Unless the 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 and/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 and signed by the prescribing physician & the device shall be padded and securely attached to the player’s body underneath the uniform. The medical statement shall be shown to the head contest official prior to the athlete’s being permitted to participate. The Head FB Coach must present the letter to the R prior to the game at the Pre Game Meeting.

OHSAA Approved Standards for FB Officiating Mechanics: Abbreviations

Prepared by Bruce L. Maurer, PhD; Director of Football Officials Development

8/12/10

- | | |
|---|---|
| 1. A – Team A | 31. LOS – Line of Scrimmage |
| 2. B – Team B | 32. MM – Motion Man |
| 3. BB – Bean Bag | 33. OOB – Out-of-Bounds |
| 4. BJ – Back Judge | 34. PB – Press Box |
| 5. BP – Backward Pass | 35. PE – Penalty Enforcement |
| 6. COP – Change of Possession | 36. PM – Pass Mechanics |
| 7. CT – Coin Toss | 37. PP – Pass Play |
| 8. DBL – Double/Double Receivers | 38. PUM – Punt Mechanics |
| 9. DBS – Dead Ball Spot | 39. PS – Previous Spot |
| 10. DQ – Disqualification | 40. PU – Punt |
| 11. EL – End Line | 41. R – Referee |
| 12. EZ – End Zone | 42. RM – Reverse Mechanics |
| 13. FB – Football | 43. RP – Run Play |
| 14. FD – First Down | 44. RT – Receiving Team |
| 15. FG – Field Goal | 45. RUM – Run Mechanics |
| 16. FGM – Field Goal Mechanics | 46. SIG -- Signaling |
| 17. FP – Forward Pass | 47. SL – Sideline |
| 18. FWP – Forward Progress | 48. SLW – Sideline Warning |
| 19. GL – Goal Line | 49. SS – Succeeding Spot |
| 20. GLM – Goal Line Mechanics | 50. SYP – Short Yardage Plays |
| 21. GP – Goal Post | 51. TB – Team Box |
| 22. H – Home Team | 52. TIM -- Timing |
| 23. HUO – Hurry Up Offense | 53. TO – Time-out |
| 24. IFF – Illegal Forward Pass | 54. TD – Touchdown |
| 25. KO – Kickoff | 55. TRYM – Try Mechanics |
| 26. KOM – Kickoff Mechanics | 56. U – Umpire |
| 27. KT – Kicking Team | 57. UNSC – Unsportsmanlike Conduct |
| 28. LJ – Line Judge | 58. V – Visiting Team |
| 29. LM – Linesman | 59. WH – Whistle |
| 30. LTG – Line to Gain | 60. YL – Yard Line |

OHSAA Approved Standards for FB Officiating Mechanics: Primary Responsibilities -- 5 Man Crew

(8/12/10)

Prepared by Bruce L. Maurer, PhD; Director of Football Officials Development (DOD)

It is imperative that you **OWN** your position. Take ownership for the Primary Responsibilities indicated below:

<u>Referee</u>	<u>Umpire</u>	<u>Crews That Become CONTENDERS</u>
1. OHSAA Approved Standards for Mechanics	1. Equipment -- Players and Officials	1. Uses OHSAA Approved Standards for Mechanics
2. Conserve & Consume Timing Rule	2. Penalty Enforcement	2. 5 Fingers of a Hand -- All Working Together
3. KO -- Count Team R (11)	3. KO -- Count K (11)	3. Open & Honest Communication=Crew Success
4. FG/Punt/Try -- Count K (11) & Substitutions	4. FG/Punt/Try -- Count K (11)	4. Have the Courage to Help a Fellow Official
5. Run/Pass -- Count A (11) & Substitutions	5. Run/Pass -- Count A (11)	5. Treat Others as You Would Like to be Treated
6. QB -- Pass/Fumble & Int. Grounding	6. Pass -- Ineligibles	6. Let Your Mind Digest What Your Eyes Have Seen
7. Official Score & Game Stopped Score	7. Passer -- Beyond/Behind LOS	7. We are There to Defuse Rather Than Incite
8. Complete All Reports Except DQ	8. Pass -- Beyond/Behind LOS	8. Talk Low & Slow When Addressing Coaches
9. # of Team Timeouts -- Crew & Scoreboard	9. Game Balls --Approve Them	9. Be Firm Yet Fair With Players & Coaches
10. Backward Pass -- Punch & Yell	10. Legal Snap	10. Address Players & Coaches: Yes Sir; No Ma'am
11. Decides to go to Onside Kick Mechanics	11. Try --Sound Whistle After Kicked	11. Be Professional --Uniforms Look Sharp & New
12. The Expert -- Rules 2 & 9	12. The Expert -- Rules 1 & 10	12. Enjoy the Moment -- We Are Truly Blessed

<u>Linesman</u>	<u>Line Judge</u>	<u>Back Judge</u>
1. Correct Down Number & Yardage	1. Game Clock & Talk with Timer	1. Play Clock & 25 Second to Snap/Kick
2. ENFORCE Restricted Area	2. ENFORCE Restricted Area	2. Signal R to Start Clock or Not When Stopped
3. KO -- Count Team R (11)	3. KO -- Count Team R (11)	3. KO -- Count K (11)
4. Pass/Punt/Run -- Count 7 on LOS --A/K	4. Pass/Punt/Run -- Count 7 on LOS --A/K	4. FG/Punt/Try -- Count Team R (11)
5. Pass/Punt/Run --Eligible A/K Receivers	5. Pass/Punt/Run --Eligible A/K Receivers	5. Run/Pass -- Count B (11)
6. Player in Motion -- Your Side of the Center	6. Player in Motion -- Your Side of the Center	6. Pass Coverages -- Coordinate with LM/LJ
7. Measurements & Initiate Double Stakes	7. First Down or Not -- Your Call	7. Extension of Period
8. Chain Gang -- Lead Them	8. Time Half Time & Interrupted Game Interval	8. Game Stopped -- Concussions, DQ & UNSC
9. Backward Pass -- Punch & Yell	9. Backward Pass -- Punch & Yell	9. Punt -- Any Signals by Team R
10. Double Check Yardage by U on Penalties	10. Double Check Yardage by U on Penalties	10. Substitutions for Team B, & Team R on FG/Punt/Try
11. Ball Person -- Your Side	11. Ball Person -- Your Side	11. Next KO -- Time 30 seconds, then jog to K
12. The Expert -- Rules 5 & 7	12. The Expert -- Rules 3 & 4	12. The Expert -- Rules 6 & 8

OHSAA Approved Standards for FB Officiating Mechanics: Primary Responsibilities -- 4 Man Crew

(8/5/10)

Prepared by Bruce L. Maurer, PhD; Director of Football Officials Development (DOD)

It is imperative that you **OWN** your position. Take ownership for the Primary Responsibilities indicated below:

Referee

Umpire

Crews That Become CONTENDERS

1. OHSAA Approved Standards for Mechanics	1. Equipment -- Players and Officials	1. Uses OHSAA Approved Standards for Mechanics
2. Conserve & Consume Timing Rule	2. Penalty Enforcement	2. 4 Fingers of a Hand -- All Working Together
3. KO -- Count Team R (11) at 10 YL	3. KO -- Count K (11); Instructions to Kicker & K	3. Open & Honest Communication=Crew Success
4. FG/Punt/Try -- Count K (11) & Substitutions	4. FG/Punt/Try -- Count R (11) & Substitutions	4. Have the Courage to Help a Fellow Official
5. FG/Punt/Try --Count LOS Players -- Your side	5. Run/Pass -- Count B (11)	5. Treat Others as You Would Like to be Treated
6. Run/Pass -- Count A (11) & Substitutions	6. Pass -- Ineligibles	6. Let Your Mind Digest What Your Eyes Have Seen
7. QB -- Pass/Fumble & Int. Grounding	7. Passer -- Beyond/Behind LOS	7. We are There to Defuse Rather Than Incite
8. Play Clock & 25 Second Clock	8. Pass -- Beyond/Behind LOS	8. Talk Low & Slow When Addressing Coaches
9. # of Team Timeouts -- Crew & Scoreboard	9. Game Balls --Approve Them	9. Be Firm Yet Fair With Players & Coaches
10. Backward Pass -- Punch & Yell	10. Legal Snap	10. Address Players & Coaches: Yes Sir; No Ma'am
11. Decides to go to Onside Kick Mechanics	11. Try --Sound Whistle When Kicked	11. Be Professional --Uniforms Look Sharp & New
12. The Expert -- Rules 2 & 9	12. The Expert -- Rules 1 & 10	12. Enjoy the Moment -- We Are Truly Blessed

