

NFHS Overtime Procedure for Regular Season and Tournament Play

Supplemented with NJSIAA Modification (indicated in **RED**)

2013

The NJSIAA has adopted a 25-YARD LINE PROCEDURE to determine a winner in regular season and playoff games at the varsity level which end regulation play in a tie. This 25-YARD LINE PROCEDURE will utilize the National Federation OVERTIME PROCEDURE (in the 2013 National Federation Rule Book) with some modifications. Except as specifically provided below, the 2013 National Federation Rules and Regulations as adopted by the NJSIAA shall prevail.

DEFINITION

An **overtime period** is untimed play after a regulation game has ended with the score tied. During an overtime period each team has an opportunity for an offensive series of downs. However, an overtime period may include only one offensive series of downs if the defensive team scores a safety or touchdown on that opening series. It has become customary to refer to this as an “inning” with a “top half” and a “bottom half.”

PROCEDURE

End of Regulation/Coin Toss

1. When the score is tied at the end of the fourth period, the referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches. All game officials will assemble at the 50-yard line, review the overtime procedure, and discuss how penalties, if any, including any carry-over penalties from the regulation contest will 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 and the line judge will go to the other team. They will inform the coaches of any carried over penalty enforcements that apply.
2. At the coin toss in the center of the field the visiting-team’s captain shall be given the privilege of choosing “heads” or “tails” before the coin is tossed. The winner of the toss shall be given his choice of defense or offense first, or of designating the end of the field at which the ball will be put in play for this set of downs (period). The loser will have his choice of the other 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 indicate this with the first-down signal. The other team captain will face the offensive captain with his back toward the goal he will defend.

Timing

3. There is no need to use the scoreboard time at any point during the overtime procedure.

Time Outs

4. Each team shall be permitted one time-out during each overtime period (a series for A and a series for B). Unused timeouts from the regulation game or from a previous overtime period may NOT carry over into overtime or into a subsequent overtime period.

Scoring

5. The team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during both regulation time and overtime periods.
6. A field-goal attempt is permitted during any down subject to standard rules.
7. If the team on offense scores a touchdown, it is entitled to the opportunity for a try unless the points would not affect the outcome of the game or playoff qualifying.
8. If the defensive team scores a safety or touchdown, they are declared the winners and the game is ended.

Series of Downs

9. To start the overtime, the offensive team shall put the ball in play, **1st and 10, from the 25-yard line** of their opponents unless a penalty shall cause the ball to be placed elsewhere.
10. **It is possible for a team to earn or be awarded a first down during a team's possession, thus giving them an additional four (4) downs during their possession to move the ball ten (10) yards for a new series or to score. Since it is possible to earn a first down, the line to gain equipment must be used during the 25-yard line procedure.**
11. A series shall be terminated by any score by the offensive team or after the down has ended if the defensive team gains possession of the ball during the down.
12. **The defensive team may score during the overtime procedure. The ball remains alive if there is a change of possession.** If neither team scores after a change of possession, A's series has ended.
13. After the first team on offense in any overtime period has completed its series of downs, the first team on defense will become the offensive team with the ball in its possession at the same **25-yard line** as the previous series anywhere between the hash marks, first down and ten yards to go. The same end of the field will be used for possessions by both teams during the two sets of downs to ensure equal game conditions and conserve time.
14. If the score remains tied after each team has been given one series of downs in an overtime period, then the procedure shall be repeated with other overtime periods until a game winner is determined. In this case, there shall be an intermission of two minutes. At the subsequent meeting of team captains, the loser of the overtime coin toss will be given first choice of the options. If additional overtime periods are required, then first options will be alternated with no coin toss.
15. If a safety is scored by the offensive team, the succeeding spot will be the **25-yard line** in possession of the team that was on defense, provided the defensive team has not had its series of downs (the temporary overtime score is: Team A-2; Team B-0).
16. The offensive team shall be awarded a new series of downs when any one of the following occurs:
 - a. **It advances the ball beyond the line to gain.**
 - b. 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.
 - c. Defensive team is guilty of roughing the kicker, place-kick holder, snapper or passer.
17. **During the regular season, only three (3) overtime periods will be used to determine a winner. If three (3) overtime periods are needed, a team scoring a touchdown in the third and final overtime periods must attempt a two (2) point conversion after the touchdown. During the Football Playoffs, the maximum three (3) overtime period limit will not be in force. The overtime procedure will continue until a winner is determined using the two (2) point try in the third and additional periods if necessary.**
18. Post scrimmage kick enforcement is not applicable in this procedure since the receiving team will not put the ball in play in continuous action. The penalties for fouls by R during the loose ball play of the scrimmage kick down will be enforced from the previous spot.
19. If there is an inadvertent whistle after a change of team possession, the team with the ball will have the option of accepting the play or to replay the down. Accepting the play in this situation will also be the end of A's series.

Fouls

20. **Any live ball foul that occurs after a change of possession is automatically declined.**
21. **If there is a change of possession and the team in possession fouls and subsequently scores, the score is cancelled and A's series has ended.**
22. If a foul occurs before the change of possession, it will be treated as any foul is treated in the regular game.