

## Overtime Procedure

When should you first think about a tie-breaker? .....	In the pregame.
When should you be aware that a tie-breaker could happen? .....	4 <sup>th</sup> quarter.
When should you start getting ready for the tie-breaker? .....	Last 2 minutes of the game.
What starts the tie-breaker process? .....	The last play of the 4 <sup>th</sup> quarter.

### Game Clock Reads 0:00

The Referee will instruct both teams to return to their respective team benches.  
There will be a 3-minute intermission during which both teams may confer with their coaches.  
All officials will assemble at the 50-yard line to review the procedure.  
Determine the number of second half time-outs remaining for each team.  
Discuss how carry-over penalties (if any) are to be assessed to start the overtime procedure.  
At the end of the intermission:

- The Linesman will go to the team on the side of the field where the line-to-gain equipment is located.
- The Line Judge will go to the other team's sideline.
- They will inform the coaches:
  - The number of time-outs each team has remaining.
  - Special penalty enforcement's that apply.

At the coin toss in the center of the field the visiting team's captain shall call the toss.  
The winner of the toss shall be given his choice of:

- 1) **Offense** or 2) **Defense** or 3) **the end of the field** at which the ball will be put in play for this set of downs.
- The loser has his choice of the remaining 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 give the first down signal.
- The other team captain will face the offensive captain with his back toward the goal he will defend.

Each team will be given 1 additional time-out for each overtime period added on to the unused 2<sup>nd</sup> half time-outs.

To start the overtime, the offensive team shall put the ball in play, 1<sup>st</sup> and goal, on the defensive team's 10-yard line or succeeding spot if carry-over penalty has been administered.

It should be noted that the referee should explain to the captains at the time of the coin toss the fact that the penalty will be administered on the first series of downs in the overtime. The place the 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 coin toss.

The 1<sup>st</sup> offensive team shall have a series of 4 downs.

The series shall be terminated by any score by the offensive team or the defensive team gains possession of the ball.

If the offensive team scores a touchdown, it is entitled to a try.

A field goal is permitted during any down.

If the defensive team gains possession, the ball becomes dead immediately and the offensive series of downs is ended.

After the 1<sup>st</sup> team on offense has completed its series of downs:

The teams reverse, the ball is placed on the 10-yard anywhere between the inbounds lines.

The same end of the field is used for both possessions to ensure equal game conditions and conserve time.

If the score remains tied after each team has been given 1 series of downs in the overtime:

Then the procedure shall be repeated with other overtimes until a game winner is determined.

This time the intermission is 2 minutes.

Recall the team captains to center field.

1<sup>st</sup> options will be alternated with each overtime period with no coin toss.

If a safety is scored by the offensive team, the succeeding spot will be the 10-yard line in possession of the team that was on defense, provided the defensive team has not had its series of downs. The overtime score is A=2, B=0.

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.

Offensive team recovers a scrimmage kick (field goal attempt) between the goal lines

after it has been touched first by the defensive team beyond the neutral zone.

The defensive team is guilty of roughing the kicker, place-kick holder, snapper or passer.

The line-to-gain is always the goal line.

If the defensive team scores a safety or touchdown, the game is ended.

No try will be attempted if the winner of the game has been determined.