Linesman

Line Judge

Mechanics Changes From 5 to 4 Officials

1. Correct Down Number & Yardage	1. Game Clock; Signal R to Start/Stop Clock	1. LJ Becomes the "BJ" on Punts-- Stays on His Side
2. ENFORCE Restricted Area	2. ENFORCE Restricted Area	2. KO -- LJ at 50 YL on Press Box Side Line
3. KO -- Count Team R (11) at 10 YL	3. KO -- Count Team R (11) at 50 YL	3. KO -- U at 40 YL On SL Opposite the Press Box
4. Pass/Punt/Run -- Count 7 on LOS --A/K	4. Pass/Run -- Count 7 on LOS --A/K	4. KO -- LM at 10 YL --On SL Opposite the Press Box
5. Pass/Punt/Run --Eligible A/K Receivers	5. Pass/Punt/Run --Eligible A/K Receivers	5. KO -- R at 10 YL -- Press Box Side Line
6. Player in Motion -- Your Side of the Center	6. Player in Motion -- Your Side of the Center	6. TRY's/FG -- U Behind Upright with Wing Official
7. Measurements & Initiate Double Stakes	7. First Down or Not -- Your Call	7. U Sounds Whistle after Try is Kicked
8. Chain Gang -- Lead Them	8. Punt -- Any Signals by R; Extension of Period	8. At Site 20 Min. Prior to KO for 8-10 Minute Qts.
9. Backward Pass -- Punch & Yell	9. Backward Pass -- Punch & Yell	9. Onside Kick -- U at 40 YL; LM/LJ at 50 YL;
10. Double Check Yardage by U on Penalties	10. Enforcement Spot on Penalty	10. Onside Kick -- R in Middle of Field at 10 YL
11. Ball Person -- Your Side	11. Ball Person -- Your Side	11. R Times 25 Seconds to Snap Ball
12. The Expert -- Rules 5, 7 & 8	12. The Expert -- Rules 3, 4, & 6	12. U -- Counts B (11) & Team R on Punt/Try/FG (11)

OHSAA APPROVED STANDARDS FOR FB OFFICIATING MECHANICS: B -- W

Prepared by Bruce L. Maurer, PhD; Director of Football Officials Development (DOD)

(REVISED 8/12/10)

Primary Responsibilities are listed for each position in the Handbook. The **R** has Primary Responsibility for his Crew using OHSAA Approved Standards for FB Officiating Mechanics.

Mechanics indicated below are for 5 Man Crews with 4 Man Crew differences indicated with a “**NOTE**”. They are minimal as a concerted effort was made to standardize them. They are summarized on the Primary Responsibilities for 4 Man Crews in the lower right hand corner box.

1. Bean Bag Mechanics (BBM)

- A. **Fumble:** Throw BB into the air at chest level. Throwing the BB into the air is to help prevent inadvertent whistles. (When a crew member sees a BB he knows the ball is loose & should not sound his whistle.).
- B. **BJ:** Mark end of scrimmage kick (PSK) & first touching. Use BB which is the same color as the rest of the crew. Need 2. Might mark them # 1 & # 2 to differentiate them.
- C. **Momentum:** Inside 5 YL.
- D. **Blue:** If all 5 have blue; otherwise white for 2010 season only.
- E. **Sideline:** No BB – OOB spot on sideline (exception – if a fight breaks out down field or OOB)
- F. **BJ/U:** KO – BB in hand – “think onside kick”
- G. **BJ/U/LM/U:** BB in hand for Onside Kick Mechanics

2. Change of Possession Mechanics (COPM)

- A. **Covering Official:** Signal New Direction first, then signal TO (2X)
- B. **Non Covering Officials:** Signal TO (2X) immediately when crewmate signals COP.
- C. **ALL** (Ball Exchange): Mark DBS with Downfield Foot & relay “old” ball to the SL after there is no threat of a dead ball foul. Do not wait for the new ball to remove the “old” ball to the Ball Person.

3. Dead Ball Mechanics (DBM)

- A. **LM/U** (OOB Runner): Stop clock immediately with runner goes OOB, then turn & look OOB. Swivel your head, watching the runner & other players return inbounds.
- B. **ALL** (Ball Becomes Dead): Swivel your head and watch players in your area rather than stare at the DBS. BE A GREAT DEAD BALL OFFICIAL. Talk to any players that are on the “edge” of a late hit, but not late enough to call. Be assertive!
- C. **ALL:** Immediately raise your arm/hand to indicate the next down.
- D. **ALL:** Officiate the dead ball action FIRST, rather than being in a hurry to get a ball or be a “Ball Chaser”. If we penalize the first dead ball hit, it usually stops it.
- E. **BJ** (Player in Opponent’s Bench Area): Go in Team Box & escort him back to the field.

4. Field Goal Mechanics (FGM)

- A. **Definition:** FG from any YL. The **Wing** who looks at the **R**’s back will go to the EL. (Assume Right Footed Kicker below so U will be on EL.) **NOTE:** 4 Man Mechanics: The **U** will be under an upright with a **Wing**.
- B. **Initial Position (IP):**

1. **R:** 3 YDS Deeper than Holder, 10 YDS Wide of Holder, & Opposite the **LM**
2. **U:** 7 YDS off LOS, near TE, & Opposite **LM**
3. **LM:** 10 YDS wider than TE on LOS
4. **U:** EL & 3 YDS Outside Upright
5. **BJ:** Under Upright Opposite **U**

C. Read & React (R&R) Then Flow:

1. **R:** Communicate ASAP to crew when you see "Tee" & Kicker coming on field.
KEYS: Snap, Holder, Catch, NO FAKE, TE & WB Block, Rushers, & Kicker/Holder.
FG is good – Watch players move toward SL & then signal TD to PB. FG is not good – Quickly move toward SL. FG is blocked – start back peddling – you might be needed at the Team A GL. Yell "Ball's Away" when the ball is kicked.
2. **U:** U Communicates to Crew – NO WHISTLE. KEYS: Snap, Snapper, NO FAKE, line Play. FG is good – Continue to officiate & watch players move toward SL. FG is not good & returned – Watch blocking ahead of the runner. FG is blocked – Stay Safe!!
3. **LM:** KEYS: Snap, FAKE, and TE/WB Block. Longer FG: Move downfield when kicked. Shorter FG & Made: Hustle in toward players.
4. **U:** When kicked move under upright. If fake or blocked, move fast & get SL.
5. **BJ:** If fake, stay on EL initially. If FG is short, get to the GL & rule on whether Kick breaks GL Plane. Sound whistle when kick is good or kick crosses GL.
6. **U/BJ:** FG is good – Both signal & move 2 YDS into EZ; FG is not good – Both officials signal no good (2X).

5. First Down Mechanics

- A. Definition: It is close to a first down
- B. **U:** Has Primary Responsibility to decide whether it is a first down. If it is close, stop the clock & look. If not, then start the clock. Note: The **U** has the best look from across the field and is usually downfield. Considering today's spread offenses & passing, the **R** is usually too far away.
- C. **ALL:** If it is CLOSE as to whether it is a first down or not, MEASURE. There have been too many games where a Crew refused to measure, and after that, in the "eyes of the coaches they could do no right". However, on the newer synthetic turf fields and well marked grass fields, if the forward stake is beyond the hash & the DBS is behind the same hash, we will not measure. Too many times we look across the field & think "that in not even close", and then we bring the chains across the field -- "Wow – that was close or is a first.
- D. **LM/U** (Close to a 1st down): Both sprint in until they meet resistance. Wing official who can "see leather" yells for the FB. **U** will "dig for the FB" & "hand it" to the Wing official – **do not throw or toss the FB to the Wing.**

6. Flag Mechanics

- A. Carry 1 or 2 flags
- B. Recommended in front; however, wherever comfortable
- C. Must be tucked in
- D. Center-weighted flag
- E. Throw flag overhand, but never at a player
- F. No Spot: Throw flag high into air

- G. Spot: Throw flag to corresponding YL
- H. Same Foul: Multiple flags – move flags to the same spot
- I. Unsportsmanlike/Dead ball Personal Foul: Throw flag **high** into air
- J. A non calling official must cover a fellow official's flag on spot fouls

7. Forward Progress Mechanics (FPM)

- A. Use downfield foot placed ahead of other foot
- B. Square off. Do not “angle in” or “round the corner”
- C. Cross field mechanics (button-hook passes) (runner driven back near SL) – look across the field for help and an accurate forward progress spot. Important for the off side **wing** to move into the field toward the hash so your partner can see you.
- D. Close to a 1st down – **LM/U** sprint in until they meet resistance; **Wing** official who can “see leather,” yells for the FB; **U** will “dig for the FB” & “hand it” to the **Wing** official – do not throw or toss the FB.
- E. The **LM/U** will mark forward progress most of the time unless the **R** marks forward progress behind the LOS or the **BJ** marks progress down field
- F. Player hit and driven back between the field numbers & SL – wind (2X) & move in, but not past players.
- G. Once an official sounds his/her whistle for Forward Progress, **swivel** your head (2X), watching for any dead ball action.
- H. Trapped pass – catch or no catch – do not move in to mark forward progress until you know it is a catch. If you square off and move in you are signaling Catch.

