



## UHSAA Overtime Football Procedure

Following is the overtime procedures as voted by the UHSAA Executive Committee.

To resolve tied games, officials should follow procedures 3-1, 3-2-1 and 3-5-1 located on page 88 of the 2009 NFHS Football Rules Book. In addition, the following rules apply.

- A. **Extra periods:** An extra period shall consist of two series with each team putting the ball in play first and 10 on the defensive teams 25-yard line or succeeding spot if carry-over penalty has been administered, anywhere between the inbounds lines.
- B. **Team series:** Each team retains the ball during a series until it scores or fails to make a first down. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first and 10 if it again possesses the ball after a change of team possession.  
Team A and B designations are the same as defined in Rule 2-43-2 of the NFHS Rules Book.

Examples:

1. After each team has put the ball in play by snap at the beginning of its series, the score is tied or there has been no score. **RULING:** Begin the second overtime period with the loser of the toss at the beginning of the first overtime period having the choice of the two options.
2. Other than on the try, Team B intercepts a pass or recovers a fumble or a backward pass and scores a touchdown. **RULING:** The overtime period and game are ended, and Team B is the winner.
3. During the first series of an overtime period, Team B intercepts a pass or recovers a fumble or a backward pass and does not score a touchdown. **RULING:** Team A series is ended and Team B, which becomes Team A, starts its series of that overtime period.
4. During the first series of an overtime period, Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the neutral zone, and runs for a touchdown. **RULING:** Six points for Team A, and Team B begins its series of the overtime period after the try.
5. Team A attempts a field goal and the kick is blocked. Team A recovers the kick, which never was beyond the neutral zone, and runs for a first down. **RULING:** Team A's ball, first and 10.
6. Team A attempts a field goal on first, second or third down, and the kick is blocked. Team A recovers the kick, which never crossed the neutral zone, and does not gain a first down. **RULING:** Team A's ball, next down.
7. Team A attempts a field goal and the kick is blocked. Team B recovers the kick and runs into Team A's end zone. **RULING:** Touchdown, game is ended.
8. During the first series of an overtime period, Team B-after gaining possession-loses -possession to Team A, which scores a touchdown. **RULING:** The score counts, and Team B begins it series of the period after the try.
9. During the first series of an overtime period, Team B-after gaining possession-loses possession to Team A, which fails to score a touchdown. **RULING:** Team A series is ended, and Team B begins its series of that period.
10. During the first series of an overtime period, Team A fumbles into Team B's end zone on second down of a series. Team B recovers and downs the ball in its end

zone. **RULING:** Team A series of that overtime period is ended. Team B series of the overtime period begins.

11. During the first series of an overtime period, B10 intercepts a forward pass on his three-yard line and downs the ball in his end zone (no momentum involved). **RULING:** Score two points for Team A. Team A's series is over. Team B will put the ball in play, first and 10 on the 25-yard line at the same end of the field.
12. Team A's field-goal attempt is untouched beyond the neutral zone until it is muffed by B17 at the five-yard line. A75 recovers at the three-yard line. **RULING:** First down for Team A at the three-yard line.

- C. **Scoring:** The team scoring the greater number of points during the regulation and overtime periods shall be declared the winner. There shall be an equal number of series, as defined in (b) above, in each overtime period, except if Team B scores during a period. **Team B may not score on a try.** Beginning with the third overtime period, teams scoring a touchdown must attempt a two-point try. A one-point try by Team A or B (although not illegal) will not score a point.

**EXAMPLES:**

1. On the first possession of an overtime period, Team A scores a touchdown. On the try, Team B intercepts a pass and attempts to return it for a two-point touchdown. **RULING:** Team B is awarded the ball on the 25-yard line to start its series of the overtime period with the overtime score 6-0. The ball is dead after Team B possesses the ball on the try.
2. If a touchdown is scored that determines the winning team in an overtime period, the try is canceled.

D. **Fouls after Team B possession:**

1. Distance penalties by either team are declined by rule in overtime periods (**Exceptions:** Dead-ball fouls, live-ball fouls penalized as dead-ball fouls and flagrant personal fouls are enforced on the succeeding play).
2. Scores by fouling teams are canceled.
3. If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed.

**EXAMPLES:**

1. After the end of the first series of an overtime period by Team A, Team B commits a dead-ball foul. **RULING:** Team B starts its series on the 40-yard line, first and 10.
2. During the first series of an overtime period, Team A passes and a Team A back is illegally in motion during the down. The pass is intercepted, and Team B commits a foul before scoring a touchdown. **RULING:** Score not allowed. The series is ended, and Team B begins its series on the 25-yard line.
3. During the second series of an overtime period, Team B intercepts a pass and runs for a touchdown. During the run, Team B clips at midfield. **RULING:** Nullify the score, and if the score is tied, the next period will start with first and 10 at the 25-yard line.

- E. **Timeouts:** Each team shall be allowed one timeout for each overtime period. The overtime period(s) begins when the ball is first snapped; however, timeouts between periods shall be charged to the succeeding overtime period. Timeouts not used during the regulation periods **CANNOT** be carried over into the overtime period(s). Unused extra-period timeouts **CANNOT** be carried over to other overtime periods. Radio and television timeouts are not permitted during any overtime periods and charged team timeouts may not be extended for radio and television purposes.