



# Contra Costa County Football Officials Association

Session # 2

June 24<sup>th</sup> 2021

Live Ball / Dead Ball / Timing

# BASIC DEFINITIONS

## Rule 2

In Real Estate you have heard:  
Location, Location, Location

For referees:  
Rule 2, Rule 2, Rule 2

**Knowing definitions will help you in all situations!**

# Basic Definitions - Review

1. Player Possession, Team Possession
2. Neutral Zone, Line of Scrimmage
3. Catch, Recovery, Touching
4. Fumble, Muff
5. Scrimmage Kick, Free Kick
6. Passing, Handing, Batting
7. Ready for Play
8. Dead Ball, Live Ball
9. False Start, Encroachment



What we will review tonight



# Fundamentals - Live Ball

## Rule 2 & 4

How can the ball become live?

When does the ball become live ?

Mechanics and Keys for the ball becoming live



# Ready for Play (2-35)

- Occurs when:
  - Umpire places ball on ground and moves away (40 second play clock situation)
  - After umpire places ball on ground the referee “chops” and whistles (25 second play clock situation)
- Play clock (more later):
  - 40 seconds on the play clock after ball becomes dead
  - 25 seconds after an “administrative” stoppage of game clock
- RFP is the start of various restrictions on position and movement of the players

# Live Ball / Dead Ball

- **Live Ball (2-1-2)**

- A ball that is in play
- How and when does it become live:
  - Scrimmage down – at moment when legally snapped
  - Free Kick Down – at moment when legally kicked

- **Dead Ball (2-1-1)**

- A ball not in play; essentially the interval between downs
- Seldom does the official's whistle kill the ball – it is already dead by rule when the whistle blows
- No live ball foul causes the ball to become dead

# Encroachment

- Player in neutral zone (Offense or defense)
  - After ready for play and after snapper places hands on ball
  - Before the snap or free kick
  - No “jumping back” as in college or pros
- Exceptions:
  - Snapper (Defined term - NOT the “center”; no such player in the rule book)
  - Kicker and holder for free kick
- This is a dead ball foul (do not let play get off)
- 5 yard penalty



# False Start & Snap Infraction

- Action by any A player which simulates action at the snap
- Player between snapper and player at end of the line:
  - Once having placed a hand on or near ground (interpretation is “below the knee”)
  - Moves his hands or makes any quick motion
- Snapper:
  - Any quick movement simulating the snap
  - Fail to clearly pause before the snap
  - Removes both hands from ball
  - Lift the ball after adjustment
- The ball must be immediately released by snapper and touch the ground or a backfield player before being touched by a lineman



