

TO: OHSAA State FB Tournament Officials

FROM: Bruce Maurer, DOD & Henry Zaborniak, Jr., Assistant Commissioner

Subject: FB Bulletin # 2011-2 (Week 11); 11/2/11

Greetings!! CONGRATULATIONS on your selection as one of Ohio's 480 State Tournament Officials. We hope you have great games and a wonderful experience. In order to help facilitate this experience we will be forwarding Bulletins each week during the State Tournaments. Please cover this info during your pre games. This first bulletin will cover items that have occurred and been observed during weeks 1 – 10 of the regular season. If you have any questions, please feel free to email me bmaurer.38@gmail.com.

1. Week 11 (Nov. 4 & 5) – Arrive at the OHSAA State Tournament game site 2 hours before game time. Why? It will take longer due to most crews not knowing each other. Beginning Weeks 12 thru Week 15 (Nov 11 thru Dec 3) arrive at the game site 1 hr. & 30 minutes before game time.
2. Coin Toss (as indicated on P. 25) is 20 minutes before KO. That means the coin is flipped at 20 minutes, NOT that the officials secure the captains at 20 minutes. Meet the first available head coach 35 minutes before KO on the field.
3. Timer – the **LJ** meets with the Timer, NOT the **BJ**. Have the Timer set the game clock so it will expire 1 minute prior to scheduled KO time, so we do not have to wait for the scoreboard clock to be reset to 12:00. Kickoff at the scheduled game time.
4. Please find attached the 2011 FB TV Time Schedule for games that are televised. Follow this schedule and discuss it with the TV liaison. The **LJ** is responsible for coordinating & recording TV time-outs during the game.
5. NEW EFFECTIVE November 4: We have carried a NFHS Rules Book & Case Book to the field in the past. However, it has never been written. Now it is. If the HC wants to have a Coach/Referee conference to discuss a misapplication of a Rule, then do it. If the HC & the officials disagree on the ruling, then **EVERY CREW IS REQUIRED TO SHOW THE HC IN THE RULES &/or CASE BOOK** what the ruling states. Incredibly this year, we had some of the most basic Penalty Enforcements enforced incorrectly (OPI & DPI). The crew failed to check their books.
6. Communication: Be exact with the Terms listed in Definitions (Rule2) when discussing challenging situations. Take your time – even though we might “not look good”, if we get it right, that is what counts. Answer any legitimate question from the Head Coach. Be Careful what you say and how you say it – You are there to Defuse Rather than Incite. You Can't Misquote Silence. Talk Low and Slow.
7. Observers – John Crispino (SW), Ron Fuller (NE), John Keener (E/SE), Phil Kiser (C), & Ken Myers (NW) have graciously volunteered to be our District Coordinators of OHSAA State Tournament FB Observers again this year. We would like to THANK THEM VERY MUCH for their service. They have recruited over 135 OHSAA FB Observers –WOW!! We want to say THANK YOU for their volunteering to help us improve football officiating in Ohio. Almost every game will have an observer or two at the game. Please give them the respect they deserve by giving them your

attention in the locker room and NOT undressing or showering while they are sharing their thoughts. And personally thank them for taking time to help us all.