8. Free Kick After Fair Catch/Awarded FC

- A. Initial Position (IP): **R** (With Kicker); **U** (Team R Line); **LM** (Team K Line); **U** (3 YDS outside Upright); **BJ** (Upright).
- B. Read & React (R&R) Then Flow: Once kicked R & R is like a FG.

9. Fumble Mechanics

- A. Covering Officials immediately throw BB. **R** will stop the game clock after 2 seconds if there is no signal from an official regarding possession. If A retains possession, covering official will signal next down and the **R** will start the game clock immediately.
- B. If there is a large pileup & the officials have to “dig”, the covering official who determines team possession will yell team color & the closest official will signal direction of possession, after making sure of the proper direction. Stop clock (2X) if there is a COP.

10. Goal Line Mechanics (GLM)

- A. Use GLM for Try-Run (2 Pts.)
- B. Definition: Ball is on or inside the +10 YL. **NOTE:** 4 Man Mechanics: **Wings** must move into the EZ to see catch near EL.
- C. Initial Position (IP):
 - 1. **R:** 10 YDS behind the QB & 7 YDS wide of the QB; QB's Passing Arm Side.
 - 2. **U:** 7 YDS off LOS inside the TE's.
 - 3. **LM/U:** 2 Yards outside the SL.
 - 4. **BJ:** Stand On EL near goal post.
- D. Read & React (R&R1 & 2) Then Flow:

1. **R:** Same as Pass Plays; After TD watch players moving toward their SL before signaling TD to PB; after TD ask Captain where to spot ball for TRY
2. **U:** Same as Pass Plays; Very Important to Pivot Fast on Pass Plays; NEVER signal TD. Do NOT spot the ball for the Try until the Captain indicates the spot.
3. **LM/U:** You MUST be at the GL prior to the ball arriving there. R&R1 -- Between 10YL & 5YL -- Move toward GL under control. R&R2 --Between the 5YL & GL -- Hustle hard immediately to GL 2 YDS outside the pylon before ball arrives at GL; Stay beyond the ball & then come back when necessary. Runner dives at pylon -- back out to see the entire play; TD -- Turn & watch runner in EZ; Pinch in hard & fast on CLOSE Play at GL; Dig for Ball if necessary; Know it is a TD -- Run in on GL; Not Sure --Run in Short of GL; It is IMPORTANT TO SELL THIS; Runner runs hard to opposite pylon -- pinch in;
4. **BJ:** Stay on EL during live ball. Hustle down the EL, maintaining a 5 YD cushion with the receiver. Straddle EL on tight catch/no catch. Observe A Players near SL for touching EL. **BJ** only signals incomplete pass on EL.
5. **LM/U/BJ:** EZ Corner --Eye Contact with Wing Prior to TD Signal; if someone sees incomplete Pass, signal immediately (ZX); Pass --Wait several seconds before signaling TD -- It is Better to be Late and Right. Signal TD only if you see it. Hold TD Signal for 2 seconds. Turn & Watch Runner & other players after the TD -- Be a GREAT Dead Ball Official.

11. Hurry-up Offense Mechanics

- A. **R/LM/U:** Adjust position by not moving in as far when the ball is dead.
- B. **U:** Becomes the “sprinter” between downs, running to grab the ball & spot it off the “back side” wing. Remember, the clock becomes more important than the exact DBS unless it is close to a first down.
- C. **U:** Spot the ball & move to your IP as quickly as possible. Hustle, But Do Not Hurry.
- D. **LM/U:** Important that both hold the DBS for the **U** since he might use either one due to time.
- E. **CREW:** In most cases when Team A catches and/or runs with the ball, use one ball only when spotting it for the next down.
- F. **CREW:** The GOAL for every game is efficient, quick, & accurate spotting of the ball so that Team A never has to wait for the officials.

12. Kick Off Mechanics

- A. Definition: Standard KO when score & time do not indicate an Onside KO. (Assume KO at 40 YL) **NOTE:** 4 Man Mechanics: R at 10 YL near PB SL; LM at 10 YL opposite PB on SL; U at 50 YL on PB SL; U at K's 40 YL opposite PB on SL.
- B. Initial Position (IP):
 1. **R:** Straddle GL on right side of 1 receiver or splitting 2 receivers.
 2. **U:** 50 YL opposite PB. 2 YDS OOB with BB in hand (think onside kick).
 3. **LM/U:** 10 YL on SL. **LM** opposite PB. **U** on PB SL.
 4. **LM/U:** If the kick goes inside the 10 YL, then move to GL for next KO.
 5. **BJ:** 40 YL on PB SL. 2 YDS OOB with BB in hand (think onside kick).
- C. Pre Kickoff:
 1. **BJ:** After Try, start your 60 second clock & jog up your SL. Move team back

2. **BJ**: Jog out to Kicker at 30 seconds. Check tee & hand kicker the ball
3. **BJ**: STRONGLY REMIND K Players to stay behind their Line until the kick.
4. **BJ**: After checking Restricted Area, secure ready from **U** & signal **R**
5. **U**: Jog up your SL & move team out of Restricted Area. Signal **BJ** ready
6. **U**: Stand at Field #'s w/ stop sign signal until clock is set at 12:00 for 1st/3rd qt.
7. **R/LM/U**: Count Team R & secure "ready" signal from **LM/U/BJ**
- D. Read & React (R&R) Then Flow:

1. **R**: Straddle GL & maintain 5 YD cushion until GL is no longer threatened. Wind clock. Signal TB if needed. Move up field deliberately watching the blocking ahead & around the runner.
2. **U**: Run to near hash mark, then stop at 50 YL, watching K & R. If runner breaks it, you have inside/out responsibility & **BJ** has GL.
3. **LM/U**: Stay on the SL until the kick ends. Be aware of any signal by Team R. Wind clock if kick is caught/touched in your side zone. Move up field deliberately, watching blocking. DO NOT be in a hurry to get to DBS. The blocking is more important. The SL is yours, GL to GL.
4. **LM/U**: When starting at the 10 YL, if the kick goes toward the GL hustle back to the GL. Be ready to rule TB or OOB if the kick is near your pylon.
5. **BJ**: Run to near hash mark at 40 YL, then jog to the 50 YL & stop. Watch K & R players. Use peripheral vision to know where the runner is. Be ready to lead the runner to the GL.
6. **R/LM/U**: When **R** signals TB, the **LM/U** will run towards the 10 YL Field Number at a 45 degree angle, sounding their whistle loud & repeated to help prevent any dead ball fouls. The **R** should jog up field also with a strong whistle.

13. Onside Kick Off Mechanics

NOTE: 4 Man Mechanics: **U** at 40 YL & **LM/U** at 50 YL.