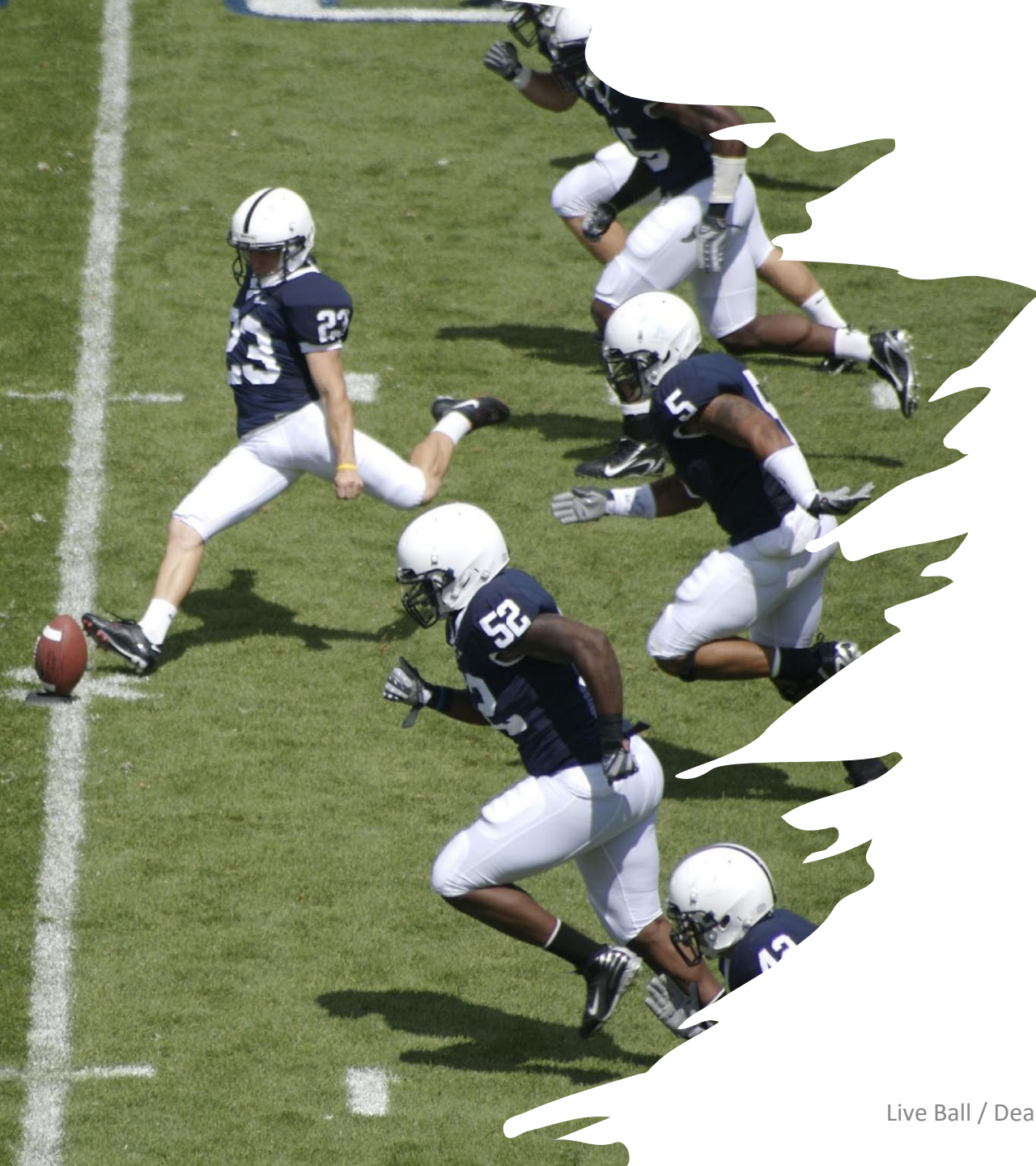


# Live Ball (2-1-2)

- Definition:
  - A ball that is in play
- How and when does it become live:
  - Scrimmage down – at moment when legally snapped
  - Free Kick Down – at moment when legally kicked

# Mechanics for Snap Scrimmage Down

- All positions should have an eye on the ball
- Referee & Umpire
  - For snapper jerking ball
  - Need to know when ball is snapped for false starts (R – backfield; U Lineman)
- Flanks
  - Need to know when ball is snapped for false starts (lineman and eligibles on your side and for illegal motion)



# Mechanics for Live Ball Free Kick Down

- Official on K's Restraining Line
  - For encroachment by kickers before ball is kicked
  - Was ball kicked up (legal) or drilled into ground by kicker (MAY be illegal)



# Fundamentals - the Dead Ball Rule 4

When is the ball dead?

Where is the ball dead?

Mechanics and Keys for dead ball coverage



# When is the Ball Dead?

## 15 Reasons (see Rule 4-2)

- Ball in Player Possession
  1. Runner goes out of bounds
  2. Runner touches the ground with other than a hand or a foot
  3. Runner's forward progress is stopped
  4. When helmet comes off runner
- Passing the ball
  1. Forward pass is incomplete
  2. Forward pass is simultaneously caught
- Kicking the ball
  1. Legal kick breaks the plane of R's goal
  2. Kick is recovered or caught by K
  3. After a fair catch signal if kick caught or recovered by R

