

# MIAA Suspended Game and Overtime Procedure Document

This document is intended to assist Athletic Directors and Game Officials with the suspended game policies and overtime procedures of the MIAA and NFHS. Everyone must still carefully read the rule books and formats. *(last updated 4/14/2026)*

## FALL SPORTS

	Suspended Game Policy	Regular Season Overtime	MIAA Postseason Overtime	Running Clock & Mercy Rules
<b>Cross Country</b>	<p><b>NFHS 3-2-5:</b> A meet may be suspended by the games committee, in collaboration with the referee, due to an emergency such as hazardous weather conditions or power failure.</p> <p><b>NFHS 3-2-6:</b> Competition interrupted because of events beyond the control of the responsible administrative authority, shall be continued from the point of interruption <del>unless there are conference, league or state association rules which apply.</del> All trials and marks, made up to the point of interruption, shall stand.</p> <p><i>(There are no state association adoptions relative to this article. This guidance/rule stands.)</i></p>	N/A	N/A	
<b>Field Hockey</b>	<p><b>NFHS Rule 4 Art.2 . . .</b> Games interrupted or suspended because of circumstances beyond the control of the responsible administrator shall be resumed at the point of interruption if play is stopped prior to the completion of the second quarter. If play is stopped after completion of the second quarter, the game is considered a completed game.</p>	<p><b>MIAA Rule 68.2.1-</b> If a league elects to play a tiebreaker, teams must play four quarters of 12 minutes and 30seconds with intervals of 2minutes between quarter 1 and 2 and between quarter 3 and 4 and the overtime period must not exceed ten minutes. The overtime period must be played to completion or sudden victory.</p>	Page 6, item #10 of the MIAA Field Hockey Tournament Format ( <a href="#">click here</a> )	
<b>Football</b>	<p><b>NFHS Rule 3 Art.(s) 4 &amp; 5: ART. 4 . . .</b> Games interrupted because of events beyond the control of the responsible administrative</p>	Immediately following the conclusion of the 4th quarter, the teams will go to their team area for two minutes.	Same as regular season	

	<p>authority shall be continued from the point of interruption, unless the teams agree to terminate the game with the existing score, <del>or as otherwise provided for by state association adoption.</del></p> <p><b>ART. 5 . . .</b> When weather conditions are construed to be hazardous to life or limb of the participants, the crew of game officials is authorized to delay or suspend the game.</p> <p><i>(There are no state association adoptions relative to this article. This guidance/rule stands.)</i></p>	<p>The officials will escort the captains to the middle of the field to conduct an Extra Periods coin toss.</p> <p>The winner of the overtime coin toss shall choose one of the following options:</p> <ol style="list-style-type: none"> <li>1. Offense or Defense</li> <li>2. Which end of the field shall be used for both possession series of that overtime period</li> </ol> <p>The loser of the coin toss shall exercise the remaining option.</p> <p>In subsequent even numbered overtime periods, the loser of the coin toss will have the first choice of the two options.</p> <p>In subsequent Odd numbered overtime periods, the winner of the coin toss will have the first choice of the two options.</p> <ul style="list-style-type: none"> <li>• Each series shall begin at the ten-yard line unless a penalty overrides. First down chains will not be used. It is always goal-to-go. If penalty enforcement calls for an automatic first down, it will be first and goal.</li> <li>• For the first and subsequent tie breaking periods, any team that scores a touchdown must attempt a two-point conversion by run or pass from scrimmage.</li> <li>• If there is a change of team possession during any play of an overtime period, live ball personal fouls or live ball unsportsmanlike conduct fouls by opponents of the team last gaining possession, that occur after the change of possession, gives the team in possession the option of putting the ball in play, where the penalty leaves the ball, for one down free of penalty or penalize as a dead ball foul at the succeeding spot in the subsequent overtime period. This option is exercised only if the team last gaining possession is free of foul during the down.</li> </ul> <p>Example: Second Series - Team B intercepts Team A's pass and, during Team B's run back, Team A commits a personal foul.</p> <p>Ruling: Team B has the option of extending the overtime period for one down free of penalty, with Team B putting the ball in play where the penalty leaves the ball, provided Team B has not fouled during the down. Or Team B may</p>		
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		choose to penalize as a dead ball foul at the succeeding spot in the subsequent overtime period.		
<b>Golf (Fall)</b>	N/A	N/A	<p><b>TIE BREAKER for Individual State Championships Only</b>– If at the conclusion of play, two or more players are tied for the Individual Championship, the players who are tied will playoff starting at a hole determined by the MIAA Tournament Director. If two or more players are still tied at the conclusion of the first playoff hole, those players will continue to a second playoff hole and play will continue in this manner until the tie is broken.</p> <p><b>TEAM TIE BREAKERS</b></p> <p><b>Sectionals</b> - The 4 lowest stroke play scores on each team will make up the team score. The score of the 5th lowest player will be used to break ties. If a tie still exists, the 6th players’ score will be used to break the tie. If a tie still exists, cochampions will be declared.</p> <p><b>States</b> - The 4 lowest stroke play scores on each team will make up the team score. The score of the 5th lowest player will be used to break ties. If a tie still exists, the 6th players’ score will be used to break the tie. However, if the 6th players’ score fails to break the tie, all six team members, of each tied team, will enter into a sudden death playoff, at a hole to be determined by the MIAA Tournament Director. The four best scores from each team</p>	

