

5th Quarter Guidelines (a.k.a. 'Varsity +12', 'Sub Varsity +10' game levels in Arbiter)

Administrative Advance Requirements

- 1 "5th QTR" request must receive advance approval of NHFOA.
Host school athletic department shall make every effort to contact NHFOA Commissioner with request for "5th QTR" game a minimum of five (5) days in advance of game date.
- 2 NHFOA shall respond to request within 72 hours of receipt of host school request.
- 3 "5th QTR" Games will NOT be allowed for any regulation game, at any level, starting after 6 p.m.
- 4 NHFOA will make reasonable effort to accommodate requests, including officials' reassignment.
- 5 "5th QTR" purpose is to allow younger, less skilled or inexperienced opportunity to participate.
- 6 No less than 4 NHFOA certified, provisional or apprentice officials will be assigned by NHFOA.
- 7 Regulation games requiring police detail shall continue through officials' departure from site.

Administrative "5th QTR" Requirements –

- 1 Post regulation game handshakes by opponents will be delayed until completion of "5th QTR".
- 2 "5th QTR" will be played following completion of regulation game with 2 minutes intermission.
- 3 Regulation game Official Clock Operator / Timer must continue clock operation in "5th QTR".
- 4 Regulation game Line-to-Gain Crew must continue to operate in "5th QTR".
- 5 Regulation game trainers and medical personnel shall remain and oversee in "5th QTR".
- 6 Players must continue to wear same color and number uniform shirt as worn in regulation game.
- 7 Upon mutual agreement of game officials and team administrators/head coach the "5th QTR" may be canceled due to a variety of circumstances that may result from regulation game play.
Whether played or not, officials shall receive game fee rate as agreed in advance.
- 8 Sideline behavioral and control rules of regulation game shall continue in "5th QTR".
- 9 The head coach of the regulation game shall continue responsibility in the "5th QTR".
- 10 Game officials shall maintain the right to terminate or eliminate "5th QTR" for unsportsmanlike behavior, inclement weather or unsafe playing conditions as allowed by NFHS rules, to include occurrences from either regulation (overtime is an extension of regulation) or overtime play.
- 11 Game management shall remain on site through completion of "5th QTR".

Game Rules (to be reviewed with coaches during pre-game coach's conferences if "5Q" scheduled)

- 1 Scoreboard shall be cleared and begin at 0-0, line to gain will be set on first and ten.
- 2 There shall be no captains' conference or coin toss.
- 3 Visiting team will have first possession and become Team A.
- 4 First possession will begin with ball on Team A's 30 yard line at scoreboard end of field.
- 5 Other than beginning on the 30-yard line with a first and 10, NFHS rules shall apply.
- 6 All other game rules shall be per NFHS Rules Book.
- 7 The "5th QTR" will allow a maximum of 2 timeouts per team.
- 8 Arbiter game level Sub Varsity +10 will play 10 minute regulation timing.
- 9 Arbiter game level Varsity +12 will play 12 minute regulation timing.
- 10 Regulation game penalties and disqualifications shall carryover into "5th QTR".
- 11 There will be no overtime play if "5th QTR" expires with tie score.

Eligible Players

- 1 Beyond NFHS Rules, officials will not determine eligible players or substitutes.

NOTE: This is a living document to be developed as circumstances warrant.

The 5th quarter is seldom used but we will save the procedure for future reference