- A. If in doubt, implement Onside Kick off Mechanics. Discuss after Try—**R** makes the Final decision
- B. **U/BJ**: Straddle K's restraining line and **LM/U** straddle R's restraining line – bean bag in hand; **BJ/LM/U/U**: All 2 YDS OOB.
- C. Large pileup on onside kick -- dig out the FB -- "survival of the fittest"
- D. **R**: On the GL
- E. Do NOT give any signal to crew regarding onside kick -- be ready for an onside kick on every KO
- F. **U/BJ**: Remind K players to stay behind the K Free Kick Line until the kick
- G. **LM/U**: Remind R players to stay behind the R Free Kick Line until the kick

14. Pass Mechanics (PM)

- A. Definition: Ball is between the – 10YL & the + 10YL. A Pass is thrown. **NOTE:** 4 Man Mechanics: **Wings** responsible for all receivers on their side and have coverage over middle of the field with no **BJ**.
- B. Initial Position (IP):
 1. **R**: 10 YDS behind QB & 7 YDS wide of QB at 45 degree angle; QB's Pass Arm Side.
 2. **U**: 7 YDS off LOS inside the TE's.
 3. **LM/U**: 10 YDS outside widest A Player; Never inside the Numbers.

4. **BJ:** 17 YDS off LOS. Stay at 17 YDS until the ball is on or inside the + 10 YL (GLM)
- C. Read & React (R&R1, 2, & 3) Then Flow:
1. **R:** KEYS – Snap/Passer/Opposite Tackle/Passer; Maintain 5 YD cushion with Passer. Yell “Ball’s Away” to inform B Rushers to stay off Passer. BP – signal and yell back. Follow Passer if he rolls – maintain 5 YD cushion; eye on passer after pass. DON’T Be a Head Wagger. Passer close to LOS –Memorize spot of release and move to it quickly – check with U – beyond or behind. Be ready to rule on Passer who is hit – Pass or Fumble.
 2. **U:** KEYS – Snap/Linemen/Pass/Catch; Quick Pass – No time to get to LOS. Delayed Pass – Get to LOS. Check spot when Passer releases ball near LOS with **R** as he arrives. Be ready to rule on trapped pass behind/beyond LOS. Turn immediately when pass is thrown beyond LOS. Jog to DBS. Shoulders parallel to SL when spotting ball. Move off ball quickly after spotting. CREW GOAL: Team A does not have to wait for the officials.
 3. **LM/U/BJ** (COVERAGES): DBL/DBL – BJ has inside receiver on U side. TRIPS – BJ has 2 inside receivers; Watch the FEET FIRST, then catch on these EL/SL Plays.
 4. **LM/U:** KEYS – Snap/Player(s)/Zone/Ball.
 5. **LM/U** (R&R1) (Passes in the Flat, Bubble Screens): Read Guard/Tackle for Run or Pass Play then backs moving wide or receivers dropping back. Also, read passer’s eyes – his first look is usually where the pass is going. If so, “stay home”. Be ready to “open the door” if the runner is close to you. If you rule a BP -- signal and yell “back”. It is usually easiest for the “back side” **Wing** to signal. However, a “contending” crew will have both **Wings** signal.
 6. **LM/U** (R&R2) (Quick short & medium passes): When the Wings read no flat or screen pass; move downfield 5 YDS keeping shoulders parallel to SL, then stop. (Over 75% of the passes are 15 YDS or less). The outside receiver(s) is yours. Read receivers in your area. Look back & read passer’s eyes—where is he looking? Adjust position for a 5 YD cushion from the receiver making catch. Straddle the SL on SL catch/no catches. Give the “catch” signal (2X) on tight SL catch after signaling TO (2X). DO NOT signal “catch” into the field, only on SL.
 7. **LM/U** (R&R3) (Long Pass): The Key Phrase is “Turn & Burn”. Read the receiver who runs hard downfield, or runs a “stop & go” pattern. Check the passer’s eyes. Be ready to take off & go!
 8. **LM/U** (Progression): The 3 R&R are a “progression” that the Wings must go thru on each play once they read pass. It is very important that the Wings “read” the play first, then react & flow as dictated by the play.
 9. **LM/U:** When the runner moves into the opposite side zone, hustle downfield & move into the field to the hash marks as needed. Square off at DBS, swiveling your head (2X) for dead ball action.
 10. **BJ:** KEYS – Snap/Player(s)/Zone/Ball. Read Guard/Tackle for Run or Pass Play. Inside receiver(s) is yours. Read passer’s eyes – where is he looking? If R&R1 occurs, walk back slowly. There is no need to back pedal fast unless you read that it is a deep pass. Do NOT take yourself out of the play by being in a hurry to back pedal too quickly. “Lock Down” on the receiver/defender when you

know where the pass is going. Lead the runner to the GL, and then stop to rule on TD. Only go back into EZ & EL when the players dictate it. Commit sideways only when pass is airborne. Do not move into side zone until ball is dead.

Move to SL under control – the ball can wait. Move similar to a windshield wiper, SL to SL, as needed to support wings. Dead ball – swivel your head (2X)

11. **ALL:** STOP at moment of Judgment – You Can See Much Better!!

15. Penalty Enforcement

- A. **CREW:** Report fouls as “A” & “B” since Off/Def change during the down.
- B. **U:** Penalty Enforcement is yours. Turn to calling official when whistle is sounded.
- C. **Calling Official:** Give Prelim Signal for foul you called after ball is dead.
- D. **Calling Officials:** We look STRONG & DECISIVE by giving Prelim Signals ASAP!!!
- E. **Calling Officials:** If 2 officials have same foul, confer, & then 1 signals Prelim.
- F. **Calling Official:** After Prelim Signal, he describes to Wing what team did.
- G. **Calling Official:** Be Descriptive – more than # 88 held; need info to “sell” the call
- H. **10 Sec. Rule:** Simple 5 YD DB Foul – Crew GOAL: Mark ball “ready” w/in 10 sec.
- I. **10 Sec. Rule:** Assumes Center has FB & hands it to the **U** for the 5 YD mark off.
- J. **R:** Find open space immediately & give Prelim Signal; do not walk around.
- K. **R:** Signals 1 Prelim ONLY for 5 YD DB Fouls – FST, ENC, DOG, Ill Sub, etc.
- L. **R:** Verbalize all fouls as you signal PB (when you are “miked” it is then easier)
- M. **U:** 98% of Penalties, we enforce w/out asking because we know the game.
- N. **U:** The 2% we are not sure, we look at the Coach (**Wing** by his side) to decide. **Wing** will tell Coach the down & distance for both acceptance & declination of the foul.
- O. **U:** Walk or Jog off the penalty yardage – your choice – but get it right!
- P. **U/LM:** 5 YD walk off close to first down; ask **LM** to check tape on the chain.
- Q. **LM/LJ:** Both walk off yardage; **U** checks w/ them only after he has walked off.
- R. **LM/LJ:** Both walk since 1 can be distracted by Coach/Player question, etc.
- S. **BJ:** Helps with half distance, auto first down, & loss of down info – important.
- T. **CREW:** ASK the question NOW-- maybe wrong Pen Enf.; not in Locker Room.
- U. **R (Microphone):** Use “dead ball foul”, NOT “prior to the snap”.

16. Pre Snap Mechanics

- A. **CREW:** Hustle to Initial Position once the ball is spotted for the next down.
- B. **R & U:** Count “A” 11 Players & Hold Signal for 2 seconds. Get eye contact.
- C. **R:** Primary Responsibility for “A” substitutes in & out of the huddle.
- D. **U:** Count 5 Ineligible “A” Linemen.
- E. **LM/LJ:** Responsible for substitutes getting off field prior to the snap on correct SL
- F. **LM/LJ:** Move backfield foot forward to “show” Team A players where the LOS is.
Once A is lined up then place your feet parallel to each other, shoulder width apart, so you can move quickly. Stand up straight to better see the players.
- G. **LM/LM** (Balanced Line – 7 Players): Count the # of players on the LOS on their side of the Center, signal each other, & hold the signal for 2 seconds.
- H. **LM/LJ** (Unbalanced Line – 7 Players): Count the # of players on LOS on their side of the Center, & then Use “2” & “4” fingers to indicate it, & hold for 2 seconds.
- I. **LM/LM** (Closest Player is Off the LOS): Punch him off at a 90 degree angle & hold until the snap. If he goes in motion, & now the closest player is on, then drop your

arm. If the 2 closest players are off the LOS, then punch him off with 2 fingers at a 90 degree angle. There is NO signal given for the nearest A player on the LOS.

J. **LM/U** (Motion Man): Responsible when MM moves on your side of the Center.

K. **U** (Down Box # is wrong): Point to the Down Box repeatedly to get LM's attention. If not, sound your whistle softly and jog in to center. BE PROFESSIONAL by not drawing attention to yourself or the LM.

