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Resolving Tied Football Games

(DRAFT - 08.03.05)

Background of Rule Change

The Oregon Athletic Coaches Association (OACA) asked the Oregon School Activities Association (OSAA) to allow the defense to score in overtime should the defense gain possession of the football. This request was granted and the Oregon Athletic Officials Association (OAOA) was assigned the responsibility to write the necessary rulebook changes and summaries. Therefore, in accordance with **NFHS Rule 3-1-1**, this procedure will be in effect until further notice in Oregon only. If the opponents are from different states, the home team state's rules shall apply.

Basic Rule Changes (Please see page 3 for complete rule)

During scrimmage plays in overtime other than a try,

- **B may score 6-points** touchdown, **or 2-points** for a safety by A.
- **Fumble recoveries by either team are live** and can be advanced!
- **Interceptions are live** and can be advanced!
- **Blocked kicks are live!**
 - **R may advance blocked kicks** recovered **anywhere** in the field of play!
 - **K may advance blocked kicks** recovered **behind the line** of scrimmage!
- If an inadvertent whistle occurs while the ball is in player or team possession of B, B may elect to replay the down (with A putting the ball in play) or accept the result of the play.
- Inadvertent Whistle rules while A is in team or player possession have not changed. See 4-2-3
- If B (or R) scores a 6-point touchdown or a 2-point safety, during overtime down, **the game is over**.
- If B (or R) scores a 2-point touchdown or a 1-point safety, during an overtime try, **the series for A is over**.

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Penalty Enforcement

If a penalty occurs during a overtime scrimmage down, officials must answer two questions:

- **When did the foul occur** - before or after ANY change of possession?
- **Was there a score?** If yes, was the foul committed by the scoring team or by the opponent of the scoring team.
 1. If a foul occurs **prior** to ANY change of possession (regardless of any score) the offended team may:
 - a) Accept the penalty with enforcement of the foul from the basic spot and repeat the down.
 - b) Decline the penalty and accept the result of the play.

Additionally

*If B commits a foul during a down in which A scores a touchdown or field goal, **A is granted an additional option** of accepting the results of the play (keeping the score) and having the penalty enforced on the **succeeding spot**.*

2. If a foul occurs **after** ANY change of possession (regardless of any score) the offended team may:
 - a) **Accept the penalty** with enforcement of the foul at the **succeeding** spot, and may **EITHER**;
 - (i) **Keep ANY score** (if the foul was committed by the opponent of the scoring team), **OR**;
 - (ii) **Disallow ANY score** (if the foul was committed by the scoring team)
 - b) Decline the penalty and accept the result of the play.

Remember

The offended team is not given the option of replaying the down for an accepted live ball foul, occurring after any change of possession, unless a double foul occurs.

Double Fouls

- If during a down **both** teams commit live ball fouls, it is “**Double Foul**” and the down is replayed.
- However
*If each team fouls **during an overtime scrimmage down other than a try** in which there is a change of team possession, the team last gaining possession has penalty options provided its foul is not prior to the final change of possession. (Clean Hands Rule)*
 - I. *Accept the opponents foul (which creates a double foul and the down will be repeated,) or*
 - II. *Decline the opponent’s foul and have the foul against their own team enforced from the **succeeding spot.***

Reminders

- This rule is in effect during all regular scrimmage downs other than tries in overtime periods.
- If a Team A **loss of down foul is accepted**, regular football rules are in effect.
- **If a down is to be repeated**, penalties shall be enforced according to the all-but-one principal
- **Post Scrimmage Kick enforcement** is not applicable during overtime.
- If during a down, **acceptance of any foul results in a safety**, the offended team shall be awarded two points and **the yardage portion of the penalty is not enforced**.
- If at any time the defensive team scores a 6-point touchdown or a 2-point safety, the game is over.
- If at any time the defensive team scores a 2-point touchdown or a 1-point safety, the game shall continue only if the winner of the game has yet to be determined. (*Applies to 2005 experimental rule*)
- No try will be attempted if the winner of the game has been determined.
- Unless moved by penalty, the succeeding spot shall be one of the following:
 - The 25-yard line for overtime periods one and two
 - During these initial two overtime periods the line-to-gain equipment shall be utilized the same as in regulation football
 - The 10-yard line for overtime periods three and above
 - In overtime periods three and above, only the down box is utilized as **the line-to-gain shall always be the goal line**
 - The 3 yard line for any try

