RESOLVING TIED GAMES
2024-26 CIF-SS/CFOA Overtime Procedures
(Revised May 2024)

The NFHS Football Rules Book outlines how to resolve games that are tied at the end of the 4th period. In addition to these procedures, NFHS also mentions that state associations may amend or reject those procedures and adopt their own. The following are the procedures adopted by the California Football Officials Association ("CFOA") and the California Interscholastic Federation ("CIF").

Non-league contests – Referee will ask both head coaches during the pregame conference if an untimed, overtime period(s) will be played if the score is tied at the end of the 4th period. Both coaches must agree to play extra periods.

League contests – Referee will confirm with both coaches during the pregame conference that an overtime period is in their league bylaws and if an untimed, overtime period(s) will be played if the score is tied at the end of the 4th period.

Playoffs – Referee will inform both coaches during the pregame conference that an overtime period will be played if the score is tied at the end of the 4th period.

Definitions

Overtime/Extra period(s): An extra period shall consist of a **two-possession series** with each team putting the ball in play by a snap on or between the hash marks on the designated **25-yard line** (unless relocated by penalty), which becomes the opponent's 25-yard line. The snap shall be from midway between the hash marks unless the offensive team selects a different position on or between the hash marks before the ready-for-play signal. After the ready- for-play signal, the ball may be relocated after a charged team timeout, unless preceded by a Team A foul or offsetting fouls. The game clock is not needed during periods. The 25/40 second play clock will remain in effect in accordance with regulation play procedures.

Possession series: Each team retains the ball during a possession series until it scores or fails to make a first down. The **ball remains live after a change of team possession** until it is declared dead by rule. However, Team A will not be awarded a new series of downs if it regains possession after a change of team possession during the down.

Game Winner/Scoring: The team scoring the greater number of combined points during regulation and extra periods shall be declared the winner. There shall be an equal number of possession series, as described above, in each extra period, unless Team B scores. Beginning with **the third extra period**, teams scoring a touchdown must attempt a two-point try. Although not illegal, a one-point try attempt by Team A will not result in a score.

Fouls after a change of team possession: Penalties against either team are declined by rule in extra periods (**Exceptions**: Flagrant Personal Fouls, Unsportsmanlike conduct fouls, dead-ball

personal fouls and live-ball fouls treated as dead-ball fouls are enforced on the succeeding spot). A score by a team committing a foul during the down is canceled. (**Exception:** Live- ball foul treated as a dead-ball foul. E.g Taunting.) If both teams foul during the down and Team B had not fouled before the change of possession, the fouls cancel, and **the down is not repeated**.

Timeouts: Each team shall be allowed **one timeout** for each extra period (offensive and defensive possession). Timeouts not used during a regulation period **may not be carried over** into the extra period(s). Unused extra-period timeouts **may not be carried** over to other extra periods. Timeouts between periods shall be charged to the succeeding period. Radio and television timeouts are permitted only between extra periods (first and second, second and third, etc.). Charged team timeouts may not be extended for radio and television purposes. The extra period(s) begins when the ball is first snapped.

Overtime Procedures

1) Immediately after the conclusion of the fourth period, officials will instruct both teams to retire to their respective team areas. The H and L (F and S in 7 person crews) will escort the head coach for each team (or designated assistant coach) and all officials will assemble at the 50-yard line to review the overtime procedures. (Coaches conference cheat sheet at the end of this document.)

2) After the coach's conference, the Referee will signal for, and start, the mandatory 3:00 minute intermission.

3) At the conclusion of the 3:00 minute mandatory intermission, the H and L (F and S in 7 person crews) will escort the captain(s) to the center of the field for the coin toss. The referee shall toss a coin at midfield in the presence of not more than four field captains from each team and the Umpire, first designating the field captain of the visiting team to call the coin toss. The winner of the toss may choose one of the following options: 1) Offense or defense or 2) the end of field in which the extra period will be played. The winner of the coin toss **may not defer** their choice, they may only select one of the two options above.
   a) The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of the two options for subsequent even-numbered extra periods.

4) Unless relocated by a carry-over penalty, the ball will be placed between the hashmarks, at the option of Team A, at the 25-yard line on the side of the field designated during the coin toss.

5) The game clock will not be used in overtime. The 25/40 second play clock rules are consistent with regulation period procedures.

6) If additional extra periods are necessary, the Referee will signal for, and start, the mandatory 2:00 intermission. During this time, the captain(s) for both teams will meet with the Referee

and Umpire in the middle of field and select their option, 1) Offense or Defense or 2) the end of the field in which overtime will be played.

Approved Rulings

I. **Other than on a try**, Team B scores a touchdown after intercepting a forward pass, intercepting, or recovering a backward pass or fumble, or returning a blocked field goal attempt. **RULING:** Score 6 points for Team B, period and game are ended, and Team B is declared the winner.