8. GL Mechanics: **Wings** are responsible for being at the GL prior to the ball arriving. You **MUST** start 2 YDS OOB & move to the GL quickly, especially once the ball is at the +5YL.
9. Restricted Area – the 6’ belongs to the officials ONLY when the ball is live. ENFORCE IT!! Warn, especially early, when warranted. Officials who fail to enforce the Restricted Area are subject to losing subsequent Tournament Games this year or not working tournament games next year.
10. Officials Uniform – All officials must wear black pants & black socks.
11. Study the OHSAA Gold Book. Officials have had 14.5 months to learn and practice the new mechanics. You have been selected as a State Tournament Official – You are expected to set the “Standard”. Some reminders include: A. The **R** must be 10YDS deep and 8 YDS wide from the QB on all non-kick plays. Too often this year on, the **R** has been too close to the QB, and then been hit or nearly hit. B. **Wings** on non-kick plays need to move on to the field and be “part of the game”, especially when they are on the “back side”. C. The **BJ** is at 17 YDS from the LOS until we implement GL Mechanics. He always lines up between the GP Uprights. For example, if the ball is snapped at the + 14YL the **BJ** will be 3YDS deep into the EZ where he can move to the GL to help the **Wings** on a run or short pass. D. KO’s: **U & BJ** run to the hash marks. E. Try-Kick: **Wings’** IP is the Numbers then run in once the ball is kicked. F. Pen Enf.: All 5 officials are responsible for it. Know the Rules. G. Pass/Run Plays: **BJ** – do not run up the field to the pile. Your job is to stay back, swivel your head, & watch for dead ball fouls. Of course offer support in the side zones & the side lines.
12. Player Equipment: Check the players before the game for play cards, sweat bands (wrist only), eye shade (no writing), tinted eye shields, tinted glasses (legal), & pants that cover the knee. A comment from an official’s email: “During a State Tournament TV Game last year, I saw illegal player equipment & these are “supposed” to be some of the best officials in the state.” Let’s not embarrass ourselves, our crew, or the 3,400 officials who are “our brothers”.
13. Whistles: In most cases there should only be 1 or 2 whistles on a play. **U** – We expect you to sound your whistle when the ball is dead at your feet or near you. A Pretending Crew has 4 or 5 whistles on a play. One strong blast only. We sound the whistle multiple times ONLY for situations listed on P.26.
14. Signaling: Review PP. 23 & 24. You are expected to use them as listed in the Gold Book.
15. Communication: Give the Prelim Signal to the R when a foul is called and there is 1 flag. If there are 2 flags, then the 2 officials get together, discuss, then 1 gives the Prelim Signal to the **R**. Obvious 5 YD Dead Ball False Starts and Encroachments should be enforced and the ball marked ready within 10 seconds.
16. Study extension of period, consume/conserve, & fouls on and after scoring plays. We expect the **BJ** to tell the **R** at the end of each period that there is “no extension”.

BEST OF LUCK to everyone!! Ask yourself, do I have the courage to “step up to the plate” and help my fellow official. And does my ego welcome the “help” from a fellow official. THEN can we both discuss it with no emotion and no ownership so we can “Get It Right”. We owe it to the teams. Take Care!!

TO: OHSAA State FB Tournament Officials;

FROM: Bruce Maurer, DOD & Henry Zaborniak, Jr., Assistant Commissioner

Subject: FB Bulletin # 2011-3; 11/10/11

Greetings!! We hope you had great game and a wonderful experience during Week 1. I have received over 95 Observations and there were many positive comments along with areas where we can all improve. Please cover this info during your pre games. This bulletin will cover items that have been observed during week 11. If you have any questions, please feel free to email me at bmaurer.38@gmail.com. (As my former mentor Fred Beekman used to say in class, "The only dumb question is the one we do not ask!!").

1. Crew and Individual Goals: One of the best crews I was on in the NFL was led by our R, Gary Lane. Before each game each official would state a Goal for that game that he was personally going to improve upon along with a Goal to help the Crew. We stated these Goals in front of our Crewmates and discussed them openly. Then at halftime and after the game we would review them in a positive and honest environment. R – Please discuss during the Pregame.
2. KOM: Both the BJ & U IP is 6' off the SL as indicated in the Gold Book.
3. OKOM: If in doubt we go to OKOM. One HC told the crew that they onside kick most of the time. When this happens the BJ & U are on the K line & the LM & LJ are on the R line.
4. KO OOB: Ball is spotted at the near hash when we place the ball at the 35 YL.
5. CREW: When the game is over run to your locker room. Especially if you have to move thru the crowd. Prevention is the key.
6. Wings: When the runner goes to the opposite side zone, move at a diagonal toward the hash mark and attempt to stay even or slightly behind the runner. This enables you to be in perfect position to help with CROSS FIELD MECHANICS. R – Please discuss CFM in your pregame. We saw too many missed forward progress spots due to the front side wing simply running to where he thought the dead ball spot was. When the runner is knocked back in your side zone downfield look to the back side wing for help.
7. Restricted Area (RA) – We have had reports of coaches and players in this area during a live ball. We EXPECT you to lead by example. I am asking the Observers to make a Special Note if the RA is NOT enforced and send me an email regarding the name of the official and the Crew. We will make changes if necessary. We would prefer not to! And keep the coaches off the field between downs – we had one report of a coach halfway to the numbers signaling the play.
8. CREW: We do not give CATCH signals into the field of play – only on the boundary line.
9. CREW: When walking the field move the "G" markers back 12' so we have room on GLM.
10. R's R & R on Pass Plays: Do not move toward the QB when he is in the pocket.
11. LM: Do NOT look over your shoulder to see if it is a first down. That is the responsibility of the LJ. We had 2 instances of LM stopping the clock when it was NOT a first down.
12. HZ has R Reports of caustic language by Coaches during games. Penalize as needed if the language is vicious and demeaning to you and is directed at you. A favorite statement we used

on Sundays upon hearing something was to turn to the person and say, "Coach, what did you say?" If he repeated it, we would penalize it.

