

West Virginia High School 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)

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 end in tie.

IF Playoff game – repeat Third Overtime Procedure until you have a winner.

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

Overtime is an extension of 4th Quarter

Any unused timeouts from second half DO NOT 'carry over' to OT

each team gets one (1) timeout per OT session

Team B (Defense) can't score on a turnover by Team A
once Team B secures clear possession - ball is dead.

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).

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).

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