L. **LM/U/BJ** (Pass Coverage's): Based upon formation, know your receiver(s).

M. **BJ**: Counts "B" 11 Players & Holds Signal for 2 Seconds. **NOTE**: 4 Man Mechanics: **U** counts "B" 11 Players & Holds Signal for 2 Seconds.

N. **BJ**: Responsible for "B" substitutes in & out of the huddle. **NOTE**: 4 Man Mechanics: **U** is responsible for "B" substitutes in & out of huddle

O. **BJ** (Play Clock): Signals 5 seconds & reset. **NOTE**: 4 Man Mechanics: **R** announces 5 seconds & counts down 4 --3--2--1.

P. Check Signaling Mechanics for more info.

17. Punt Mechanics

A. **Definition**: K lines up in punting formation. **NOTE**: 4 Man Mechanics: The **U** is downfield with Team R Receivers on the PB Side & has SL. He never "splits" 2 receivers. **R** is on PB Side of the Punter.

B. **Initial Position (IP)**:

1. **R**: 3 YDS Deeper & 10 YDS Wide of Punter at 45 degree angle (kick leg side)

2. **U**: 7 YDS off LOS, inside the TE, & opposite **R**

3. **LM/U**: On SL (Due to punt OOB)

4. **BJ**: 5 YDS wide & 5 YDS deeper than receiver. If 1 receiver, favor the wide side of the field. If ball is snapped in middle of the field with 1 receiver, then favor **LM** side. If 2 receivers, "split them". Receivers on/inside – 10 YL, be on GL.

C. **Read & React (R&R) Then Flow**:

1. **R**: KEYS – Snap, K Catch, Blocking Blocks, & Kicker.

2. **R**: Determine roughness/running into. Stay with K until no threat of a foul.

3. **R**: Yell "ball's away" when the ball is punted so rushers stay off the punter.

4. **R**: Jog to LOS, stop, & watch K/R. If runback, back peddle & get to GL, if needed.

5. **U**: KEYS – Snap, Snapper, Line Play, and then Turn & Watch.

6. **U**: If punted 30 YDS or less, stand & watch K & R Players.

7. **U**: If punted more than 30 YDS, jog slowly downfield watching K/R.

8. **LM**: KEYS – Snap, Line Play, Blocking Blocks, Punt Cross LOS, & Wide Out.

9. **LM**: Straddle LOS until Punt crosses.

10. **U**: KEYS – Snap, K Catch, Line Play & Wide Receiver.

11. **U/LM**: Punted 30 YDS or less, jog downfield 10 YDS, stop, watch K/R.

12. **U/U**: If punted more than 30 YDS, jog downfield watching K/R.

13. **U**: If snap is over Punter's Head, move into the backfield to assist **R**.

14. **LM/U**: Punt OOB -- jog beyond spot, turn w/ arm up & jog back. Once you get to the area where you think it went out, WALK SLOWLY, & look for the **R** chop.

15. **LM/U/BJ**: Punt rolls OOB deep – look to **BJ** as needed due to his angle. The **BJ** will NOT move to the SL on any OOB punt in flight. **LM/U** ONLY do # 13 above.

16. **BJ**: KEYS – Snap, Outside Receiver(s) on **LM** side, Signals, 1st Touch, R Catch.

- 17. **BJ**: Drop BB at PSK. Watch blocks & maintain 5 YD cushion with Receiver.
- 18. **BJ**: Once ball is dead, help with spot, & relay new ball.

18. Reverse Mechanics

- A. Definition: Ball is inside the – 10YL.
- B. Initial Position (IP):
 - 1. **R**: EL, 7 YDS wide of QB on QB's Pass arm side.
 - 2. **U**: 7 YDS off LOS inside the TE's.
 - 3. **LM & U**: 10 YDS outside widest A Player; Never inside the Numbers.
 - 4. **BJ**: 17 YDS off LOS & near the uprights.
- C. Pre Snap: **R** will signal both **Wings** that they have the GL by pointing at them & then at the GL. The **Wings** confirm this by pointing at themselves & then at the GL. Eye contact between the **R** and **Wings** is a MUST as to who has GL responsibility.
- D. Read & React (R&R1) Then Flow: **R** remains at EL until there is no threat then moves forward. Maintain a 5 YD cushion with the Passer. **Wings** move toward GL under control, reading the passer & the Team B rushers. The **Wings** know that if the GL is threatened they MUST get there before the runner does.
- E. **NO LONGER IN REVERSE MECHANICS**: Once the ball touches the - 10 YL, the **R** has responsibility for the GL. The **R** will point to himself & then to the GL, signaling to the **Wings** that the GL is his. The **Wings** will point to the GL & then to the **R** confirming that the **R** has the GL. If the ball is on the – 10 YL or close to it, the **R** will straddle the GL & move out wider than 7 YDS.

19. Run Mechanics (RUM)

- A. Definition: Ball is between the – 10YL & the + 10YL. A Run occurs from scrimmage.
- B. Initial Position (IP):
 - 1. **R**: 10 YDS behind QB & 7 YDS wide of QB; QB's Passing Arm Side.
 - 2. **U**: 7 YDS off LOS inside the TE's.
 - 3. **LM & U**: 10 YDS outside widest A Player; Never inside the Numbers.
 - 4. **BJ**: 17 YDS off LOS near the uprights. Stay at 17 YDS until the ball is on or inside the + 10 YL (GLM).
- C. Read & React (R&R) Then Flow:
 - 1. **R**: **KEYS**: Snap/QB/Handoff/QB/Line Play at POA. Follow QB if he rolls – maintain 5 YD cushion. Eye on QB after handoff. Check the line play at Point of Attack (POA) & action around the runner. When runner is tackled Swivel your head (2X) for action after the play. Relay the ball from **Wing** to the **U** on plays into the side zone & OOB at & behind the LOS.
 - 2. **U**: **KEYS**: Snap/Linemen/POA Blocking/Runner; Watch interior line play with emphasis on blocking at POA. Action on runner when tackled. Action around runner after tackle. Shoulders parallel to SL when spotting the ball. Move off ball quickly after spotting. **CREW GOAL**: Team A does not wait for the officials.
 - 3. **LM & U**: **KEYS**: Snap/Line Play/Blocks Downfield/Runner. Read Guard/Tackle for Run or Pass Play. Watch line play at POA & receivers ahead of the POA. When possible move off SL to mark forward progress as long as you do not run past players. When runner moves to opposite side zone/SL, move into the field at a 45 degree angle to "clean up" behind the **U & BJ**. During the early run keep

shoulders parallel with the SL to maintain peripheral vision. The SL is yours so be ready to “turn & burn” as needed. Check action on runner when tackled. Swivel head (2X) after runner is tackled for late hits. Mark forward with our downfield foot RATHER than staring down at the DBS with our eyes. **Wings** that hug the SL or never move off the SL are “pretenders” rather than “contenders.” Get off the SL & involved as much as you can without running through & around players. When the runner moves into the opposite side zone, hustle downfield & move into the field to the hash marks as needed. Square off at DBS, swiveling your head (2X) for dead ball action.

4. **BJ:** KEYS: Snap/TE & Tackle/Receivers/Line Play Beyond POA/Runner. Read Guard/Tackle for Run or Pass Play. Stay “home” rather than back peddle too fast. Let the runner dictate your movement backwards. Check receivers for blocking, hands, & crack backs. Check blocks ahead of the POA. Check action on runner when tackled. Swivel head (2X) after runner is tackled for late hits. Talk to any players who are “borderline”, but not enough to call a late hit. Relay new ball or current ball on plays that gain positive yards. You are part of the triangle from the **Wing** to the **U**.
5. **Crew Goal:** 100% accuracy on our ball tosses to each other. It is better to jog or take a few extra steps before tossing the ball to a crewmate rather than seeing how far you can throw it.