Succeeding Spot Enforcement

Only two types of fouls may be enforced on the succeeding spot,

- a) If during a successful touchdown or field goal, a foul by the opponent of the scoring team occurs when there is no change of possession; or a foul by the opponent of the scoring team occurs after the change of possession, the scoring team may accept the results of the play and have the penalty enforced on the succeeding spot.
- b) Any foul, which occurred after any change of possession, is accepted. *Exception:* Double foul



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OSAA /OAOA Procedure for Resolving Tied Football Games

(DRAFT 04.15.05)

In accordance with NFHS rule 3-1-1, Oregon has adopted the following procedure by which it allows games tied after the fourth quarter to be resolved. This document supercedes the sample tie breaking procedure provided in the NFHS rulebook.

An overtime period is untimed play after a regulation game has ended with the score tied. During an overtime period each team has the opportunity for an offensive series of downs. However, an overtime period may include only one offensive series of downs if the defensive team scores a 6-point touchdown or a 2-point safety.

11-1: When the score is tied at the end of the fourth period, the referee will instruct both teams to return to their respective team boxes. There will be a three minute intermission during which both teams may confer with their coaches. All officials will assemble at midfield, review the overtime procedure, determine the number of second half timeouts remaining for each team, and discuss how penalties, if any, including any carry-over penalties from the regulation contest will be assessed to start the overtime procedure, (See 8-3-5b). At the end of the intermission, the Head Linesman and the Line Judge will report to their respective team boxes and inform the coaches of the number of time-outs each team has remaining and any special penalty enforcements that apply.

11-2: At the coin toss in the center of the field the visiting team's captain shall be given the privilege of calling the coin toss. The winner of the toss shall be given the choice of offense or defense first, or, of designating which end of the field the ball will be put in play for each team during the initial overtime period (a series for A and a series for B). The loser of the toss will have his choice of the other options. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which team will go on offense, the referee will have that captain face the goal toward which his team will advance and indicate this with a first-down signal. The other team captain will face the offensive captain with his back toward the goal he will defend.

11-3: Each team shall be permitted one additional time-out during each overtime period plus any unused second-half regulation game time-outs and any unused overtime time outs. **Time outs do accumulate.** The team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during both regulation time and all overtime periods.

11-4: To start the overtime, the offensive team shall put the ball in play, first and ten, on the defensive teams 25 yard line (or the succeeding spot if a carry-over penalty has been administered) anywhere between the inbounds lines. The first offensive team shall run a series of downs. That series shall be terminated by; a) any score by the offensive team, b) if the defensive team gains possession of the football at any time during a down **even though play shall be allowed to continue as the ball remains live**, or c) if the defense scores. In (c, if at any time the defense scores a 6-point touchdown or a 2-point safety, the game is over.

11-5: If the team on offense scores a touchdown, it is entitled to the opportunity for a try unless the points would not affect the outcome of the game.

11-6: A field goal attempt is permitted during any down.

11-7: Regular football rules and penalty enforcement shall be adhered to in overtime unless B gains possession of the football.

11-7a: If at any time during a down, B gains possession **with clean hands**, play shall continue and:

1. If B scores a 6-point touchdown or 2-point safety free of any B fouls, the game is over.
2. If the play ends free of any fouls with B in possession, a new series is awarded to B.
3. If the play ends free of any fouls with A in possession, a new series is awarded to B.
4. If A commits a foul prior to any change of possession, B may decline the penalty ending the series for A. Or, if B accepts the penalty, A's series shall continue after enforcement under the all-but-one principal.
5. If A commits a foul after any change of possession, B may accept the penalty, assessed from the succeeding spot, prior to the beginning of B's new series.
6. If B commits a foul after any change of possession, A may accept the penalty, assessed from the succeeding spot, prior to the beginning of B's new series. Or, if A declines this penalty, a new series is awarded to B at the succeeding spot.
7. If both A and B foul prior to a change of possession it is a **double foul**, and the down shall be replayed.
8. If both A and B foul after a change of possession it is a **double foul**, and the down shall be replayed.
9. If A re-gains possession, they may advance, but unless they score their series is over at the end of the play. *Exception: Double foul.*