II. During the first possession series of a period, Team B intercepts a forward pass, or intercepts or recovers a fumble or a backward pass and does not score a touchdown. **RULING:** Team A's possession series is ended, and Team B starts its series on the 25-yard line (unless relocated by penalty). Team B becomes Team A when the referee declares the ball ready for play.

III. During the first possession series of a period, Team A's field goal attempt is blocked and does not cross the neutral zone. Team A recovers the ball and runs for a touchdown. **RULING:** Team A can advance a kick that is recovered behind the line of scrimmage (6-2-3). Six points for Team A. Team B begins its possession series after the try.

IV. Team A's field goal attempt is blocked and does not cross the neutral zone. A23 recovers the ball and is tackled beyond the line to gain. **RULING:** Team A can advance a kick that is recovered behind the line of scrimmage (6-2-3). Team A retains the ball to continue its possession series. First and 10.

V. On first, second or third down, Team A's field goal attempt is blocked and does not cross the neutral zone. A23 recovers the ball and is tackled short of the line to gain. **RULING:** Team A's ball, next down.

VI. During the first possession series of a period, Team B gains possession and then loses possession to Team A, which (a) scores a touchdown; (b) does not score a touchdown. **RULING:** (a) The score counts. In both (a) and (b), Team A's possession series ends, and Team B begins its possession series.

VII. During the first possession series of a period, Team A fumbles into Team B's end zone on second down of a series. Team B recovers and downs the ball in its end zone. **RULING:** Team A's possession series is ended. Team B begins its possession series at the 25-yard line.

VIII. During the first possession series of a period, B10 intercepts a forward pass on his six-yard line, runs into his endzone and downs the ball in his end zone. **RULING:** Safety: two points for Team A. Team A's possession series is over. Team B will put the ball in play, first and 10 on the 25-yard line at the same end of the field. 6-5-2a Exception, momentum exception applies starting at the 5-yard line.

IX. Team A's field goal attempt is untouched beyond the neutral zone until B17 muffs it at the five-yard line. A75 recovers at the three-yard line. **RULING:** Team A's possession series continues; first down for Team A at the three-yard line.

X. On the first possession series of a period, Team A scores a touchdown. On the TRY, Team B intercepts a pass and begins to return it. **RULING:** The ball is blown dead as soon as Team B secures possession or as soon as it is apparent that a kick has failed to score. (Rule 4-2-2i) There are no 2-point touchdowns on PATs for Team B in High School (NFHS). Only Team A may score during a try. (Rule 8-3-3)

XI. After the end of the first possession series by Team A, Team B commits a dead-ball foul. **RULING:** Team B starts its possession series on the 40-yard line, first and 10.

XI. During the first possession series of a period, A12 throws a forward pass and Team A is flagged for an illegal shift. B25 intercepts the pass, and B38 clips before B25 crosses Team A's goal line. **RULING:** Score not allowed. **The fouls cancel and the down is not repeated**. Team A's possession series is ended, and Team B begins its possession series at the 25- yard line, since the PF for Clipping is declined by rule given the change of possession.

XIII. During the second possession series of a period, B25 intercepts a pass and carries the ball across Team A's goal line. During the run, B79 clips at midfield. **RULING:** Score not allowed. The game is over if Team B scored on their possession as Team A in that extra period, or the next period will start with first and 10 at the 25-yard line since the penalty is not carried over.

XIV . During the first possession series, B37 intercepts a forward pass and has a clear field to the goal line when he makes an obscene gesture toward the nearest opponent. **RULING:** Six points for Team B. The game is over since the UNS for Taunting is a live-ball foul treated as a dead-ball foul. If this is B37's second UNS penalty of the game, the Referee will need to fill out an ejection report.

Coaches Conference Cheat Sheet

1) Following this conference, your captains will be escorted to the middle of the field for a coin toss. The visiting team will call the toss. The winner of the coin toss will select either 1) Offense or Defense, or 2) the end of the field the overtime period will be played. Your captain cannot defer your option.
    a. If a second extra period is needed, the loser of the coin toss will have the first option. The initial coin toss winner will have the first option in odd numbered periods, the coin toss loser in even periods.
    b. Please send out at least one of your captains between each extra periods to make your choice in that period.

2) The ball will be placed at the 25 yard-line at the start of each possession series unless relocated by penalty. The ball will be spotted in the middle of the field unless you tell the Umpire where you would like the ball spotted to start your offensive series. (Review any penalties carried over at this time.)

3) The game clock will not be running during any of the extra periods. The 25/40 play clock procedures will be consistent with regulation periods.

4) The defense may score in an overtime period and the game will be over. The only situations in which the defense may not score is during an offensive Try or if the defense commits a foul before the touchdown.

5) Each team will get only one timeout per extra period, an offensive and defensive possession. Time outs remaining from regulation will not be carried over. Unused extra period timeouts do not carry over into additional periods.

6) Live-ball fouls committed after a change of possession will not be carried over to the next possession series or another extra period. Only Unsportsmanlike conduct fouls, dead-ball personal fouls and live-ball fouls treated as dead-ball fouls are enforced at the succeeding spot.