

SUPPLEMENTAL STUDY GUIDE

GHSA GUIDELINES ON OVERTIME AND RUNNING CLOCK

Several questions have been asked in football training camps and by coaches that require further clarification. Let's begin with GHSA overtime procedure and penalty enforcement.

OVERTIME

GHSA GOAL: Whenever possible each overtime period and possession within the period will begin at the 15 yard line. In nearly all instances this will be the case. Published NFHS rules exist for overtime play and GHSA rules supersede them. To make this goal the most common occurrence the difference between a live and dead ball foul must be understood. There may be rare times when this goal cannot be met. These situations are outlined below.

GOING INTO OVERTIME: In this scenario a game tying scoring play occurs- touchdown or field goal- as time expires or a successful try is completed after a touchdown which temporarily left a team down by one or two points. Then a game tying try was successful. All of these plays involve live ball fouls. Dead ball fouls are discussed later.

PLAYS INVOLVING LIVE BALL FOULS:

1. Team A scores a game tying field goal as time expires. During the kick there is roughing the kicker/holder. This is a live ball foul as it occurred while the ball was in play or "live". **OPTION:** This penalty must be declined. There is no carryover to overtime.
2. Team A scores a touchdown tying the game as time expires. During the play there is a live ball defensive pass interference. **OPTION:** This penalty must be enforced on the subsequent try. If the try is successful there is no overtime. If missed overtime will ensue.
3. Team A scores a touchdown as time expires leaving them behind by two points. During the successful try there is a horse collar foul on the defense as the ball carrier crosses the goal line in a successful two point

try. The runner is pulled down in the end zone. Since this is always a live ball foul this penalty must be declined.

Where do problems arise? Non-player and unsportsmanlike fouls are always enforced from the succeeding spot. Coaches the burden of avoiding these type of fouls is on you and your staff. If the game has one of these extremely rare fouls your team may have a overtime possession not start on the 15 yard line.

PLAY:

4. During a game tying field goal by Team A as time expires the head coach of Team B commits an unsportsmanlike foul by calling the Line Judge a profanity laced expletive. Even though this occurred while the kick was in flight it is still a succeeding spot foul and in overtime Team B has to absorb this penalty.

Dead Ball fouls are easier to understand. They happen after a down is over. After a touchdown and regulation time expires during the down, any dead ball foul must be assessed on the try. If there are repeated dead ball fouls (including multiple unsportsmanlike) they must be assessed on the try. If a dead ball foul happens after a successful try or field goal and the game is headed to overtime these must be assessed from the succeeding overtime spot and overtime may start on a yard line other than the 15.

PLAY:

5. Team A scores a game tying touchdown. Time for the fourth quarter expires during the down. After the touchdown a Team B player pushes a Team A lineman to the ground. This will be penalized on the try.
6. Team A scores a game tying field goal as time expires for the fourth quarter. As the teams head to the sideline a Team A player shoves a Team B player to the ground. Unfortunately, Team A will have to absorb this penalty to start overtime.

IN OVERTIME: The same GHSA goal exists- start all overtime possessions on the 15 yard line. The same fundamentals apply to live ball fouls on successful scoring plays in overtime as they did going into

overtime. The same is true for dead ball and the hopefully rare unsportsmanlike or non-player fouls.

OVERTIME SUMMARY FOR OFFICIALS:

- A. Going into or in overtime live ball fouls which would alter the subsequent possession starting from the 15 yard line **must be declined.**
- B. Dead ball, unsportsmanlike or non-player fouls are from the succeeding spot and **may** change the 15 yard line starting point.
- C. Dead ball fouls between a touchdown and a try- even multiple fouls- must be assessed on the try.
- D. Remember there is no PSK enforcement in GHSA overtime.

OVERTIME SUMMARY FOR COACHES:

Officials will guide you as to which penalties must be declined. The list is short but includes all live ball fouls on scoring plays that tie the game and no other play, such as a try, will be attempted. A dead ball, non-player foul or unsportsmanlike foul between a touchdown as time expires and eventual try must be assessed on the try. Any dead ball foul (after the down is over), unsportsmanlike foul or non- player foul that happens after a game tying play and no other play will be attempted will be penalized in overtime and alter the starting point. What is a non-player foul? Interference by you, your staff, or team members with an official on the sideline is an example. Unsportsmanlike foul is self-explanatory. All of these are AVOIDABLE.

RUNNING CLOCK:

Much has been discussed concerning the running clock and new NFHS rule regarding offended team choice to start the clock on the snap after a penalty under two minutes remaining in the game. Some have voiced concern, although highly unlikely, that a score may considerably narrow during the fourth quarter that was begun with a running clock due to a point differential. In such instance the offended team being also behind may wish to conserve time. Please implement the following during all GHSA games.

1. Once the running clock is chosen to start the second half or implemented

by point differential to start the fourth quarter, it is to **continue to run** except for existing GHSA stoppages during time outs, injuries, penalties or scores (T.I.P.S). Requests under NFHS Rule 3-4-7 (new in 2017) are to be **respectfully declined.**

Submitted for review by GHSA/ Tommy Whittle August 2017/Revision A