11-7b: If at any time during a down, B gains possession **without clean hands**, play shall continue and:

1. If A does not also committed a foul, A will undoubtedly accept the penalty for B's foul which will be enforced under the all-but-one principal with A retaining possession after enforcement.
2. If A commits a foul prior to any change of possession it is a **double foul**, replay the down.
3. If A commits a foul after any change of possession, B may decline the A foul, the series for A shall be over, however the B penalty shall be assessed from the succeeding spot prior to the beginning of B's new series. If B accepts the a penalty, it creates a **double foul**, replay the down.
4. If A regains possession, they may advance, if they score they must decline the B foul to keep the score, or if A fails to score they will accept B's foul and continue their series after enforcement.

11-8: After the first team on offense has completed its series of downs, the first team on defense will become the offensive team with the ball in its possession at the same 25-yard line (unless moved by penalty) anywhere between the inbounds lines. The same end of the field will be used for possessions by both teams during the each team's series of downs to ensure equal game conditions and conserve time.

11-9: If the score remains tied after each team has been given one series of downs in the first overtime period, then the procedure shall be repeated with a second overtime period. In this case there shall be an intermission of two minutes. At the subsequent meeting of the captains, the loser of the overtime coin toss shall be given first choice of options, the winner of the overtime coin toss shall have his choice of the other options.

11-10: If a 3rd overtime period is required, then first options shall be alternated with no coin toss. In the 3rd and any additional overtime periods each team shall begin on their respective series on the **10-yard line** (unless moved by penalty) and **the line to gain shall always be the goal line**.

11-11: If a safety is scored by the offensive team, the succeeding spot will be the 25-yardline (for the first two overtime periods or the 10 yard line in the third or later overtime periods) in possession of the team that was on defense, provided the defensive team has not had its series of downs for the affected overtime period (the temporary score shall be Team A-2, Team B-0.)

11-12: The offensive team shall be awarded a new series of downs when any one of the following occurs:

- Penalty for defensive pass interference is accepted
- K recovers a scrimmage kick (field-goal attempt) between the goal lines after it has been touched by R beyond the neutral zone.
- Defensive team is guilty of roughing the kicker, place-kick holder, snapper, or passer.

11-13: In the 3rd and subsequent overtime periods **the line to gain shall always be the goal line**.

11-14: PSK is not applicable in any overtime situation

11-15: If B (or R) scores a 6-point touchdown or a 2-point safety the game is over.

11-16: No try will be attempted if the winner of the game has been determined.

RESOLVING TIED GAMES INTERPRETATIONS

11.1.1 SITUATION A: On fourth down in overtime play, A scores a touchdown. After the score, but before the try, B1 commits an unsportsmanlike foul. **RULING:** The penalty is enforced from the succeeding spot on the try. Nonplayer fouls, nonplayer sportsmanlike fouls and dead ball fouls are enforced from the succeeding spot.

11.1.1 SITUATION B: During the last timed down of the fourth period A1 advances for a touchdown making the score B-22 and A-20. On the try A2 passes complete to A3 in the end zone. Following the try B1 commits an unsportsmanlike act. **RULING:** The penalty for the foul by B1 after the successful try will be administered from the succeeding spot to begin overtime play.

11.1.1 Comment: In these situations, the referee should clearly explain to the captains at the time of the coin toss the fact the penalty will be administered on the first series of downs in overtime. The place from which the ball will be put in play for each team could have an effect on the choice made by the winner of the toss.

11.1.1 SITUATION D: A wins the overtime toss and elects to take the ball. A1 scores on third down. After A1 crosses the goal line: (a) A2 clips ; or (b) B1 strikes A2. **RULING:** Dead-ball fouls in both (a) and (b). The score counts and the penalties in both (a) and (b) are enforced on the try because that is the succeeding spot.

