



## **FLAG FOOTBALL OVERTIME PROCEDURE**

### **Overtime:**

- 1) In the event the 2nd half ends in a tie, overtime will commence.
- 2) A coin toss shall decide which team puts first. The visiting team will call the toss.
- 3) The winner of the coin toss can choose to be on offense first, defense or select the end of the field that overtime will be played on. The loser of the toss shall exercise the remaining option for the first extra period and shall have the first choice of options for subsequent even-numbered extra periods.
- 4) Each team will receive one (1) timeout per extra period (offensive and defensive possession). Unused extra-period timeouts may not be carried over to other extra periods. Timeouts between periods shall be charged to the succeeding period.
- 5) Each extra period shall consist of a two-possession series, with each team putting the ball in play by a snap on the designated 20-yard line (unless relocated by penalty), which becomes the opponent's 20-yard line. The line to gain is always the goal line, regardless of whether a penalty enforcement places the ball more than 20 yards from the goal line to start a new series of downs.
- 6) Possession series: Each team retains the ball during a possession series until it scores or fails to reach the endzone. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a first down if it regains possession after a change of team possession.
- 7) There shall be an equal number of possession series, as described in 6) above, in each extra period, unless Team B scores.
- 8) Teams may attempt either a 1- or 2-point try after a touchdown is scored, in accordance with regulation play procedures.
- 9) The game clock is not needed during extra periods. The 25-second play clock will remain in effect in accordance with regulation play procedures.

- 10) The ball is live after a turnover in overtime. Team B may return the ball for a touchdown.
- 11) Fouls During a Try or in Overtime After a Change of Team Possession:
  - a. A score by a team committing a foul during the down is canceled. Exception: Live-ball fouls are treated as dead-ball fouls.
  - b. If both teams foul during the down and the defensive team had not fouled before the change of possession, the fouls cancel, and the down is not repeated.
  - c. Penalties against either team are declined by rule.  
  
\*Exception: Penalties for flagrant personal fouls, unsportsmanlike conduct fouls, dead-ball personal fouls, and live-ball fouls treated as dead-ball fouls are enforced from the succeeding spot (20-yard line)

Mercy Rule:

- 1) If the point deficit is 21 points or more in the second half, the game clock will continue to run and only stop for officials and team timeouts.