

San Diego Country CIF Football Overtime – 2022

The twenty-five-yard line tiebreaker system will be used in all divisions and all **varsity** games in San Diego County CIF, when games end in regulation time with the score tied. This is a rule passed by the CIF Board of Managers. There are no options. Any varsity game for any sized division (DI-DV) must use the 25-yardline tiebreaker when the game ends in a tie score at the end of regulation. The result will be a win or a loss.

OVERTIME PROCEDURE OVERVIEW

OT consists of 2 series, with each team putting the ball in play by a snap on the 25-yard line [barring penalty enforcement]. Each team retains the ball during the series until it scores or fails to make a first down. The ball remains alive after a change of possession [fumble or interception] until it is declared dead. Team A may not have 1st & 10 again if it possesses the ball again after a change of possession [A-B-A].

If Team B intercepts a pass, recovers a fumble or backward pass, or blocks a Team A field Goal [other than on a Try] and scores a TD, the OT Period and game ends.

SD CIF RULES – EXTRA PERIODS

The tiebreaker system will be used when a game is tied after four periods.

- a) Immediately after the conclusion of the fourth quarter, officials will instruct both teams to retire to their respective team areas. **The game clock will be set at 3:00 and will be started by the referee.** The officials will assemble at the 50-yard line and review the tiebreaker procedures. **The referee and at least one other official may consult with each head coach (separately or both coaches together in the center of the field) and answer questions, and/or inform the coaches of any special penalty enforcements that apply.**
- b) The officials will escort the captains to the center of the field for the coin toss **using the same coin toss mechanics which started the contest.** The referee shall toss a coin at midfield in the presence of not more than four field captains from each team and another game official, first designating the field captain of the visiting team to call the coin toss. The winner of the toss may not defer the choice and shall choose one of the following options:
 - a. Offense or defense, with the offense at the opponent's 25-yard line to start the first possession series.
 - b. Which end of the field shall be used for both possession series of that overtime period.
 - c) 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.
- d) Extra periods: An extra period shall consist of 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.
- e) Possession series: Each team retains the ball during a possession series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first down if it regains possession after a change of team possession.
- f) Scoring: The team scoring the greater number of points during the regulation and extra periods shall be declared the winner. There shall be an equal number of possession series, as described in (e) 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.
- g) Fouls after a change of team possession:
 - a. Penalties against either team are declined by rule in extra periods (Exceptions: Unsportsmanlike conduct fouls, dead-ball personal fouls, and live-ball fouls treated as dead-ball fouls are enforced on the succeeding play).
 - b. A score by a team committing a foul during the down is canceled. (Exception: Live-ball foul treated as a dead-ball foul.)
 - c. 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.
- h) Timeouts: Each team shall be allowed one timeout for each extra period. Timeouts not used during the regulation periods 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.

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: Period and game are ended, and Team B is the winner.*
- II. During the first possession series of a period, Team B intercepts a forward pass, 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. 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: 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 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.*
- VIII. During the first possession series of a period, B10 intercepts a forward pass on his six-yard line 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.*
- 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, as if they were a college team, under college rules. *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 in High School (NFHS). In High School Rules 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.*
- XII. 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. The penalty is not carried over.*
- 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: No touchdown. Either the game is over, 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 enforcement of the unsportsmanlike conduct foul, if accepted, will be on the try, as there is no subsequent kick off.*