11.1.1 SITUATION E: On third and four in overtime play, B recovers a fumble or intercepts a pass. **RULING:** Play continues as the ball remains live, however, the series for A has ended when the down is completed. *Exception:* Double fouls

11.1.1 SITUATION F: On third and 6 in overtime play Team K attempts a field goal. The attempt is not successful and R recovers on the 1-yard line. **RULING:** Play continues as the ball remains live, however, the series for K has ended when the down is completed. *Exception:* Double fouls

11.1.1 SITUATION G: The fourth quarter ends during a scoring play. During the successful 2-point try, B9 commits pass interference. Team A accepts the result of the play, which ties the score and chooses to have the penalty assessed at the succeeding spot. **RULING:** This is correct, since A, by rule, can choose succeeding spot enforcement, and the try was successful, A will likely take enforcement at the succeeding spot to begin overtime. **Game officials should make certain to explain the options clearly, not only during penalty administration, but also during the overtime coin toss.**

11.1.1 SITUATION H: In overtime play with third and goal on the B 12-yard line, B1 interferes during a forward pass. **RULING:** If the penalty is accepted it will be first and goal for A on the B 6-yard line.

11.1.1 SITUATION H: In overtime play on second down from the 4-yard line, B1 commits pass interference. **RULING:** First down for A on the 2-yard line if the penalty is accepted.

11.1.1 SITUATION J: (a) On second; or (b) fourth down and goal from the B 9-yard line, A1 interferes on an incomplete forward pass. **RULING:** In (a) it is A's ball 3rd and goal from the 24 yard line, In (b) B will decline the penalty ending A's series. B will next put the ball in play at the succeeding spot for a new series.

11.1.1 SITUATION K: At the end of regulation the score is tied, 7-7. Immediately after the last down of the fourth period A1 strikes B1. **RULING:** A1 will be disqualified and may not participate during the overtime period. The penalty for A1's foul will be administered from the succeeding spot. If B is the first to put the ball in play it will be 1st and 10 on the B 12½-yard line. If A is first to put the ball in play it will be 1st and 10 on the A on the 40-yard line.

11.1.1 SITUATION L: At the beginning of overtime, A wins the toss and elects to go on offense. On first down B1 intercepts a pass, but then fumbles and A1 recovers. **RULING:** Play continues as the ball remains live, however, the series for A has ended when the down is completed. *Exception:* Double fouls

11.1.1 SITUATION M: During the last timed down of the fourth period, A scores a touchdown to make the score B14 - A13. During the successful kick try R1 roughs the kicker/holder. **RULING:** If K accepts the score, the penalty is enforced to start the overtime. If K accepts the penalty, the try will be replayed from the 1 ½ yard line. (2-40-10; 8-3-5)

11.1.1 SITUATION N: During an overtime period, it is fourth and goal from the 6-yard line. During K's unsuccessful field-goal attempt, R-1 charges into the place-kick holder. **RULING:** It will be first and goal for K at the 3-yard line following enforcement of the roughing penalty which also includes an automatic first down.

11.1.1 SITUATION O: Following a scoreless first overtime period, the captain of B chooses to play the second overtime period at the opposite end of the field. **RULING:** This is permissible, as it is one of the options to begin each overtime period.

11.1.1 SITUATION P: During the first overtime period, A chooses to go on offense first and scores a touchdown on the third play of the series. During the successful kick try, the holder is roughed by R1. K accepts the successful kick try. **RULING:** Since K accepted the result of the paly, R will be penalized from the succeeding spot. R will start their overtime series following enforced of a 15-yard penalty from the succeeding spot.

11.1.1 SITUATION Q1: In overtime play on second down, A is guilty of an illegal formation at the snap. A forward pass by A1 is intercepted by B1 and returned to the 50 yard line where B1 is downed. During B1's return, B2 is flagged for an Illegal Block in the Back. **RULING:** B may accept the A foul creating a double foul and second down will be replayed, OR, B may decline the A foul and the series for A is over, however, the B foul will be enforced on the succeeding spot.

11.1.1 SITUATION Q2: In overtime play on a try, A is guilty of an illegal formation at the snap. A forward pass by A1 is intercepted by B1 and returned to the 50 yard line where B1 is downed. During B1's return, B2 is flagged for an Illegal Block in the Back. **RULING:** B may accept the A foul creating a double foul and the try will be replayed, OR, B may decline the A foul and the try for A is over, however, the B foul will be enforced on the succeeding spot.