			will be counted, if still tied, the fifth score will be counted, if still tied, the sixth score will be counted. If the tie still remains, the playoff will continue to a second playoff hole.	
<b>Soccer</b>	<b>NFHS Rule 7 Article 3-</b> In the event a game must be suspended because of conditions which make it impossible to continue play, the head referee shall declare it an official game if one complete half or more of the game has been played, <i>unless otherwise set forth by state association adoption</i> . If less than one-half of the game has been played, the game may be rescheduled from the start, or restarted from the suspension of play according to state association adoption. <i>(There are no state association adoptions relative to this article. This guidance/rule stands.)</i>	N/A - Teams will tie	Page 3, item #8 of the MIAA Soccer Tournament Format ( <a href="#">click here</a> )	
<b>Swimming &amp; Diving</b>	<b>NFHS Rule 7 Sect. 2 Art. 4:</b> When a meet is suspended due to power failure or other unforeseen circumstances, it may be resumed from the point of suspension <del>unless state association rules determine otherwise</del> . Resumed meets start from the point of suspension with the score and entries the same as when the meet was suspended. <i>(There are no state association adoptions relative to this article. This guidance/rule stands.)</i>	N/A - Teams will tie	N/A- Teams will tie	
<b>Volleyball</b>	<b>NFHS Rule 1, Section 7</b> A match may be suspended due to: a. Power failure b. Host management failing to resolve a situation of an unruly spectator(s) in a reasonable amount of time c. Other unforeseen circumstances. It may	N/A	N/A	

	be resumed from the point of suspension. When play is resumed, the score and lineup shall be the same as they were at the moment of suspension.			
<b>Unified Basketball</b>	N/A	4-minutes with running time	4-minutes with running time	

## WINTER SPORTS

	Suspended Game Policy	Regular Season Overtime	MIAA Postseason Overtime	
<b>Basketball</b>	<b>NFHS Rule 5-4-4:</b> Whenever a game is interrupted because of events beyond the control of the responsible administrative authorities, it shall be continued from the point of interruption unless the teams agree to terminate the game with the existing score, <del>or there are conference, league or state association rules to cover the situation.</del> <i>(There are no state association adoptions relative to this article. This guidance/rule stands.)</i>	<b>NFHS Rule 5-7-3:</b> The length of each extra period shall be four minutes (or half the time of a regulation quarter for non-varsity contests). As many such periods as are necessary to break the tie shall be played. Extra periods are an extension of the fourth quarter.	Same as regular season	
<b>Gymnastics</b>	N/A	N/A	N/A	
<b>Ice Hockey</b>	<b>NFHS Rule 9 Sect. 12 Art.(s) 5; ART. 5 . . .</b> If, in the opinion of the referees, the conditions become unsatisfactory during the course of the game, they may call the game at any time. If, before two periods have been completed, a game is interrupted because of events	At the conclusion of the third period, if teams are tied, a five-minute overtime will be played. <ul style="list-style-type: none"> <li>There will be a 1-minute intermission at the conclusion of the third period.</li> <li>Teams will play 4-on-4 for five minutes and goaltenders will switch ends for the entire overtime period.</li> </ul>	Pages 4 and 5 of the MIAA ice Hockey Tournament Format ( <a href="#">click here</a> )	