13. OBSERVERS: We want to personally thank them for an outstanding job this past weekend. We had approximately 95+ games observed. Many of them, including myself, sat in the cold to observe the game with the Goal to improve officiating in Ohio and make the experience for the high school athlete as wonderful as possible. Please extend a heartfelt thanks to them for volunteering their time to help us all improve. THANK YOU VERY MUCH.
14. U: Spot the ball quickly then move immediately to your IP.
15. Untimed Down: The BJ is responsible to inform the R at the end of the period that there is no live ball foul accepted on the last timed down, and thus no extension. Observers: watch the BJ at the end of the period to see if the B J runs up to the R and informs him.
16. Towels cannot have any writing on them, including the name of the school as seen on TV.
17. Ineligible Downfield: R – Tap you head once rather than multiple times.
18. Penalty Announcement by R: Use Dead Ball when necessary. There is no mention of offsides in the NFHS Rules Book. The correct term is encroachment.
19. U on Penalty Enforcement: Walk or Jog off penalty yardage (your choice) and only swivel your head to check with the mark off by the LJ/LM after you have arrived at your spot.
20. Enforce Illegal Formations regarding interior linemen: When in the "gray" area, warn the team once, tell the HC, then penalize the next time.
21. Clock: We had a FST while the clock was stopped and 7 seconds ran off it. Please be vigilant regarding the game clock. Back side wing official – sneak a quick look after the play.
22. I observed 1 game with a KO at the 5 YL and then a KO later by the same team and the LM/LJ were still at the 10YL. Our GOAL is to be deeper than the KO so we can see in front of Runner.
23. GLM: We still have officials who do not know IP on GLM. Discuss this in your Pre-Game. Study the Gold Book before the next game. The Wings need to be 2 YDS outside the pylon when the runner approaches the GL. Close down if the runner goes hard into the opposite side zone.
24. BJ & Play Clock: Put up hand with 5 fingers, and then count down with your fingers 5-4-3-2-1, even if the Stadium has play clocks. The QB might not have seen a play clock all year.
25. LM & Punt Mechanics: Delay briefly at the LOS to see if there is a chance of a blocked punt, then move downfield 10 yds, observing the blocking. Slide down further on a deeper punt. I observed a LM sprinting down field ahead of the R & K blockers. Please discuss Punt Mechanics.
26. BJ on KO: Jog up the PB SL and clear the players/coaches back 6'.
27. BJ and U on Try: When signaling move 2 yds **straight** ahead into the EZ.
28. Fwd Progress: 1 loud whistle blast when the runner's fwd. progress is stopped.

BEST OF LUCK TO EVERYONE THIS WEEKEND!!! It is a Great time of the year in OHIO. We are all truly blessed to be part of the State Playoffs. Work together as a team and truly LISTEN to your crewmate before responding. And ENFORCE the Restricted Area.

"Keeping our eyes on continuous improvement is surely the most likely way to motivate people to work on getting better."

TO: OHSAA State FB Tournament Officials

FROM: Bruce Maurer, DOD & Henry Zaborniak, Jr., Assistant Commissioner

Subject: FB Bulletin # 2011-4; 11/17/11

Greetings!! We hope you had great game and a wonderful experience during Week 12. I have received over 140 Observations and there were many positive comments along with areas for improvement. Please review this bulletin during your pre game. This bulletin will cover items observed during week 12 of the State Playoffs. If you have any questions, please feel free to email me at bmaurer.38@gmail.com.

