



# Contra Costa County Football Officials Association

## Definitions

Live Ball / Dead Ball / Timing

# Welcome

- Sign In
- Pay Dues
- Introductions
  - Trainers
  - CCFOA Board Member
  - Attendees – Self Introductions

# Today's Agenda

- A few basic definitions for a new official (Rule 2)
- The Live Ball (Rule 4)
- The Dead Ball (Rule 4)
- Timing Basics (Rule 3)

# 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!**

CCF  A

# Basic Definitions

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

# Player vs. Team Possession

- Player Possession (2-34-1)
  - A live ball held or controlled by a player
  - Player in possession of the ball is the “Runner”
- Team Possession (2-34-2)
  - Ball in player possession
  - One that is loose following loss of player possession
  - In possession of K until free kick is possessed by R or until ball is declared dead
  - A live ball is always in possession of one of the teams

# Neutral Zone , Lines of Scrimmage

- Neutral Zone (2-28)
  - 10 yard separation between R and K on free kick
  - “Width of the ball” during a scrimmage down
- Lines of Scrimmage (2-25)
  - Vertical planes on either side of the neutral zone during a scrimmage down
  - A Player is “on the line” essentially if he is within one yard of the line of scrimmage



# Catch, Recovery, Touching

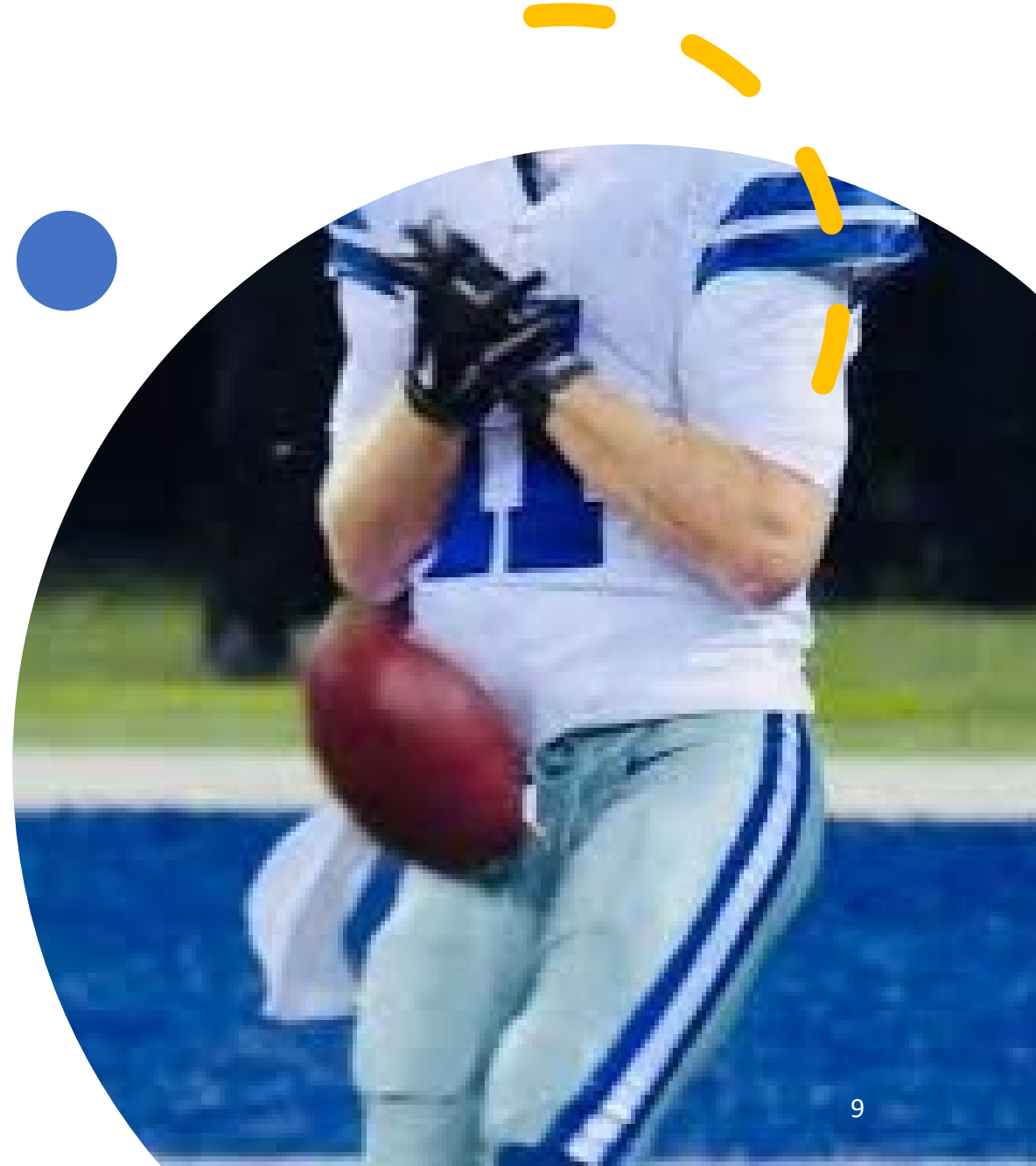
- Catch (2-4)
  - Gaining possession of a live ball in flight AND
  - First contacting the ground in bounds while maintaining possession of the ball (one exception)
- Recovery (2-36)
  - Gaining possession of a live ball after it strikes the ground AND
  - First contacting the ground in bounds while maintaining possession of the ball
- Touching (2-44)
  - Any contact with a live ball
  - Either touching it or being touched by it
  - Touching always precedes possession