	<p>beyond the control of the responsible administrative authorities (i.e., not involving the players), it shall be continued from the point of interruption, unless the teams agree otherwise <del>or there are state association rules to cover the situation.</del> If the interruption occurs after two periods, the game is considered completed and the score shall stand, unless the teams agree otherwise <del>or there are state association rules to cover the situation.</del> <i>(There are no state association adoptions relative to this article. This guidance/rule stands.)</i></p>	<ul style="list-style-type: none"> <li>• The team that scores first wins the game; if no team scores during the overtime period the game is also ended after five minutes.</li> <li>• The overtime period shall be considered part of the game and ALL unexpired penalties shall remain in force.</li> <li>• Timeouts cannot be used during the Overtime period(s). Unused timeouts do not carry over into overtime.</li> </ul>		
<b>Indoor Track</b>	<p><b>NFHS 3-2-5:</b> A meet may be suspended by the games committee, in collaboration with the referee, due to an emergency such as hazardous weather conditions or power failure.</p> <p><b>NFHS 3-2-6:</b> Competition interrupted because of events beyond the control of the responsible administrative authority, shall be continued from the point of interruption <del>unless there are conference, league or state association rules which apply.</del> All trials and marks, made up to the point of interruption, shall stand.</p> <p><i>(There are no state association adoptions relative to this article. This guidance/rule stands.)</i></p>	N/A	N/A	
<b>Ski</b>	N/A	N/A	N/A	
<b>Swimming &amp; Diving</b>	<p><b>NFHS Rule 7 Sect. 2 Art. 4:</b> When a meet is suspended due to power failure or other unforeseen circumstances, it may be resumed from the point of suspension</p>	N/A - Teams will tie	N/A - Teams will tie	

	<p>unless state association rules determine otherwise. Resumed meets start from the point of suspension with the score and entries the same as when the meet was suspended.</p> <p><i>(There are no state association adoptions relative to this article. This guidance/rule stands.)</i></p>			
<b>Wrestling</b>	N/A	<p><b>NFHS Rule 6-1-3 &amp; 6-7-1</b> Overtime matches, in tournaments and dual meets, shall consist of one, one-minute period followed by two, 30-second tiebreakers, if necessary, and one, 30-second ultimate tiebreaker, if necessary</p>	Same as regular season	

## SPRING SPORTS

	Suspended Game Policy	Regular Season Overtime	MIAA Postseason Overtime	
<b>Baseball</b>	<p><b>For Regular Season Only:</b></p> <p><b>MIAA Rule 65.6.1</b> All games that are regulation games (games played through 4 ½ or five innings) which are stopped by the umpire in chief, are completed games, if not tied or if the home team has had an unequal amount of at-bats. If tied or if the home team has had an unequal amount of at-bats, the game will be resumed at the point of stoppage. These games must complete a minimum of 6 ½ or 7 innings until a winner is declared.</p> <p><b>MIAA Rule 65.6.2</b> All games played that are not regulation games (under 4 ½ innings) which are stopped by the umpire in chief will be resumed from the point of stoppage.</p>	<p><b>For Regular Season &amp; Tournament:</b></p> <p><b>MIAA Rule 65.6.1</b> All games that are regulation games (games played through 4 ½ or five innings) which are stopped by the umpire in chief, are completed games, if not tied or if the home team has had an unequal amount of at-bats. If tied or if the home team has had an unequal amount of at-bats, the game will be resumed at the point of stoppage. These games must complete a minimum of 6 ½ or 7 innings until a winner is declared.</p> <p><b>MIAA Rule 65.6.2</b> All games played that are not regulation games (under 4 ½ innings) which are stopped by the umpire in chief will be resumed from the point of stoppage.</p>	<p>Page 4 of the <a href="#">MIAA Baseball Format</a>:</p> <p>All games that are stopped by the umpire-in-chief, regardless of innings played or score, will be resumed at the point of stoppage. All games must complete 6 1/2 or 7 innings unless both schools mutually agree to end the contest after a regulation game has been declared. A regulation game is declared as 4 ½ or 5 innings.</p>	<p><b>65.7 Mercy Rule (Regular Season Only)</b> - A regulation game shall be declared when the visiting team is behind 10 or more runs after 4 ½ innings, or after a fifth inning, if either team is 10 runs behind and both teams have had an equal number of times at bat (NFHS Rule 4-2-2).</p>

