

# NJSIAA Overtime Procedure

1. Three Minute Intermission
  - o Teams to sideline
  - o Officials to 50 yard line
2. Coin Toss
  - o Visiting captain makes the call
  - o Winner chooses offense, defense, or goal to defend
  - o Loser chooses from remaining options
  - o All play occurs at same end of the field
3. Time Outs
  - o There is one time out per team per overtime period
  - o Time outs can be used on offense or defense
  - o Time outs **do not** carry over to subsequent overtime periods
4. Play
  - o Ball placed on the 25 yard line anywhere between hash marks
  - o Down marker and line to gain are set at 1st and 10
  - o The ball is marked ready for play
  - o 25 second play clock is used
  - o No game clock
5. Series ends when
  - o Offense scores or fails to make a 1st down
  - o Defense gains possession of the ball
  - o Defense scores - game is over
6. Score remains tied after overtime period
  - o 2 minute intermission
  - o No coin toss - Team that chose last in the previous overtime period chooses first in the new overtime period
7. Overtime Limits
  - o Three overtime periods in regular season
  - o Unlimited overtimes for state tournament play
8. Third Overtime Period
  - o Scoring team must attempt a 2 point conversion
  - o No PSK penalty enforcement in overtime as teams will not punt away the ball and any fouls by R beyond the expanded neutral zone prior to the end of a missed field goal attempt will either end the series of downs for K or negate a score by R. R would then take the offense at the 25 yard line.