



## **FSYFL “KANSAS TIEBREAKER” PROCEDURE**

1. An overtime period is untimed play after a regulation game has ended with the score tied. During an overtime period each team has an opportunity for an offensive series of downs. However, an overtime period may include only one offensive series of downs if the defensive team scores a safety or touchdown.
2. When the score is tied at the end of the second half, the referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches. All officials will assemble at the 40-yard line, review the overtime procedure, and discuss how penalties, if any, including any carry-over penalties from the regulation contest will be assessed to start the overtime procedure.
3. At the coin toss in the center of the field the visiting-team’s captain shall be given the privilege of choosing “heads” or “tails” before the coin is tossed. The winner of the toss shall be given his choice of defense or offense first, or of designating the end of the field at which the ball will be put in play for this set of downs. The loser will have his choice of the other options. The referee will indicate the winner of the toss by placing a hand on his shoulder. To indicate which team will go on offense, the referee will have that captain face the goal toward which his team will advance and indicate this with the first-down signal. The other team captain will face the offensive captain with his back toward the goal he will defend.
4. Each team shall be permitted one time-out during each overtime period (a series for A and a series for B).
5. The team scoring the greater number of points in the overtime shall be declared the winner. The final score of the game shall be determined by totaling all points scored by each team during both regulation time and overtime periods.
6. To start the overtime, the offensive team shall put the ball in play, first and goal, on the defensive team’s 10-yard line or succeeding spot if carry-over penalty has been administered anywhere between the hash marks. The first offensive team shall have a series of four downs. That series shall be terminated by any score by the offensive team or if the defensive team has possession of the ball.
7. If the team on offense scores a touchdown, it is entitled to the opportunity for a try unless the points would not affect the outcome of the game or playoff qualifying..
8. If the defensive team gains possession, the ball becomes dead immediately and the offensive team’s series of downs is ended.
9. After the first team on offense has completed its series of downs, the first team on defense will become the offensive team with the ball in its possession at the same 10-yard line anywhere between the hash marks. The same end of the field will be used for possessions by both teams during the two sets of downs to ensure equal game conditions and conserve time.
10. If the score remains tied after each team has been given one series of downs in an overtime period, then the procedure shall be repeated with other overtime periods until a game winner is determined. In this case, there shall be an intermission of two minutes. At the subsequent meeting of team captains, the loser of the overtime coin toss will be given first choice of the options. If additional overtime periods are required, then first options will be alternated with no coin toss.
11. If a safety is scored by the offensive team, the succeeding spot will be the 10-yard line possession of the team that was on defense, provided the defensive team has not had its series of downs (the temporary overtime score is: Team A-2; Team B-0).
12. When the defensive team gains possession of the ball, the down and series immediately end for the offense.
13. The offensive team shall be awarded a new series of downs when a penalty for defensive pass interference is accepted. The line to gain is always the goal line.
14. If the defensive team scores a safety or touchdown, the game is ended.
15. No try will be attempted if the winner of the game has been determined.
16. Any player, coach or non-player that is ejected from the game during regulation play will not be permitted to participate during the overtime procedure. The overtime procedure is considered an extension of the game.

## CASE PLAYS AND INTERPRETATIONS

**SITUATION 1:** On fourth down in overtime play, A scores a touchdown. After the score, but before the try, B1 commits an unsportsmanlike foul.

**Ruling:** The penalty is enforced from the succeeding spot on the try. Nonplayer fouls, nonplayer unsportsmanlike fouls and dead-ball fouls are penalized on the succeeding spot.

**SITUATION 2:** During the last timed down of the fourth period A1 advances for a touchdown making the score B-22 and A-20. On the try A2 passes complete to A3 in the end zone. Following the try B1 commits an unsportsmanlike foul.

**Ruling:** The penalty for the foul by B1 after the successful try will be administered from the succeeding spot to begin overtime play.

**Comment:** In this situation the referee should explain to the captains at the time of the coin toss the fact the penalty will be administered on the first series of downs in the overtime. The place from which the ball will be put in play for each team could have an effect on the choice made by the winner of the toss.

**SITUATION 3:** When the regulation game ends in a tie, the teams use the recommended tie-breaking procedure. A wins the toss and elects to take the ball. A1 scores on the third down. After A1 crosses the goal line: (a) A2 clips B1; or (b) B1 strikes A2.

**Ruling:** Dead-ball fouls in both (a) and (b). The score counts and the penalties in both (a) and (b) are enforced on the try, because that is the succeeding spot.

**SITUATION 4** On third and 4 in overtime play, B recovers a fumble or intercepts a pass.

**Ruling:** The down ends as soon as B1 recovers or intercepts. In both cases the series of downs is ended for A.

**SITUATION 5:** The second half ends during a scoring play. During the successful 2-point try, B9 is called for pass interference. A accepts the result of the play, which ties the score and chooses to have the penalty assessed at the succeeding spot.