20. Signaling Mechanics

- A. The 1 thing to overemphasize is signaling – sharp and crisp signals -- **Be ASSERTIVE!!**
- B. Keep your head “up” and swivel your head when signaling.
- C. Use a finger whistle? Must still use approved signals (No “one arm” TO signals).
- D. Backward Pass: “Punch Backward” & Yell “Back”; **Both Wings; R** (if angle allows)
- E. Balanced Line: **Both Wings; 2 Hands @ waist level OR Unbalanced Line: 2 & 4 Fingers at Head Level or Above.**
- F. Catch on SL (Tight Call ONLY): TO (S3) Signal (2X) then Catch Signal (2X); Do NOT give catch signals “into” the field (what if a crewmate is signaling incomplete pass)
- G. COP by Calling Official Once Ball is Dead: Direction first (2X), then TO signal (2X); Non Calling Officials Signal TO (2X) Upon Seeing COP.
- H. Count Players: 11 (S12); 10 (10 fingers); 12 (“1” & “2” with both hands).
- I. Double Stakes BY **LM**: ALL officials relay the “One Finger for each hand” signal (2X).
- J. Down Box is wrong: **U** Points Above the **LM**’s Head repeatedly.
- K. First Down: **R** Signals (S8) immediately (1X only): No “chopping”.
- L. First Down near SL Inbounds: TO Signal (2X) ONLY – Do NOT Wind.
- M. 1st/2nd/3rd/4th Down: ALL Officials signal the next down with a Straight Arm immediately after the ball is dead.
- N. Formation: Player closest to **LM/U** is off LOS: Punch Back & Hold until Snap unless nearest A moves on LOS or goes in motion; if nearest 2 players are off LOS, punch off with 2 fingers at a 90 degree angle.
- O. Foul (Calling Official): After throwing your flag & the ball becomes dead by Rule, give a TO (2X) signal, then a prelim foul signal to the **R** & point to the offending team.
- P. Foul (**R** Signals **PB**): **R** moves to 1st Available Open Space; Do NOT Walk Around.

- Q. 4th Down Signal: All officials relay with Crossed Arms at chest level after 3rd down.
- R. Game Clock (Wind)(No First Down): After the Ball Becomes Dead Inside the Field Numbers, the **Wing** Winds the Clock (2X) and the **R** Mirrors (2X).
- S. Game Clock (Wind): Wind index finger (2X) so **R** knows to wind clock.
- T. Game Clock (Do not Wind): Use crossed arms so **R** knows to NOT wind clock.
- U. Incomplete Pass Signal (S10): Normal – chest high (2X) – covering official(s) only.
- V. Incomplete Pass Signal (S10) & Both Arms Sweep Out-of Bounds on Tight Sl Play.
- W. Juggle & No catch: Incomplete Pass Signal (S10) (2X), then Juggle Signal (2X).
- X. Passer: Incomplete Pass or Fumble: **R** rules Pass (S34); repeat (2X).
- Y. Play Clock -- 5 Seconds Remain: **BJ** raises arm with 5 fingers spread out for QB.
- Z. Play Clock (Reset): **BJ** raises arm over head & push upward (2X).
- AA. Punt OOB: Wing will raise his arm then drop it when the **R** “Chops” Him.
- BB. Reverse Mechanics: **R/Wings** – **R** Points at Wings and then the GL if the **Wings** Have the GL; if the **R** has the GL (No longer RM), he points at himself and then at GL.
- CC. Runner Down Before Fumble: Point to Ground Emphatically (2X).
- DD. Safety: Hold for 2 Seconds.
- EE. Snapper on FG/Punt/Try: **U** will roll his Arms (S19).
- FF. “T”: Given by **R** to **Wings** when Tee carried on Field by K.
- GG. TO Direction by Calling Official for Team TO: TO Signal (2X) Followed by Pointing with Both Arms (2X) Toward Team Who Requested TO.
- HH. TO Signal: **R** signals Team who Called Team TO (2X) With 2 Chucks of the Arms toward That Team’s GL.
- II. TO Signal: All Officials -- Stop Clock (2X).
- JJ. TO: When a team has used all 3 charged team TO’s, the **R** will pull down on the “steam boat whistle” (2X) & point to that team.
- KK. TB: Signal (2X).
- LL. TD: Do NOT mirror; Hold for 2 Seconds; Arms Straight Up and Palms Facing Each Other.
- MM. Touching a Pass/Kick at LOS: Anyone who sees it will use S11 (2X).
- NN. Trap & No catch: Incomplete Pass signal then run to spot and “Pound” the ground emphatically (2X).

(S #) refers to the NFHS Official FB Signal Chart in the NFHS Rules Book.

21. Third & Fourth Down Mechanics

- A. **LM/U**: Know where the LTG is – this is crucial!
- B. **LM/U**: Similar to GLM, move to the LTG immediately at the snap if the LTG is 5 YDS or less. It is imperative to be stationary at the LTG prior to the ball arriving.

22. Timing & TO Mechanics

- A. **R**: Check Scoreboard for correct number of TO’s before marking ball ready.
- B. **BJ** (When Clock is stopped): **BJ** signals **R** whether clock is started on the Ready or on the Snap. Note: This is due to the **U** talking with a coach, counting off penalty yards, etc. A “Top Contending” Crew will have most officials signaling the **R** on most plays. Ask your **R** -- He will tell you how much he appreciates it.
- C. **R/U**: The official facing the scoreboard rules on snap versus end of the period.

- D. **U**: Primary Responsibility for the Game Clock. He talks with the Timer before the game, times half time, and the interrupted game interval (lightning & thunder).
- E. **U**: Makes sure the scoreboard clock starts, when stopped, after the **R/U** signal start the clock. If it does not start, then **ALL** officials signal start the clock.
- F. **LM/U**: Signal TO (2X) when the runner is OOB, not when you run to the DBS.
- G. **LM/U**: Wind the clock (2X) when the DBS is inbounds between the numbers & SL.
- H. **ALL**: Every official MIRRORS every TO (2X) signal every time.
- I. **ALL**: TD, TB, Safety, & Incomplete Pass Signals automatically STOP the clock – do not follow any of these signals with a TO signal.
- J. **ALL** (Inside 2 Minutes & All TO's): Someone **MUST** visibly see that the scoreboard clock was stopped on OOB, incomplete passes, TO's, etc – it is that critical.
- K. **R/LM/U** (KO & Start the Clock): Kick hits/caught between hash marks -- **R** signals. Kick hits/caught in a side zone – **R/Wing** signal.
- L. **ALL** (Team TO): When it is necessary for several officials to get together & talk, then DO IT. But still keep an eye on "your" team as needed.
- M. **ALL** (Team TO): Calling official – Whistle, signal TO (2X), then point to the team. **R** signals TO (2X) facing PB, then turns toward that team's GL & points in that direction (2X) with both arms.
- N. **ALL** (Team TO): All 5 officials signal TO's REMAINING for each team to each other & record it. The **R** will give 2 "tugs on the steamboat whistle" & then point to the team when they are OUT of TO's.
- O. **LM/U** (Team TO): When a team is out of TO's, the **Wing** will inform the Head Coach.

23. Toss Mechanics

- A. **R**: Faces Scoreboard at 50 YL. **LM/U**: Opposite PB SL. **U/BJ**: PB SL.
- B. **LM/U & U/BJ**: Escort Captains & Introduce to **R**. **U/BJ** will delay walking until the **LM/U** is at the Numbers. Usually H is PB SL & V is opposite, but might be reversed.
- C. **U/LM/U/BJ**: Move to 45 YL with backs to scoreboard.
- D. **R**: Requests that each official introduce themselves to the Captains.
- E. **R**: Asks which Captain will call & asks him his "call", then repeats it.
- F. **U**: Steps forward & repeats Captains' "Call" of Heads/Tails.
- G. **R**: Tosses coin & catches it, then asks Captain to repeat the "call" again.
- H. **R**: Ask Captain if he wants to Defer or choose for the first half.
- I. **R**: If Defer, Signal PB. If chooses Kick/receive/GL, turn captains & signal PB.
- J. **R**: Discuss Sportsmanship with Captains & then check option with Crew.
- K. **2nd Half**: Bring 1 Captain each to center of field, secure options, & signal PB.
- L. **OT**: Toss, secure choices, turn captains, & signal PB by pointing to the GL.

24. Try-Kick Mechanics (TRYM)

- A. **Definition**: Try Kicked at 10 YL & ball snapped at 3 YL. The **Wing** who looks at the **R**'s back will go to the EL. (Assume Right Footed Kicker below so **U** will be on EL.)
NOTE: 4 Man Mechanics: The **U** will be under an upright with a **Wing**.
- B. **Initial Position (IP)**:
 - 1. **R**: 3 YDS Deeper than Holder & 10 YDS Wide of Holder at a 45 degree angle. If the snap is in the middle of the field, you will be 1 YD outside the hash.