1. PE: Try-Kick – Wings called a Dead Ball Encroachment prior to the Snap. Then they gave the options of “either/or” to the Kicking Captain. In other words the Encroachment Foul can be enforced either on the Try or KO. They choose the KO. WRONG. It must be enforced on the Try. Please review Scoring Plays & Where Fouls are enforced. (This crew has over 75 years of experience.)
2. PE: K Onside Kicks – Directly into the air. Multiple R Players signal Fair Catch. K hits an R Player while the kick is in the air. Kick Catch Interference correctly called. Options given to Team R: Rekick with a 15 yard penalty or K’s Ball. WRONG. R can take the ball at the spot of the foul. Please review this play and the enforcement. (This crew has over 75 years of experience.)
3. Extension of Period: With 24 seconds remaining in the 2nd period, Team A is called for a holding penalty which is accepted. The R correctly winds the clock after the penalty. The game clock expires. The R signals “End of Period”. WRONG. We must extend. The BJ, who has “Primary Responsibility” for Extension of Period did NOT tell the R to extend. This is a classic example of why, when we created the Gold Book last year, we want the BJ to communicate VERBALLY at the End of the Period. (This crew has over 75 years of experience.)
4. SUMMARY ON Numbers 1 – 3 Above: In each case someone had the opportunity to be the “hero” and “save the crew” – could someone be thinking about the play and what the Rule is. Even if we do not look great in the process of sorting these plays out, at least we want to get it RIGHT.
5. Aggressive Officials: We have had multiple instances of officials being too aggressive and telling the Crew that they are right on PE, and thus intimidating the other officials. And then they are wrong. In these situations it is the responsibility of the R to “draw out” the other officials opinion because one of them might be right and “save the crew”.
6. PE: Roughing the Passer on a Completed Pass beyond the LOS – No need to ask the HC about acceptance or declination – simply “tack it on” at the DBS.
7. GLM & RM: Wings need to make their initial movement to the GL immediately. Once the ball is snapped, immediately start toward the GL then officiate back to the ball. Even when using R & R 1, start IMMEDIATELY toward the GL. We MUST be at the GL before the FB arrives.
8. FST: Hands “near the ground” is interpreted as “hands below the knees”.
9. Wings & Dead Ball Officiating: We have at least 4 observations of Wings being in TOO BIG A HURRY to secure the FB near the SL. Officiate **FIRST** the dead ball action. We missed a late hit

due to looking for a FB. If the opposite color jersey is in the team bench, watch them carefully until they return to the field of play.

10. Signaling: For Double Stakes & "Inside 2 Minutes" there is no mention in the Gold Book regarding where (waist level, shoulder level, above the head, etc). Continue to do what is comfortable. We will specify a location for them in 2012.
11. LM & Down Box: Tell the Down Box Operator to move to the Succeeding Spot before switching the down. We had a challenging situation with the Down Number that the Crew worked through and got it right. It would never had occurred with the before mentioned operation.
12. Try Mechanics: When Team A runs or passes and the runner is short of the GL, the Wings mark forward progress ONLY. Do NOT give the "no score" signal. Why? What if one Wing signals "no score" & the other Wing signals TD. The R, after officiating the dead ball action, will turn to the PB and signal "no score".
13. Injured Crew Member: Have a Contingency Plan if any of the 5 officials cannot continue.
14. U: Can use either a white towel or black towel. We will be going to black towels in the future.
15. R & LJ: As indicated in the Gold Book, both the R & LJ wind the clock when it has been stopped & by Rule it is to be wound. This enhances communication with everyone.
16. Wings & KO IP: After the 1st KO for each team the ONLY options are GL or 10 YL unless it is a suspected or obvious onside KO. The 5 YL is NOT an option. If in doubt, deeper is better.
17. R & End of the Period: Look sharp & be professional. Secure the FB & face the PB. We had instances of not facing the PB & holding up an empty hand.
18. R Pre Snap Mechanics: There is no need to be over the ball after every play. Move to a position at least 15 YDS deep, and then adjust to 10 YDS from the QB once you know his position. By doing this we do not delay the snap and hurrying to our IP at the snap.
19. R Pre Snap Mechanics: If we have to be over the ball for a measurement or other administrative situation, AND Team A is over the ball, back out rather than turn your back and jog out.
20. Pre Snap Mechanic: Anything close to "simulating the start of the play, make it a false start (FST). We had a play where the motion man took a quick step toward the LOS & simulated the start of the play.
21. Timing Mechanics: **Wing** winds the clock (2X only) when the DBS is between SL and inside the Field Numbers 2X. The **R** then mirrors the Wing wind to communicate with the PB, coaches, etc.
22. KOM: We expect the **BJ** and the **U** to run to the 50YL hash mark immediately after the kick & officiate as you move in. We have seen U's running to the 45 YL hash. **Observers**: Watch this on the opening KO and if needed, communicate it with the Crew at half time.