# Fumble, Muff

- Fumble (2-18)
  - Loss of Player Possession other than by handing, passing or a legal kick
- Muff (2-27)
  - Touching of a loose ball in an unsuccessful attempt to secure possession



# Scrimmage Kick, Free Kick

- Scrimmage Kick (2-24-4)
  - Legal Kick from in or behind the neutral zone
  - Can be place kick, punt or drop kick
- Free Kick (2-24-3)
  - A “Kickoff” putting ball in play:
    - To start the half
    - After a score (TD, FG, Safety)
    - After a fair catch (don’t worry about that)
  - Must be a place kick or drop kick (free kick after a safety may be a punt)
- “A kick is a kick is a kick” until a player secures possession (catch or recovery)

# Passing, Handing, Batting

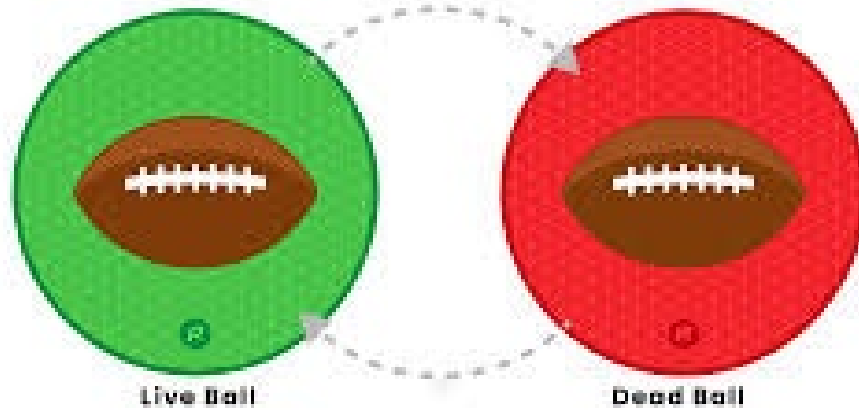
- Passing (2-31)
  - Throwing a ball
  - The ball **MUST** travel in flight
  - Forward vs. Backward Passes
- Handing (2-19)
  - Transferring possession to a teammate **WITHOUT** ball traveling in flight
  - Forward vs. Backward handing
- Batting (2-2)
  - Intentionally slapping or striking the ball with the arm or hand



# Ready for Play (2-35)

- Signifies that the ball may now be put in play by a snap or free kick
- 25 or 40 seconds on the play clock
- Start of various restrictions on position and movement of the players

# Live Ball / Dead Ball



Football Live 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
  - Kicker and holder for free kick
- 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
  - 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





# 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



# 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 eligible's 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 or drilled into ground by kicker?



# 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?

## 14 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
  5. Forward pass is incomplete
  6. Forward pass is simultaneously caught
- Kicking the ball
  7. Legal kick breaks the plane of R's goal
  8. Kick is recovered or caught by K
  9. After a fair catch signal if kick caught or recovered by R

# When is the Ball Dead? Continued

- Loose balls
  10. Ball goes out of bounds
  11. Ball is motionless and no one attempting to gain possession
  12. Touches anything in bounds except a player or official who is in bounds
- Scoring
  13. Upon a score
  14. When a kick try is obviously not good
  15. When B secures possession on a try
- Other
  16. 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

- 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
- Observing action of players in and out of bounds
- Do not move or retrieve ball until someone releases you from your spot

# 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

## How

- Make it “Big”
- Whistle (almost always)\*\*
- 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 – Touch back signal
- Score – “Touchdown” or “Safety” signal

# Starting the Clock

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

# Miscellaneous Timing Matters

- Coin toss
  - Locate captains at 5 minutes
  - Begin walking out at 3 minutes
- Timeouts
  - Up to 90 seconds long
  - LJ to time – Let Ref know at 60 seconds
- Half time:
  - High Schools 10-15 minutes (plus 3)
  - Youth 10 minutes (plus 3)
- LJ responsible for game time if scoreboard does not work...
  - But some Ref's will want to do this and have LJ take 25 / 40 seconds