

**"The Clock & Extra Periods"**

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Tommy Brow - Rules Interpreter  
tom.brow@comcast.net

Jun 16-9:23 AM

## The Clock & Overtime

1. Clock - Delay of Game Fouls
2. Clock - Injured Player and Timeout
3. Extending Periods for Fouls
4. Personal Fouls at End of Periods 1,2,3
5. Personal Fouls at the End of Period 4
6. Fouls During Extra Periods (overtime)
7. MIAA Overtime Regulations
8. Five video clips

- \* Onside Kick - 2 fouls by kicking team
- \* Unnecessary roughness after a touchdown
- \* Holding by the left tackle
- \* Goal line mechanics on pass
- \* Batting an onside kick

Aug 24-11:23 AM

When Team A is in a **scrimmage-kick formation** and commits a **delay-of-game foul**, the clock will start on the **snap**

**00:25**

Sep 13-8:00 PM

Teams can **no longer** use a timeout to allow and **injured player** to remain in the game.



Sep 17-10:18 AM

When a timeout is called and a penalty is to be administered, the offended team's captain **MUST** exercise his option **before conferring or taking the timeout** at the sideline.

Sep 17-10:22 AM

When a period ends while the ball is alive **extend the period for** accepted penalty for a **live-ball foul not penalized** as a **dead-ball foul**.



Sep 17-10:30 AM

When a period ends while the ball is alive  
**extend the period for accepted penalty for a live-ball foul **not penalized** as a **dead-ball foul**.**

**NOTE: other than a foul by the non-scoring team during a play that ends in a touchdown**




ie. defensive offside, defense holds, etc.

Sep 17-10:30 AM

When a period ends while the ball is alive  
**extend the period for penalties for offsetting fouls.**




i.e.: offensive - five in backfield; defense - holding

Sep 17-10:48 AM

When a period ends while the ball is alive  
**extend the period for penalties for inadvertent whistle.**




Sep 17-10:52 AM

If there is a **personal foul** by the non-scoring team during a play that ends in a touchdown, the period is **NOT extended** for the kickoff.




**Do NOT extend period** for a kickoff. March the 15 yards of just before the kickoff **to begin next period**.  
*(If the offended team wanted it on the kickoff)*  
**1st, 2nd, or 3rd periods**

Sep 17-11:08 AM

If there is a **personal foul** by the non-scoring team during a play that ends in a touchdown, the period is **NOT extended** for the kickoff.

  
  
end of 4th period

**HOWEVER**, if this happens at end of the **4th period**, or any time during an **extra period** -- the penalty is enforced on the **TRY** or **NOT AT ALL!!!**

Sep 17-11:08 AM

When a period ends while the ball is alive  
**extend the period for accepted penalty for a live-ball foul **not penalized** as a **dead-ball foul**.**

If a **touchdown is scored**; the period is extend for the try, **unless** the touchdown is scored as time expires in the **fourth quarter and the points would not affect the outcome of the game.**


Sep 17-11:02 AM

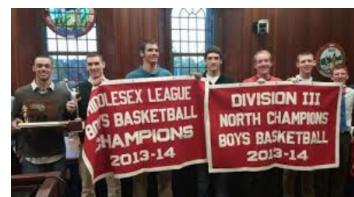
Extra Periods (**Overtime**): If both teams foul during the down, and **Team B had not fouled prior** to a change of possession, the fouls offset and the down is NOT replayed.



ie. Second and goal from 14 in OT. Offense illegal shift. Defense intercepts and Team B then BBW.

Sep 17-11:21 AM

69.3.2 The NCAA Football Tie-Breaker Rule, Multiple overtime periods. As modified by the MIAA, conferences or schools **may optionally adopt this tie-breaker rule** for high school varsity teams. This option will ensure that the game will not end in a tie.



