

OVERTIME (PIAA ADOPTION OF 3-1-1 NOTE)

References: Table 1-7-9, 3-1-1 Note, 2014 Rule book pages 83-85

Key points: Only for varsity games. All downs are untimed—no game clock, although we still have the 25 second clock.

All normal rules apply other than those specifically outlined in the overtime procedure section of the rule book (no PIAA exceptions).

The line to gain is **always** the goal line, so we do not need the sticks, just the down box.

There is only one coin toss.

An overtime period consists of a series on offense by both teams, and the entire period will be held at the designated end of the field. Each team gets 1 time-out per overtime period, no carryover of time-outs.

After the period is over, the end of the field for the next period will be designated by the team exercising that choice [normally the team with the second choice]. No rule that a team has to go for a 2 point try. We keep playing overtime periods until there is a winner.

Procedures: After the 4th quarter ends in a tie, the Referee sends both teams to their benches and we have a 3 minute intermission. (This counts as half time as far as an injured player is concerned. He can play on the first down of overtime.)

The crew meets, goes over the main rule implications and whether there are any carry over penalties (succeeding spot fouls). Wing officials go over the main rule differences with the coaches on their sidelines. They should also discuss any carry over penalties. After answering any of their questions, then we proceed with the coin toss.

Coin toss: Held on the 50 yard line with the captains. Visiting captain calls the toss. (This is the only coin toss during overtime, no matter how many overtime periods we have.)

--Winner of toss chooses one of the following (can't defer):

Offense or defense

Which end of the field we're playing at for this period

Loser of the toss has the remaining option.

Referee indicates winner by tapping on shoulder, lines teams up facing the appropriate directions and designates the offense by signaling first down.

OVERTIME (PIAA ADOPTION OF 3-1-1 NOTE)

Major rule differences: Each team is permitted 1 time-out per overtime period. Un-used 2nd half time-outs and un-used time-outs from previous overtime periods do not carry over.

The down is **always** first, second, third or fourth and **goal to go**.

When B gains possession, the ball is dead and A's series is over. **B cannot advance** a fumble, muff, interception or kick.

Each team puts the ball in play at any spot between the inbounds lines on the 10 yard line (unless moved by penalty) when they start their series (if the down is replayed, they retain that choice).

If A scores a safety (very rare)—B gets the ball on the 10 yard line, and the temporary score is Team A 2, Team B 0.

After the first team's series is over, the second team will go on offense, first and goal from the 10 yard line at the same end of the field.

If one of the following happens, the offensive team gets a new series of downs: A penalty with an automatic first down is accepted [the 4 roughs], or the offensive team recovers a scrimmage kick (field goal attempt, since it doesn't make sense to punt) between the goal lines after it has been touched first by the defensive team beyond the neutral zone (also very rare).

If the defensive team scores a safety or touchdown (extremely rare), the game is ended.

PSK does not apply.

No intermission after a score since there is no free kick (3-5-7L).

Carry Over Fouls: Fouls on touchdowns from either the 4th quarter or in any over time period can not be carried over to the next overtime series since there is not a subsequent kickoff. They can only be carried over to the try.

The team that has the most points at the end of the period is the winner. If the teams are tied, we go on to the successive period procedures.

Successive period procedures: 2 minute intermission, then captains meet at the 50 and the loser of the coin toss (only have one coin toss for the whole overtime) has the first choice of options for the second overtime period. This will rotate if we have additional periods. Quick way to remember: the winner of the coin toss has the option on odd numbered periods, the loser on even number periods. The options are the same (loser has choice of the remaining option):

Offense or defense

Which end of the field we're playing at for this period

-We keep playing overtime periods until there is a winner.