

GHSA Overtime Procedure

General

Overtime is un-timed play after a regulation game has ended with the score tied.

Overtime play is mandated for all games (including sub-varsity) between schools of the same classification. Overtime may be played between teams of different classifications in the regular season if both head coaches agree to do so in the presence of the Referee prior to the start of the game. Overtime play is divided into periods. During an overtime period each team has an opportunity for an offensive possession without regard to whether any score has already occurred in the overtime period. However, an overtime period may include only one offensive possession if the defensive team scores a safety or touchdown; such a score by the defense also determines the outcome of the game, and the game is over.

Activity prior to Overtime Coin Toss

When the score is tied at the end of the 4th period of a regulation game in which overtime is required or has been elected by the coaches, the Referee will instruct both teams to return to their respective team boxes. This begins 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 overtime procedure and to discuss how penalties (if any) will be assessed to start the overtime. At the end of this 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 about timeouts and any special penalty enforcements that apply. At the end of this intermission, a coin toss will be held.

Coin Toss before First Overtime Period

There will be a single coin toss prior to selecting options before the start of any overtime play. At the coin toss in the center of the field, the visiting team captain shall be given the privilege of calling the coin prior to the toss. 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 into play. The loser will have his choice of the remaining options. The Referee will indicate the team with first choice of options (winner of the coin toss) by placing a hand on the shoulder of that team's captain. 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 offensive possession with the 1st down signal. The other team's captain will face the offensive captain with his back toward the goal he is to defend.

Timeouts during Overtime

Each team shall be allowed one timeout for each overtime period. Timeouts not used during the regulation periods may not be carried over into overtime. Unused overtime-period timeouts may not be carried over to other overtime periods. Charged timeouts between periods shall be charged to the succeeding period.

Penalty Enforcement

Except as noted in this paragraph, fouls are enforced during each possession of overtime as they would otherwise be enforced during any non-overtime periods. Dead ball fouls that occur between possessions are enforced on the following possession. Penalties for fouls occurring during a touchdown play, if accepted, may be enforced on the try but NOT from the succeeding spot of the try; enforcement of fouls occurring during a try may be from the succeeding spot.

Overtime Period Possessions

To start each possession during an overtime period, the offensive team shall put the ball in play, 1st and 10, on the defensive team's 15-yard line anywhere between the inbounds lines, unless modified by penalty enforcement. Possession by the offense continues until:

- The offense scores a field goal.
- The offense scores a touchdown, followed by a try (if indicated).
- The offense fails to make the line-to-gain on 4th down.
- The offense otherwise loses possession to the defensive team.

If the defensive team gains possession during a down, the ball becomes dead immediately and the defense may NOT advance. Otherwise, possession will continue as in non-overtime play with all other provisions of Rule 5 of the NFHS Football rules in effect. This means the offense may obtain one or more new series of downs during their possession by reaching the line-to-gain or as otherwise required by rule in conjunction with penalty enforcement. After the first team on offense during the overtime period has completed its possession, the team first on defense will become the offensive team with the ball in its possession at the 15-yard line on the same end of the field where the team first on offense started its possession, unless modified by penalty enforcement.

Overtime Scoring

1 - If the team on offense scores a touchdown, a try by that team will be attempted unless the points that might be scored during this try could not affect the outcome of the game.

2 - A field-goal attempt is permitted during any non-try down.

3 - It is possible for the defense to score either a safety or touchdown in which case the game is over.

Note, however, that the defense may NOT advance the ball if they secure possession during a down.

Option Selection for Second and Subsequent Overtime Periods

If the score remains tied after each team has been given a possession in any overtime period, there shall be a 2-minute intermission. The Linesman and Line Judge will inform the teams on their respective sidelines about timeouts and the need to attempt 2-point tries in the 3rd and subsequent overtime periods. Prior to the 2nd overtime period, the loser of the overtime coin toss will be given the 1st option of offense/defense or selecting the end of the field on which to play. If a 3rd or additional overtime periods are required, then the 1st options will be alternated between the teams with no coin toss. That is, the 1st choice of options will go to the winner of the overtime coin toss for odd numbered overtime periods and to the loser of the overtime coin toss for even numbered overtime periods. For 2nd and subsequent overtime periods, the options selected by the teams will be relayed from the sidelines (effectively coaches' choices); and the teams will be lined up according to the selections on the end of the field where play will commence.

Non-Kick Tries Are Mandated following Touchdowns in 3rd or Subsequent Overtime Periods If the score remains tied after 2 overtime periods (in the 3rd or subsequent overtime periods), any team which scores a touchdown MUST attempt a 2-point try. In the case that a KICK try (1-point try) is attempted in 3rd or subsequent overtime periods, even if the kick is successful, the score will not be allowed and the down will count.

Determining the End of the Game

1 - If the defensive team scores a safety or touchdown, the game is over.

2 - The final score shall be determined by totaling all points scored by each team during both regulation time and all overtime periods.

3 - The team scoring the greater number of points in overtime shall be declared the winner. 4 -

No try will be attempted if the winner of the game has already been determined by a touchdown's having been scored.