Sep 17-11:37 AM

69.3.2.1 During **MIAA Tournament Games** additional overtime periods **will be used** if teams are tied at the end of regulation or succeeding overtime periods.



Sep 17-11:36 AM

69.3.2.2 Each series shall begin at the **ten-yard line** unless a penalty overrides. First down chains will **not be used**. It is **always goal-to-go**. If penalty enforcement calls for an automatic first down, it will be first and goal.



Sep 17-11:35 AM

69.3.2.3 For the first and subsequent tie breaking periods, any team that scores a touchdown **must attempt a two point conversion** by run or pass from scrimmage.



Sep 17-11:44 AM

69.3.2.4 If there is a **change of team possession** during the **last play** of an **overtime period** (second series), live ball fouls by opponents of the team last gaining possession, that occur **after the change of possession**, gives the team in possession the option of putting the ball in play, where the penalty leaves the ball, **for one down free of penalty or penalize as a dead ball foul at the succeeding spot in the subsequent overtime period**. This option is exercised only if the team last gaining possession is free of foul during the down.



Sep 17-11:45 AM



Are you ready for  
of interesting p

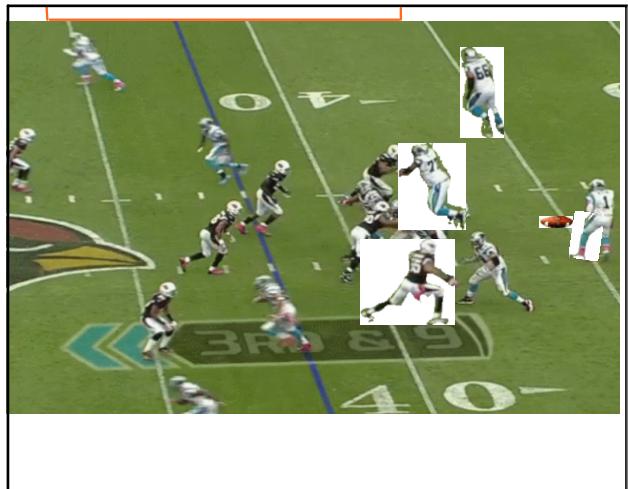
Sep 17-3:26 PM

### When does the clock start?

Third down and five. B55 blocks the kick. The ball does not cross the neutral zone when A77 recovers (a) while lying on the ground short of the line-to-gain or (b) A66 fumbles the ball out-of-bounds short of the line-to-gain.



Sep 11-7:56 PM



Sep 17-2:36 PM

## Answer:

In both cases, the clock stops when the ball becomes dead and starts on the **snap** because of a legal kick (even though it was third down). The belongs to Team A, fourth down.

(NOTE: Fumbled out-of-bounds; not kicked out-of-bounds)

Sep 11-8:07 PM

This ONE involves....

- \* Blocked field goal attempt
- \* Batted ball
- \* A Recovery

Sep 17-2:59 PM

Fourth and goal at the B-4. A's field goal attempt is blocked and does not cross the neutral zone. B66 bats the grounded ball from the B-6. The ball bounces on the B-1 and A32 recovers the ball in Team B's end zone without the ball touching the ground in Team B's endzone

- Touchdown for Team A
- Safety, two points for Team A
- Touchback, first and 10 for Team B at the B-20
- First and 10 for Team A at the B-2
- Fourth and goal for Team A at the B-2.

Sep 17-2:37 PM

# Answer:

The status of the ball remained a kick after B66's bat. Since the ball was batted backward, B66's bat is legal, but it was a new impetus. A32 recovered a kick that has crossed the neutral zone, but is not in legal possession of the ball since the ball was untouched by Team B beyond the neutral zone. The recovery in the end zone by A32 causes the ball to become dead resulting in a safety.

Sep 11-8:07 PM

# Thank you!



Tommy Brow - Rules Interpreter  
[tom.brow@comcast.net](mailto:tom.brow@comcast.net)

Jun 18-8:22 PM