

## Overtime (OT): Rules

1. Policy: OHSAA requires that all Varsity Contests **ONLY** have a winner (no ties) & must use this OHSAA OT Procedure. OT is **NOT** used in any Sub varsity Games (JV/Frosh/8<sup>th</sup>/7<sup>th</sup> Grade). OT Period starts when the **R** signals "End of 4<sup>th</sup> Period". Commissioners/Assigners & Officials may **NOT** modify these OT Rules.
2. Do **NOT** use the OT Procedure in the NFHS Rules Book. It is different from these OHSAA OT Rules.
3. Definition: An OT Period is defined as the Home Team (HT) & Visiting Team (VT) each having a series.
4. Start: Both teams go to their team boxes for a maximum 3 minute intermission. **Crew** meets at 50 YL, reviews OT, & discusses penalty enforcement (no Post Scrimmage Kick enforcement); including any carry-over penalties from 4<sup>th</sup> period that could be assessed to start OT. **HL/U** (VT HC) & **BJ/LJ** (HT HC) will answer any Head Coach's (HC) questions.
5. Coin Toss (CT): VT chooses "heads" or "tails". Winner: Choice of defense or offense first, or end of field to play. Loser: other choice. **R** indicates CT winner; place a hand on his shoulder. To indicate offensive team, **R** has that captain face the Goal Line (GL) his team will advance. Indicate with first down signal. Other captain faces offensive captain with his back to GL he will defend. There is only one CT in OT.
6. Time Out's (TO): 1 TO/team/OT period. Unused TO's do not carry over from 4<sup>th</sup> Period to OT or from one OT Period to the next OT Period.
7. Timing: GC is turned off. PC is used. Maximum 2 minute intermission between OT Periods, regardless of the number of OT Periods played, & a 1 minute intermission after a team scores.
8. Start First OT Period: Each team has a series of downs. Offensive team: **(A), 1<sup>st</sup> & 10, B's 20 YL** or Succeeding Spot (SS) (if carry-over penalty has been enforced). A has 4 downs. A is awarded a new series when a 1<sup>st</sup> down is made. Line to Gain (LTG) is established 10 YDS in advance when a new series is awarded. If LTG is not reached, opponent starts on offense. After first team on offense has completed its series, defense becomes offensive team, 1<sup>st</sup> & 10, at the same 20 YL, anywhere between the HM's.
9. Direction: Both teams play at the same end of the field during an OT Period.
10. COP: If B gains possession, ball is dead **immediately**. A's series has **ended**.
11. Scoring: A may score by FG, TD, & Try **ONLY**. B cannot score. If A scores a TD, then do the Try, unless points would not affect the game outcome. Team with the most points at the end of an OT Period wins. Final score: Combine points scored in regulation & all OT Periods.
12. Score Tied After 1<sup>st</sup> OT Period: If the score remains tied after each team has been on offense in an OT Period, then play more OT periods until a winner is determined.
13. Subsequent Captains Meeting (s): Loser of OT CT has first choice of options (See # 5 above). Additional OT periods: Option choice is alternated (no CT). **Crew** will meet with the HT & VT Captains each time at the 50 YL for their choices. Then the **R** will signal the choices to the press box.

14. A Awarded New Series: A shall be awarded a new series when any of the following occurs: 1. LTG is reached; 2. Kicking Team (KT) recovers a FGA between the GL's after it has been touched First by Receiving Team beyond the Neutral Zone; & 3. B is guilty of roughing kicker/holder/snapper/passers.

(5/22/20)