BEST OF LUCK WITH YOUR GAMES THIS WEEKEND!!!!!!!!!!!! ENJOY THE MOMENT!

"We Might Not Be Perfect, but We MUST Be Excellent." Unknown

TO: OHSAA State FB Tournament Officials

FROM: Bruce Maurer, DOD & Henry Zaborniak, Jr., Assistant Commissioner

Subject: FB Bulletin # 2011-5; 11/22/11

Greetings!! We hope you had great game & a wonderful experience during Week 13. My son accompanied me to 2 games Friday Night. He mentioned enthusiastically how much improved we are this year versus a year ago when he was with me. Congrats!! We have come a long way in 1 year!!

Please review this bulletin during your pre game. It will cover items observed during Weeks 2 & 3 of the State Playoffs. If you have any questions, please feel free to email me at bmaurer.38@gmail.com.

1. Toss: An **R** turned the teams the wrong way &, fortunately, the crew corrected the **R**. The **R** needs to tell the appropriate captains to "put their backs at the Goal they wish to defend".
2. GLM: Saw some Great calls at the pylon the past few weeks. The **Wing** was in perfect position, 2 YDS OOB behind the pylon, & waiting for the runner to arrive. This is why we must use GLM!
3. SL Judgment: If the runner is hit near the SL and knocked back & OOB (and you give FP ahead) the **Wing** will wind the clock & the **R** will mirror, unless it is a 1st down. The **back side Wing** must help with this play using Cross Field Mechanics by hustling into his hash mark.
4. **R** Announcement: The **R** announced the Personal Foul resulted in a first down. It was more than 15 YDS for a 1st down. The chains were moved. Fortunately, the Crew corrected the **R**'s announcement and reset the chains. We need to communicate earlier.
5. **Crew** before the Game: Position yourself in advance as to where the teams are entering the field. Be Proactive. We had a crew that stood together for the National Anthem at the opposite end of the field from where both teams entered. We know with today's game what the potential is. And we know how our "presence" can prevent certain things from happening.
6. **U** Enforcement of a Penalty: The penalty yardage should have been "half the distance". Instead, the **U** marked off the total yardage. Fortunately, the Crew corrected the **U**.
7. COMMUNICATION/COMMUNICATION: #'s 4/5/6 above are examples of **Crew** Communication and all 5 officials being involved in communicating. When we have a 15 YD penalty being enforced inside the + 30 YL, all 5 officials must be saying "half the distance".
8. **R** Pre-Snap Mechanics: If Team A is over the ball or approaching the LOS, back out to your IP rather than turn your back & jog to it. Your safety is paramount.
9. KOM & Timing: The **Wings** do not wind the clock on KO's when the FB is kicked between the hash marks. Only the **R** winds the clock (P 25, # 25 J). **Wings** need to be watching blocking.
10. **R** Announcement: Two UNSP penalties were called consecutively. The **R** announced this as a 30 yard penalty. Obviously not. Signal/announce the 1st UNSP, the **U** marks off the yardage, then signal/announce the 2nd UNSP, and the **U** marks it off.
11. Signaling: Anytime the clock is stopped by Rule we expect all 5 officials to stop the clock always.
12. Short Yardage Mechanics: The **Wings** know to move to the LTG immediately at the snap on 3rd & 4th down. There was a critical play late in the 4th Qt. where it was 4th and 4. Move to the LTG

as soon as you can regardless of what you read so we are in position to determine forward progress. We must always be thinking down, distance, score, time, etc.