2. **U**: 7 YDS off LOS, near TE, & Opposite **LM**
 3. **LM**: 10 YDS wider than TE on LOS
 4. **U**: EL & 3 YDS Outside Upright; Muddle Huddle: Stay on LOS until K shifts
 5. **BJ**: Under Upright Opposite **U**
- C. Read & React (R&R) Then Flow:
1. **R**: Communicate ASAP to crew when you see "Tee" & Kicker coming on field.
KEYS: Snap, Holder, Catch, NO FAKE, TE & WB Block, Rushers, and Kicker/Holder. Try is good – Watch players move toward SL & then signal TD to PB. Try is not good – Move toward players. If fake, move to SL fast. Yell "ball's away" when the ball is kicked to warn rushers to avoid kicker/holder.
 2. **U**: U will sound whistle when the kick is over his head. **KEYS**: Snap, Snapper, NO FAKE, Line Play. Try is good – Continue to officiate & watch players move toward SL. Try is not good/blocked – Strong whistle & voice. If fake, go to GL.
 3. **LM**: **KEYS**: Snap, FAKE, and TE/WB Block. Try Good or No Good/Blocked: Hustle in toward players with Strong whistle & voice. If fake, move immediately to GL.
 4. **U**: When kicked move under upright. If fake, move quickly to SL.
 5. **BJ**: If fake, stay on EL.
 6. **U/BJ**: Try is good – Both signal & move 2 YDS into EZ; Try is not good – Both officials signal no good (2X).

25. Whistle Mechanics

- A. **R** – Mark the ball ready for play when clear of any players
- B. When the ball becomes dead by Rule: Most cases – no more than 2 whistles – rarely 3. Who has the primary coverage?
- C. See leather, ball dead in possession by Rule before sounding your whistle
- D. Ball dead by Rule – strong short blast of your whistle; keep whistle in your mouth until the threat of a dead ball foul is over
- E. Whistle on every play – **No Exceptions**
- F. Short repeated blasts of the whistle to indicate:
 1. Signifying foul – away from play; out of sight.
 2. Time-outs
 3. Coach request for information.
 4. Stop play for unusual situation.
 5. "Chicken fighting" – Break up – "opponents talking to each other"
- G. Plastic whistle only
- H. Carry the whistle in your hand; not in your mouth.
- I. Finger whistle – must still use approved hand signals.
- J. **U**: Sound whistle on the Try when the ball is over your head.

NOTE: Prior to a COP or when there is no COP: If any Team A or K Player(s) goes OOB w/o being blocked: **LM/U/BJ** will throw their hat(s).

OHSAA APPROVED STANDARDS FOR FB OFFICIATING MECHANICS: “IF IN DOUBTS”

8/12/10

PREPARED BY BRUCE L. MAURER, PHD; DIRECTOR OF FOOTBALL OFFICIALS DEVELOPMENT

If in Doubts recommend not calling a foul in questionable situations, allowing play to continue instead of blowing the play dead, & giving the team the benefit of more favorable field position when it is difficult to determine where the ball is to be spotted. Please take some time to learn and understand how to apply each of the “If in doubts” in game situations.

1. If in doubt, consider the safety of all paramount to the game. (Rules 1 & 3)
2. If in doubt, it is **not** a foul. (Rule 2)
3. If in doubt, apply conserving/consuming time. (Rule 3)
4. If in doubt, the player is inbounds. (Rule 4)
5. If in doubt, measure for a first down. (Rule 5)
6. If in doubt, the airborne kickoff/punt near the goal line is **not** a touchback. (Rule 6)
7. If in doubt, implement onside kick mechanics. (Rule 6)
8. If in doubt, the kickoff/punt/pass is untouched. (Rules 6 & 7)
9. If in doubt, the pass is forward. (Rule 7)
10. If in doubt, the runner did **not** fumble. (Rule 7)
11. If in doubt, control of a pass followed by loss of possession is incomplete. (Rule 7)
12. If in doubt, the pass near the ground is a catch. (Rule 7)
13. If in doubt, the passer is behind the A LOS. (Rule 7)
14. If in doubt, the player is on the A LOS. (Rule 7)
15. If in doubt, it is **not** a touchdown or safety. (Rule 8)
16. If in doubt on a punt, the foul by R near the LOS is PSK. (Rule 10)

OHSAA Approved Standards for FB Officiating Mechanics: Timing Schedule Sub Varsity -- 4 Man Crew (8/12/10)

Prepared by Bruce L. Maurer, PhD; Director of Football Officials Development (DOD)

Prior to Kickoff (KO)

5:00PM	TIME ON CLOCK & CREW DUTIES	9:00AM
4:40pm	Crew (4 officials) -- Arrive on site; check-in with game mgmt; Discuss Incomplete Weather Policy?	8:40am
4:41pm	Crew -- Walks to field and talks with first available head coach	8:41am
4:41pm	Crew Introductions -- Look coach in the eye; firm handshake; smile; complete the following:	8:41am
	R -- Players legally equipped; captain's #'s; QB/K/P -- Right or Left;	
	Note 1: If storms are forecasted, ask for help from coaches in seeing lightning/hearing thunder	
	LM (V)/ U (H) -- Get back coach; unusual play; get player's # who committed foul;	
	explain unusual situations/penalty enforcement; will change if V is on PB SL & H is opposite PB	
	R - Team box emphasis; players on the edge- UNS- do you want to take care of it? Good luck!	
4:50pm	U (H) & U/LM (V) -- Secure captains; max -- 4 captains/team	8:50am
4:51pm	R -- Flip coin	8:51am
4:52pm	Crew (4 officials) -- Record toss winner & options selected	8:52am
4:53pm	R/U Inspect Field; U Checks Balls; LM Talks with Chain Crew	8:53am
4:58pm	Crew (4 officials) meet at 50YL (center of field) -- 9th/JV	8:58am
4:59pm	Crew (4 officials) Meet at 35YL & Place Ball -- 7th/8th; Jog to KO Initial Position -- 9th/JV	8:59am
5:00pm	R -- Sounds whistle for Snap (7th/8th) or KO (9th/JV)	9:00am

Halftime (10m + 3m)

TIME ON CLOCK		
10m	R -- Wind game clock for 10 minute halftime- crew sets watches; U times the halftime	10m
5m	U (H) and U (V) -- Go to team locker rooms or team meeting on/near the field	5m
4m	U (H) and U (V) -- Inform Head Coach Only of remaining time for half time	4m
0m	If the teams leave the field, the U (H) & U (V) will escort them to the field	0m
3m	R -- Wind game clock for 3 minute warm-up	3m
3m	U (H) & U (V) -- Bring 1 captain to 50 YL (center of field); R --Secure options and signal PB	2m
2m	Crew (4 officials) -- Meet at 50YL (center of field) --9th/JV only	2m
1m	Crew (4 officials)-- Meet at 35YL & Place Ball -- 7th/8th; Jog to KO Initial Position -- 9th/JV	1m
0m	R -- Sounds whistle for Snap (7th/8th) or KO (9th/JV)	0m
	Note 2: U will time all 30 minute intervals for an interrupted game due to thunder & lightning	
	Note 3: Time may be earlier due to walking distance from locker room to field	

OHSAA Approved Standards for FB Officiating Mechanics: Timing Schedule Varsity -- 5 Man Crew **(8/12/10)**

Prepared by Bruce L. Maurer, PhD; Director of Football Officials Development (DOD)

Prior to Kickoff (KO)