## Overtime (OT): Plays & Rulings

1. Play. Last timed down of 4<sup>th</sup> period. A 1 scores TD, score now B 22 & A 20. On a Try A 2 passes to A 3 for successful Try (2 points). After Try, B 1 commits UNS. Ruling. B 1 UNS foul is enforced at SS to begin first OT Period. R explains options to the HT & VT Captain's prior to the Coin Toss (CT).
2. Play. Last time down of 4<sup>th</sup> period. A scores TD & score is A 13 – B 14. A has successful Try-Kick & B 1 roughs kicker/holder. Ruling. If A accepts score, penalty is enforced to start OT. If A accepts penalty, Try will be replayed at the 1½ YL.
3. Play. End of 4<sup>th</sup> period score is tied. After last down of 4<sup>th</sup> period, A 1 strikes B 1. Ruling. DQ A 1. Enforce personal foul at SS. If A is first on offense in OT, it is A 1<sup>st</sup> & 10 on B 35 YL. If B is first on offense it is B 1<sup>st</sup> & G on 10 YL. OHSAA OT: Ball is initially placed at 20 YL.
4. Play. 4<sup>th</sup> Period ends with a TD. During A's successful 2 point Try, B 9 commits Defensive Pass Interference (DPI). A makes successful 2 point Try which ties game & results in OT. A elects to take DPI penalty at SS to begin OT. R explains options to the HT & VT Captain's prior to CT in OT.
5. Play (OT). Home Team used all 3 TO's in the 2<sup>nd</sup> half & now their HC asks for a TO after the OT Toss & prior to the R signaling the ready. Ruling. Legal. OT starts once R signals "End of Period" for 4<sup>th</sup> Qt.
6. Play (OT). Regulation game ends in a tie. In OT, A wins CT & selects offense. A 1 scores TD. After A 1 scores TD: (a) A 2 clips B 1 or (b) B 1 strikes A 2. Ruling. DBF in both (a) & (b). TD counts. Penalties in both (a) & (b) are enforced at SS, the Try.
7. Play (OT). A 4<sup>th</sup> & 5. TD by A. After score, but before Try, B 1 commits UNS. Ruling. Penalty enforced at SS on Try. Non player, UNS, & DBF are penalized at SS.
8. Play (OT). A 3<sup>rd</sup> & G on B 4 YL. B recovers fumble or intercepts pass. Ruling. Down & series ends with B's fumble recovery or intercepted pass. B cannot return them. Ball is dead immediately.
9. Play (OT). A 3<sup>rd</sup> & G on B 4 YL. Attempted FG by A is unsuccessful & B 1 recovers FB on – 1 YL. Ruling. Down & series ends for A with Change of Possession.
10. Play (OT). A 3<sup>rd</sup> & G on B 4 YL. B commits DPI on incomplete pass. Ruling. A 3<sup>rd</sup> & G on B's 2 YL.
11. Play (OT). A 2<sup>nd</sup> & G on B 9 YL. A commits OPI on incomplete forward pass. Ruling. A 2<sup>nd</sup> & G on B 24.
12. Play (OT). A 4<sup>th</sup> & G on B 6 YL. Attempted FG by A is unsuccessful. B 1 roughs kicker/holder. Ruling. A 1<sup>st</sup> & G on B 3 YL. Automatic first down for roughing kicker/holder.
13. Play (OT). Home Team (HT) chooses offense first. HT (A) scores TD. During successful Try-Kick, B 1 roughs holder. Ruling. Since HT (A) accepts result of the play (successful Try-Kick), penalize VT (B) at SS. It will be VT ball 1<sup>st</sup> & 10 at the 35 YL.
14. Play (OT). HT chooses offense first, scores TD & Try-Kick. They huddle in front of their bench. Ruling. Due to the A score, there is a 1 minute intermission after Try.
15. Play (OT). HT chooses offense first & their series ends with no 1<sup>st</sup> down. They huddle in front of their bench. VT is on the field ready to play. Ruling. The teams must switch sides of the LOS &

begin a new series immediately with no break. Do not allow the VT to put the ball in play until the HT is on the field. Penalize HT for delay of game, if warranted.

16. Play (OT). Scoreless 1<sup>st</sup> OT Period. B lost OT CT. B has choice & chooses to play 2<sup>nd</sup> OT Period at opposite field end from where 1<sup>st</sup> OT was played. Ruling. Yes.

## Overtime (OT): Penalty Enforcement

### 1. Basic Rule

Succeeding Spot (SS) fouls which occur: A. During last play of the game; B. During the last play of an OT Period; or C. Dead ball fouls which occur after the last play of a game or OT Period. These can be carried over to OT, unless a TD is scored on that play, in which case the penalty can only be enforced on the Try.

### 2. Fouls that carry over from Regulation to the First Play of OT (or from one OT Period to the following OT Period)

- SS fouls during last timed down of a game or last play of an OT Period, if a TD was not scored.
- Dead Ball fouls (DBF) after last play of a game or last play of an OT Period if TD was not scored during play.
- SS fouls on a Try, if the Try follows a TD on last play of a regulation/OT period.
  - Unsportsmanlike (UNS) fouls during or after the Try on A or B.
  - Non player fouls or non-player UNS fouls during the Try on A or B.
  - DBF after the Try on either A or B.
  - Fouls on B during the Try, if A accepts the result of the play & chooses penalty enforced from the SS. (These include: Fouls by B or RT on a successful Try or FG; DBF after last play of the game or before OT; UNS or non-player fouls during or after the Try on A or B; in OT, non-player, UNS, & DBF are penalized at SS.)

### 3. Fouls that do NOT carry over from Regulation to the First Play of OT (or from one OT Period to the following OT Period)

- A foul by an opponent of scoring team on last play of regulation/OT Period during a down in which a TD was scored. Scoring team can only accept this penalty on Try.
- A UNS or non-player fouls by either team on the last play of regulation/OT Period on a down which a TD is scored. Offended team can only accept this penalty on the Try.
- If a TD is scored on the last play of regulation/OT Period & there is a foul after scoring down, but prior to the initial ready for the Try, for which the basic spot is the SS, the offended team can only accept this penalty on the Try.