TO: OHSAA Football Officials

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

Subject: FB Bulletin - Week 4; 9/13/2018

Indicated below are some items that have arisen during Week 3 & at Local Officials Association Meetings. These Rulings supersede any previous ones issued.

1. GLM: It is IMPERATIVE that the Wings go immediately to the GL when the ball is snapped on or inside the + 5 YL. And, when the ball is snapped between the +10YL & +5YL then the Wings need to start moving to the GL at the snap. Wings need to be at the GL prior to the ball arriving. If the LTG is between the LOS & the GL, and it is 3rd or 4th down, then the Wings need to move to the LTG initially while reading the play.

2. GLM: Wings do not “open the door” when the ball is spotted on the + 10 YL to the GL. Runner ran wide & then went directly to the pylon. There was no Wing at the GL.

3. Low Blocks: We have received too many video clips of low blocks not called recently. For example, if a wing back is not lined up on the LOS, he cannot block low. Wings & BJ must determine prior to the snap whether a player can block low or not at the snap. Also, we saw repeated illegal low blocks by the same B player against a pulling back not called. And remember an Illegal Low Block is a 15 YD penalty, Not a 10 YD Penalty.

4. Consume/Conserve & Intentional Grounding: A is behind & out of timeouts. QB A1 throws a long forward pass to the + 6 YL for a first down. A1, in shot gun formation, spikes ball to stop the GC after R marked it ready. 6 seconds remain on the GC in the 4Q. Ruling: Penalize A 5 YDS from the spot of the pass & wind the GC on the Ready. R needs to tell QB the GC will be start on the Ready Signal. Wings need to communicate this to the HC’s. REMEMBER: There is NO 10 second runoff in NFHS Rules.

5. KO OOB: Officials are to drop their flag at the Spot where the KO went OOB’s as this could be a spot of enforcement, not throw their flag into the air.

6. Suspending Players: When a player(s) need to be suspended for a short period of time implement Game Management Mechanics (GB, P. 14, # 17). Call an official’s time-out. The Crew will record the player (s) #’s on all their game cards. The Wing will escort the player (s) to the SL & inform the HC of the player’s action. Then, later, if the same player must be suspended again, penalize him for UNS (assuming it is a non-contact act). Note: The HC can send the suspended player back in the game when he is “ready to play FB”.

7. Ineligibles Downfield: Excellent officiating & Crew communication – after the play the HL indicated he saw ineligibles downfield 3 – 5 yards. He was pretty sure ball crossed the LOS. U confirmed ball was clearly beyond the LOS & was not touched. Then the flag was thrown for Ineligible Downfield. As we know sometimes there is a lot of “traffic” in front of the U & it can be difficult for him. The Wings/BJ can make a “Crew Call”.


8. Rule 3-4-7: Late in a close game & under 2 minutes. Completed pass short of LTG. QB spikes the ball legally. A-66 then false starts before the next snap. The offended team HC wanted the Crew to wind the GC. NO!! Please study & know this important Rule.

9. KO Rules: Watched multiple video clips where all 11 KT Players were more than 5 YDS behind the KT’s Restraining Line. As we know this is a Dead Ball Foul for a Free Kick Infraction when the R marks the ball ready-for-play. We must know the Rules.

10. Player’s Numbers: Rule 1-4-3. A player seen on TV wearing a number 0. Is this a legal number? Discuss in your pregame how the Crew will check all players’ numbers.

11. OPI & Where Pass Was Caught: BJ called OPI on a pass caught behind the NZ. Obviously, if the pass is caught here one or both of the Wings are in R&R 1. They need to talk with the BJ immediately & wave off this flag. This would be a “Crew save”.

12. Positive Preventive Officiating: A). A23 could have blind side blocked B23 – Wing told A23, “good job easing off & using his hands to block”; B). B65 approached the Passer quickly & at the last second veered off & did not hit him after the R said “balls away”. R says “good job for staying off the QB”; Our presence & communication with the players can play a significant role to reduce some fouls.

13. Rule 10 – Kicks: RT ran into the Kicker during a scrimmage kick & it was correctly called by the R. Does new Rule 10-4-2 Exception apply here? Please discuss in the pregame.

14. Tournament Playoffs: Some of the Crews numbered 15 – 28 will have a CJ this year.

15. Coach/R Conference: If the HC asks for a conference & the Crew’s decision does not change, the HC must be charged with a Team TO, or if none left, then Delay of Game.

16. Blind Side Block (BSB): G/call by BJ/LJ Except one of their flags hit a player. We do not need our flag to hit “the” spot. The corresponding YL works great.

17. LJ & BJ Mechanics: Long pass thrown to receiver near the field numbers. BJ had DPI & LJ had incomplete pass only. Excellent Mechanics – BJ & LJ got together, talked, & then the BJ signaled DPI to the R. It is imperative that the officials get together & talk in these situations. Remember the Rules Philosophies on GB P. 41 & 42 regarding PI.

18. Knee Pad: A VB/WR/BSKB type knee pad is legal. The pad is under the pants and the pants cover the knee.

19. Wings on Try - Muddle Huddle: Stay in GLM until the KT shifts to Try-Kick. Then the R must tell the KT to wait until the U has a chance to move under the goal posts.

20. U & GLM (4 Officials): Ball snapped on + 9 YL. A2 ran toward EL & possessed ball in the air. He came down with his foot barely on the EL under the goalposts. The U indicates incomplete pass & receiver OOB’s. Both Wings indicated they could not get near the EL in time to make this challenging call. Well done by the U.

21. R & Ready Signal (4 Officials): Make sure the U has a chance to get to his IP on a Punt.


Best wishes for a Great game this weekend!!