7:30PM	TIME ON CLOCK & CREW DUTIES	7:00PM
6:00pm	Crew (5 officials) -- Arrive on site; check-in with game mgmt. Discuss Inclement Weather Policy?	5:30pm
6:30pm	Timer -- Reports to locker room for discussion.	6:00pm
6:30pm	U -- Approve balls for H & V	6:00pm
6:49pm	U -- Ask crew -- flags? Bean bags? Whistles? Coin? (Prior to leaving locker room)	6:19pm
6:50pm	Crew -- Walks to field and talks with first available head coach	6:20pm
	<i>Note 1: Time may be earlier due to distance from locker room to field</i>	
6:55pm	Crew Introductions -- Look coach in the eye; firm handshake; smile; complete the following:	6:25pm
	R -- Players legally equipped; captain's #'s; QB/K/P- Right or Left	
	<i>Note 2: If storms are forecasted, ask for Coaches help with seeing lightning & hearing thunder</i>	
	LM (V)/ U (H) -- Give Lineup Card; Get back coach name; unusual plays; get player's # who committed foul;	
	explain unusual situations/penalty enforcement; will change if V is on PB SL & H is opposite PB	
	R - Team box emphasis; players on the edge- UNS - do you want to take care of it? Good luck!	
7:05pm	U/BJ (H) & U/LM (V) -- Secure captains; max.-- 4 captains/team	6:35pm
7:10pm	R -- Flip coin	6:40pm
7:12pm	Crew (5 officials) -- Record toss winner & options selected	6:42pm
7:13pm	Crew -- Inspects field; talks with ball persons; stretch and loosen up	6:43pm
7:14pm	Both Teams Clear the Field	6:44pm
7:15pm	LM -- Talks with Chain Crew; Bands Pre-Game Begins	6:45pm
7:28pm	Crew (5 officials) -- Meet at 50 YL (center of field);	6:58pm
7:29pm	Crew (5 officials) -- Jog to Kickoff Initial Position	6:59pm
	<i>Note 3: U</i> steps on field at field with stop sign signal until clock is set to 12:00 for 1st qt. then tells R	
7:30pm	R -- Sounds whistle for KO	7:00pm

Halftime (20m + 3m)

TIME ON CLOCK		
20m	R -- Wind game clock for 20 minute halftime- crew sets watches; U times the halftime	20m
5m	U/BJ (H) and U/LM (V) -- Leave official's locker room for team locker rooms	5m
4m	U/BJ (H) and U/LM (V) -- Inform Head Coach Only of remaining time for half time	4m
0m	Both teams arrive at the field escorted by the U/BJ (H) & U/LM (V)	0m
3m	R -- Wind game clock for 3 minute warm-up	3m
3m	BJ (H) & U (V) -- Bring 1 capt. to 50 YL (center of field); R --Secure options and signal PB	3m
2m	Crew (5 officials) -- Meet at 50 YL (center of field)	2m
1m	Crew (5 officials) -- Jog to KO Initial Position; sound whistles to get teams ready for 2nd half	1m
	<i>Note 4: U</i> steps on field at numbers with stop sign signal until clock is set to 12:00 for 3rd qt. then tells R	
0m	R -- Sounds whistle for KO	0m
	<i>Note 5: U</i> will time all 30 minute intervals for an interrupted game due to thunder & lightning	
	<i>Note 6: Time</i> may be earlier due to walking distance from locker room to field	
	<i>Note 7: OHSAA Playoffs: 1st game-</i> arrive 2 hours before KO. <i>Subsequent games-</i> arrive 1 hour 30 minutes prior to KO	

OHSAA Approved Standards for FB Officiating Mechanics: State Requirements

8/12/10

4.1 Regular Season Officials Requirements

- 4.11 High School Varsity — Class 1 OHSAA football only.
- 4.12 High School Reserve/Junior Varsity — Class 1 or Class 2 OHSAA football only.
- 4.13 Freshman/7-8th grade — One OHSAA Class 1, 2, or 3 official is required. All additional officials shall be OHSAA Class 1, 2 or 3 officials or officials in training.

4.2 Tournament Officials Requirements

- 4.21 Tournament level to which applicable — Regional & State.
- 4.22 Minimum Requirements
 - 4.221 Must have been an OHSAA Class 1 football official in good standing the previous year. Must be a Class 1 official during the current sports year.
 - 4.222 Must officiate a minimum of 8 high school varsity football games during the current Ohio season in a 5 man crew.
 - 4.223 Must have officiated a minimum of 8 high school varsity football games during the previous Ohio season .
 - 4.224 Must attend or go online for 1 OHSAA State Football Rules Interpretation Meeting.
 - 4.225 Must attend a minimum of 4 local rules discussion meetings.
 - 4.226 Must officiate during the current football season a minimum of 8 varsity high school games at the position for which applying in a 5 man crew only.
 - 4.227 Must complete an application certifying the above requirements and return the completed application to the OHSAA.
 - 4.228 An official is ineligible to work a Championship Football game in successive years.
 - 4.229 Must be physically fit; possess an athletic appearance; & able to read, react, and flow.
 - 4.230 Must use all OHSAA Approved Standards for FB Officiating Mechanics.
 - 4.231 Must arrive at the game site 1.5 hours before game time and dressed in a professional manner (no blue jeans, no baseball hat, and no t-shirt).
- 4.3 **Required Uniform**
 - 4.31 Black and white vertically striped, long or short-sleeved knit shirt. The shirts shall have one-inch stripes, a black knit cuff and Byron collar. All officials in a given game shall wear the same type shirt.
 - 4.32 Standard, all white tapered knickers worn with a short overlap below the knee (not more than four inches). The alternate black pants with white stripes may be worn when long sleeve shirts only are worn. For non-varsity games, white or black shorts may be worn. (2011 Season: Black Shorts will be required) The entire crew should be dressed alike.
 - 4.33 One-piece northwestern stripe stocking. For non-varsity game, white crew socks may be worn (2011 Season: White ankle socks only will be required with shorts).
 - 4.34 Solid black football shoes with black laces.
 - 4.35 Black baseball cap with white piping, except the Referee who shall wear a white cap.
 - 4.36 Black leather belt 1 1/2 to 2 inches wide with plain buckle.
 - 4.37 Black and white vertically striped jacket when worn during the game.
 - 4.38 Blue or white bean bag (Effective 2011 Season: Blue bean bag will be required).

The uniforms should fit properly and be clean and neat. Shoes should be shined before each game. No jewelry may be worn except wedding band, medical ID or religious medal and a watch. Emblems and patches are not permitted on the officiating uniform.

NOTE: This material can be found on Page 19 of the 2010 OHSAA Handbook for Officials

OHSAA Approved Standards for FB Officiating Mechanics: Reminders for Observers

Ed Hochuli's "Ten Commandments of Observing" Released on MyReferee: October 2009
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Let's keep the some things in mind when evaluating/observing/teaching:

1. Be Fair and Impartial. We know many of the officials we are watching. That shouldn't, and can't, affect our opinions. We must be above reproach.
2. We Do Not Know All the Answers. Find out what happened and why. Then offer suggestions on how it might have been done better.
3. Be Constructive. Remember the purpose of observers is to improve the quality of the officiating. That the only way your comments can help an official to improve is if you share the comments. Go in the locker room after the game and go over all your notes with the entire crew. If not, call the Referee the next week. It is imperative that we share all comments with them — both good and constructive.
4. Be Consistent. The biggest complaint is that we are not consistent. We really need to give everyone the same information.
5. Do Not be a Distraction. If the R invites us to the pregame, we should go if we can, but never go into the official's locker room without being invited by the Referee. Call the R during the week before the game and ask permission to come in to the locker room.
6. Be Discreet with Your Constructive Comments. Our criticisms should be shared with the crew, but not with other officials or coaches. We should be a positive influence on the program, and should not criticize officials to other officials or coaches.
7. Praise at Least Three Times as Much as You Criticize. We all know people respond better to positive comments than negative, so whenever possible, cast even your criticisms in a positive manner — perhaps by praising someone else on the crew as a means of pointing out to another crew member a better way "to do it."
8. Do Not be Afraid to Say "I Do Not Know." Often we are asked what we thought about a particular play, whether the pass was caught, what the proper mechanic or Rule is, or what happened on a particular play. And often we don't know.
9. Do Not Judge Fouls from the Stands. Our job as observers is primarily "mechanics oriented" rather than "penalty oriented." We will occasionally be able to comment on a foul, but normally, we won't see it, or we won't get nearly as good a look at it as the official got.
10. Do Not Forget What It is Like to be on the Field. Remember how quickly things happen on the field. Remember the angles on the field are different and people can be screened or distracted by other action.

OHSAA FOOTBALL EVALUATION FORM

DATE	SITE	OBSERVER	HOME	VISITOR
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JUST HOW BIG IS OHIO HIGH SCHOOL

FOOTBALL

45,000 Student Athletes Play HS FB in OHIO

1.5 Million Fans Watch HS FB Every Friday Night

715 High Schools Play FB in Ohio

\$4.4M - \$4.8M OHSAA State FB Tournaments

Yearly Income

3,400 Licensed OHSAA FB Officials

JUST HOW BIG IS HIGH SCHOOL FOOTBALL IN

THE USA

1,112,303 Student Athletes Play FB in the USA*

FB is the # 1 Participatory HS Sport in the USA*

759 Girls Play HS FB*

*2008-09