13. **R Announcement:** The **R** announced correctly a foul by Team B on a TD would be enforced at the KO. Then after the Try there was a DB Foul by the Kickers, which will be enforced on the KO – so we have a 15 YD penalty against each team. These do NOT offset as the **R** announced. The **BJ** will signal each foul & then mark off the yardage. Communication!
14. **DB Mechanics:** See page 14, # 4D in Manual. When ball becomes dead do not stare at the DBS. Use your downfield foot in front of your up field foot to mark FP, and **SWIVEL** your head. We have missed some Fouls due to being “too concerned” with staring at the DBS.
15. **R Officiating DB Action:** We missed 2 late hits – one on an interception, & one on an Onside Kick recovered by the Kickers at approximately their + 25 YL and then run into the End Zone. In both cases the **R** was too intent on the DBS that was easily covered by the **Wings**.
16. **Player Equipment:** Saw several games where the players were wearing a white mouthpiece, face paint, pants rolled above the knees, and illegal towels. **R** will discuss these Rules in the LR & the **Crew will check for them on the field**. This occurred in 2 TV games this past weekend.
17. **R Signals:** Face the PB when winding the clock or use your “PB side” arm to wind.
18. **R & Toss:** Catch the coin or flip the coin again.
19. **U Whistle:** On Try’s sound the whistle ASAP once the FB is kicked.
20. **R Judgment:** If Team B hits the Passer with B’s helmet, it is roughing the passer, not Illegal Helmet Contact. Why? The 1st down foul that is enforced with the RPS foul. On this play there was a completed pass beyond the LOS which would have been a “tack on” at the DBS.
21. **Crew:** All 5 officials must “flash” the number of time-outs remaining to each other after each TO. Be sure & check the scoreboard for the correct number. If incorrect, correct before the next snap. Again, COMMUNICATION.
22. **Crew** after Try: Do not huddle unless you need to discuss something important. BJ & U need to clear their Restricted Areas when moving up field to your IP for the KO. KO near 1 minute.
23. **Wings & GLM:** On a play at the GL, both Wings need to sprint in to the pile and look for the FB.
24. **Crew & Timing:** Stop the clock when the ball becomes dead by Rule, not when you get to the forward progress spot.
25. **Crew & Timing:** **U** will mirror the **R’s** wind signal & look at the Game Clock. If the Clock does not start immediately everyone needs to mirror the wind signal, &, if necessary reset it.
26. **Whistle & Touchback:** All 5 officials sound their whistles with a long & loud blast to stop play.
27. **Crew & TD:** Only the official(s) who visually see the TD will signal – please no mirrors here.

Henry and I would like to wish everyone a Happy Thanksgiving Weekend with your family and friends. We have a lot to be thankful for having a wonderful opportunity to be part of something as special as Ohio High School Football. And please drive safe.

“A Man can succeed at almost anything for which he has unlimited enthusiasm.” Charles Schwab

TO: OHSAA State FB Tournament Officials

FROM: Bruce Maurer, DOD & Henry Zaborniak, Jr., Assistant Commissioner

Subject: FB Bulletin # 2011-6; 11/30/11

Greetings!! We hope you had great game and a wonderful experience during Week 14. Please review this bulletin during your pre games. It will cover items observed during week 14. If you have any questions, please feel free to email me at bmaurer.38@gmail.com. Feel free to share this bulletin with other officials & observers. Congratulations on your assignment for a State Championship Game this weekend. We hope all your dreams come true. And remember, it is only a game.

1. Observers and DCO's: **A HUGE THANK YOU** for the tremendous work and dedication these officials and retired officials have given of their time, effort, and expertise the past 4 weeks. WOW!! We have played 180 games to date and we had at least 1, and many times 2 observers, at approximately 178 games. We had approximately 140 who helped. Feel free to share any comments & thoughts with me.
2. SLOW DOWN: **R** – If you see your crewmates in a hurry, use the signal for “balanced line” & move it up and down slightly & softly to communicate to them. We tend to get in trouble when we are in a hurry! “Hustle But Do Not Hurry”. When we have a “rugby like scrum”, be patient with your whistle. Give Team A all the forward progress they have earned.
3. Personal Fouls: These have been rare but do occur. The Personal Foul **MUST** be penalized – helmet to helmet, late hits, defenseless players, etc. We have emphasized all year to swivel our heads once the ball is dead. There is no need to “stare at the dead ball spot”.
4. Getting It Right: Do you have the **COURAGE** to “step up to the plate” & make a “Crew Save” when it is warranted. This would include penalty enforcement, a foul called incorrectly, the game clock, down #, or # of time-outs. We might not like “how it appears”, but the **ONLY** thing that really matters is, “Getting it Right”.
5. Intentional Grounding: When needed, all 5 officials need to get involved. The **R** has to watch the QB being tackled on many plays. It is challenging for him on throws away from his vision. Was there an ineligible receiver in the area? The **Crew** must be ready to assist on this play.
6. Extension of Period: **BJ** came to **R** immediately at end of the period to “extend”. Well done. **R** – Be patient giving End of Period Signal so **BJ** has time to communicate with you.
7. End of Period Signal: The **R** signals, **NOT** the **U**.
8. Cross Field Mechanics: We have missed some forward progress spots – each one has been when the Wing has to trail the play & the runner/receiver is driven back. Front Side Wing needs to look across the field as he approaches the forward progress spot. Back Side Wing needs to hustle to his near hash and mark it. Please discuss.
9. Forward Progress: Saw a great call while watching tape yesterday – receiver caught the ball and “his” momentum carried him backward & OOB 2 to 3 YDS. LM correctly marked it at the OOB spot & the clock was on the snap. Team B did not contact the receiver.
10. Game Clock: We all know the importance of timing and the game clock being correct. I am asking that when you meet with the chain crews this weekend that you ask the Chain Crew