# When is the Ball Dead? Continued

- Loose balls
  9. Ball goes out of bounds
  10. Ball is motionless and no one attempting to gain possession
  11. Touches anything in bounds except a player or official who is in bounds
- Scoring
  12. Upon a score
  13. When a kick try is obviously not good
  14. When B secures possession on a try
- Other
  15. Inadvertent whistle

# Where is the ball dead?

- At the forward tip of the ball when in player possession in bounds
- At the forward tip of the ball where THE BALL crosses the sideline when a player goes out of bounds
- At the forward tip of the ball where it crosses the sideline when a loose ball goes out of bounds
  
- In all cases progress is given to the forward point of the ball

# Keys for the Dead Ball

## Rule on dead ball in your coverage area

- Flanks

- Your third of the field for tackled runner behind line of scrimmage
- Your half of the field for tackled runner beyond line of scrimmage
- Your half of the field for forward progress
- Your sideline
- Downfield on passes on your half of field

- Umpire

- Only if you clearly see runner on ground with ball in possession in middle third of field





# Mechanics of the Dead Ball

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- In-bounds – if you rule the ball is dead:
  - Blow whistle (Do not echo other’s whistles)
  - Mark progress with feet - together – downfield edge of down field foot at downfield tip of ball
- Out of bounds - if you rule the ball is dead:
  - Blow whistle (Do not echo other’s whistles)
  - Give time out signal (two times)
  - Get to out of bounds spot
  - Mark with foot
- Continue to observe action of players in and out of bounds
- Do not move or retrieve ball until someone releases you from your spot



# Timing Simplified

General timing matters  
Game clock - stop and start?  
Play clock start?

Timing Mechanics



# Simplified Timing

- Length of Quarters
- Stopping Clock
- Starting Clock
- Miscellaneous Timing Matters



# Length of Quarters

- HS Varsity Game – 12 minutes
- HS JV / Frosh – 10 minutes
- Youth - 10 minutes except youngest (8)

# Stopping Clock When?

- Player or designated coach calls Time Out
- Runner goes out of bounds
- Incomplete Pass
- First Down Gained
- Turnover (at end of down)
- Kick goes into R's end zone
- Score
- Injured Player
- A few others but don't worry about those for now



# Stopping the Clock

## Who

- Basically the covering official
- Echo the signals
  - Time Out – Any Official
  - Out of bounds – Flank on that side
  - Incomplete Pass – covering official
  - First Down Gained – Line judge
  - Turnover (at end of down) – Covering official
  - Kick goes into R's end zone – Line judge
  - Score – Flanks generally
  - A few others but don't worry about those for now



## Stopping the Clock

- Make it “Big”
- Whistle
- Two hands crisscrossing overhead for:
  - Time Out
  - Out of bounds
  - First Down Gained (\*\* no whistle unless covering)
  - Turnover (at end of down)
- Incomplete Pass – Incomplete pass signal then overhead
- Kick goes into R’s end zone – Touchback signal
- Score – “Touchdown” or “Safety Signal

# Start clock



## Starting the Clock

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- Scrimmage Down
  - **Referee responsibility**
  - At snap or on ready for play – complicated
  - Your responsibility:
    - Let R know if ball O.O.B or pass incomplete
    - Signals to do so
- Free Kick Down
  - **About the only time that you will start the clock**
  - When R touches the ball after it has been kicked
  - Rotating motion with arm





# Miscellaneous Timing Matters

- Coin toss
  - Locate captains at 5 minutes
  - Begin walking out at 3 minutes
- Timeouts
  - Up to 90 seconds long (Timed by LJ)
  - LJ to time – Let Ref know at 60 seconds
- Half time:
  - High Schools between 10 to 15 minutes (home team choice)
  - Can be extended up to 20 minutes for special occasions
  - Mandatory 3 minute warm up after half time expires
  - Youth 10 minutes (plus 3 for warm up)
- LJ responsible for game time if scoreboard does not work...
  - But some Ref's will want to do this and have LJ take 25 seconds