

2016 West Virginia High School Football Overtime Procedures

First Overtime Session

3 minutes between end of 4th Quarter and Start of OT
Bring Captains to midfield for COIN TOSS
Winner of Toss – (O, D, or end of field to play)
Team A - Start 1st and 10 @ B's 20^^
Each team gets ONE timeout for entire first OT session

Second Overtime Session

2 minutes between end of 1st OT and Start of 2nd OT
Bring Captains out – **NO** Coin Toss
Loser of Toss in 1st OT meeting picks (O, D or end of field)
Team A - Start 1st and 10 @ B's 20^^
Each team gets ONE timeout for entire second OT session

Third Overtime Session

2 minutes between end of 2nd OT and start of 3rd OT
Bring Captains out – **NO** Coin Toss
Winner of Toss in 1st OT meeting chooses again (O, D, end of field)
Team A – Start 1st and 10 @ B's 20^^
Each team gets ONE timeout for entire third OT session

If teams are tied at end of third Overtime – regular season game ends in tie.
IF Playoff game – repeat Third Overtime Procedure until you have a winner.

^^ **Ball starts on B's 20 yard line unless moved by penalty.**

1. Recommend that you review OT procedures at halftime as a crew.

2. Overtime is an extension of 4th Quarter
3. Any unused timeouts from second half DO NOT 'carry-over' to OT:
each team gets one (1) timeout per OT session
4. Team B (Defense) can NOT score on a turnover by Team A:
once Team B secures clear possession - ball is dead.
5. PSK shall NOT be used in Overtime
6. Once Team A has completed its offensive turn - Team B shall begin its offensive series once officials have ball ready for play (meaning NO intermission time).
7. Teams do NOT have to go for two following a score for any OT session (May elect to kick extra point or go for two – Never must do one or the other).