Coordinator to watch the game clock every time it is started & stopped. If he sees any irregularities, bring it to the attention of the LM immediately after the play.

11. Game Clock: **LM**: Do NOT turn your head to see if the ball is beyond the LTG. Why? The dead ball action is your highest priority. Have confidence in the **LJ** to stop the clock as needed.
12. Game Clock Late in 2nd & 4th Qts: **R** - have the game clock as a higher priority during this critical time. Consume & Conserve happens rarely and can “bite us” when we least expect it. Please review this Rule and remember, “If in doubt, apply conserving/consuming time” (P.27)
13. Game Clock: We observed a good example of the **LJ** being the only official on the crew to see a timing error. As we know the **LJ** has Primary Responsibility for it, but **ALL** officials share this. Get together as needed to discuss how much time to add or subtract.
14. Team Time-outs: The **R** has Primary Responsibility for the correct # of time-outs on the scoreboard. Do NOT mark the ball ready until the board is correct. A contending crew signals the # of time-outs remaining to each other. Enforce where teams are allowed during the TO.
15. Time-outs & Coaches Calling Them: From our experience we know when teams are likely to call a time-out such as inside 2 minutes. Once the dead ball action ceases, the **R** needs to look at the appropriate bench and anticipate the possibility of a time-out. One reason football is so much fun & challenging is its complexity. We must think – down, distance, & time-outs.
16. **R/LM/LJ**: Remember to “punch back” & yell “back” on all backward passes.
17. KOM & R: Stay on GL until the kick is caught & the runner advances up field.
18. **LM**: Please look at the Down Box after each down to make sure it is correct.
19. **U**: Move immediately to the pile when the ball is dead & use your voice so they know you are there. Indicate the next down along with stopping the clock when warranted.
20. **Crew**: Only give a “catch” signal on a boundary line – never “into” the field of play.
21. Penalty Enforcement: **R** – moves to the nearest open space & give the penalty signal. There is no need to move to mid field. In most cases taking 1 or 2 steps is all that is needed.
22. **R**: Wave off **U**, standing over the ball after 1st down and hurry – up, before marking it ready.
23. GLM: Please refer to P. 16 (12D-3) in the Gold Book. It states “You MUST be at the GL prior to the ball arriving there”. Begin moving toward the GL immediately at the snap.
24. **BJ** & Ball Handling: Relay the ball to the SL rather than throw it OOB. Let’s look professional.
25. Reverse Mechanics: **R** is on the EL when the FB is spotted on the – 1 YL to the – 9 YL.
26. Try – Kick & Muddle Huddle: Wings are in GLM when the Kickers line up in a Muddle Huddle, then move to Try – Kick IP if the shift to kick the Try. **BJ** & **U**: We do not give “thumbs up” or “thumbs down” on the kick. If near a post, the other official simply mirrors calling official.
27. OKOM: If in doubt, implement onside kick mechanics (P. 27).
28. Dead Ball Fouls: Contact is a Personal Foul while no contact is Unsportsmanlike Conduct.
29. Restricted Area: Even though these are the State Championships nothing has changed. OHSAA expects this Rule to be enforced and penalized as needed. In the past I have heard statements like “well this is the State Championships, I did not think they wanted that called or for us to embarrass the coach or high school”. That statement & belief is WRONG. Enforce it.
30. SY Mechanics: Another good idea by an official. The **LM** instructs his forward stake chain crew member to yell “STOP” in short yardage or 4th down and “going for it” so he knows approximately where the LTG is. We saw some excellent examples of using SYM last week.