<p><b>Boys Lacrosse</b></p>	<p><b>NFHS Rule 3 Sect. 5: Interruption of Game:</b> Once play begins and a game is interrupted because of events beyond the control of the responsible authorities, the following procedures shall apply:</p> <ul style="list-style-type: none"> <li>a. An interrupted game shall be restarted from its point of interruption.</li> <li>b. If an interrupted game cannot be resumed on the same day and the score is not tied, it is considered legal and complete <b>if three quarters have elapsed.</b></li> <li>c. An interrupted game may be modified (reduced or running time) or terminated and considered complete by mutual agreement of the opposing teams.</li> <li>d. The score at the point of termination will be the official score of the game</li> <li>e. All stats from an interrupted game (goals, saves, time-outs taken, team and player penalties, etc.) carry over and shall be recorded in the scorebook even if it is resumed on a separate day.</li> </ul> <p><i>(There are no state association adoptions relative to this article. This guidance/rule stands.)</i></p>	<p><b>NFHS Rule 3 Sect. 4 Art.(s) 1 &amp; 2: Sudden-Victory Overtime Art. 1 . . .</b> In the event of a tie at the end of the regulation game, play shall be continued, after a two-minute intermission, with sudden-victory overtime. Art. 2 . . . In sudden-victory overtime, the teams shall play periods of four minutes each until a goal is scored. The game ends upon the scoring of the first goal. There will be a two-minute intermission between sudden-victory periods.</p>	<p>Same as regular season</p>	
<p><b>Girls Lacrosse</b></p>	<p><b>NFHS Rule 4 Sect. 4- Interruption of Game:</b> . . . Once play begins and a game is interrupted because of events beyond the control of the responsible authorities, the following procedures shall apply:</p> <ul style="list-style-type: none"> <li>a. An interrupted game continued on the same day or on another day</li> </ul>	<p><b>NFHS Rule 4 Sect. 6: Overtime Procedures:</b> When the score is tied at the end of regular playing time and overtime is to be played, both teams will have a five-minute rest and toss a coin (visiting captain calls) for choice of ends. The alternate possession shall continue from regulation. The game will be restarted by a center draw. The winner will be decided by “sudden victory.” The team scoring the first goal wins the game. Each overtime period</p>	<p>Same as regular season</p>	

	<p>shall be restarted from its point of interruption.</p> <p>b. If an interrupted game cannot be resumed on the same day and the score is not tied, it is considered legal and complete <b>if three quarters have elapsed.</b></p> <p>c. An interrupted game may be modified (reduced or running time) or terminated and considered complete by mutual agreement of the opposing teams.</p> <p>d. The score at the point of termination will be the official score of the game</p> <p>e. All stats from an interrupted game (goals, saves, time-outs taken, team and player penalties, etc.) carry over and shall be recorded in the scorebook even if it is resumed on a separate day.</p> <p><i>(There are no state association adoptions relative to this article. This guidance/rule stands.)</i></p>	<p>shall be two three-minute halves. The clock stops on official time-outs or fouls in the critical scoring area. After the first half of the overtime period, teams shall change ends with no delay for coaching. The game will be restarted by a center draw. If the teams are still tied after six minutes have elapsed, the teams will have a three-minute rest and change ends. Play will continue with “sudden victory” until a winning goal is scored.</p>		
<p><b>Golf (Spring)</b></p>			<p><b>TIE BREAKER for Individual State Championships Only</b>– If at the conclusion of play, two or more players are tied for the Individual Championship, the players who are tied will playoff starting at a hole determined by the MIAA Tournament Director. If two or more players are still tied at the conclusion of the first playoff hole, those players will continue to a second playoff hole and play will continue in this manner until the tie is broken.</p>	

			<p><b>TEAM TIE BREAKERS</b></p> <p><b>Sectionals</b> - The 4 lowest stroke play scores on each team will make up the team score. The score of the 5th lowest player will be used to break ties. If a tie still exists, the 6th players' score will be used to break the tie. If a tie still exists, cochampions will be declared.</p> <p><b>States</b> - The 4 lowest stroke play scores on each team will make up the team score. The score of the 5th lowest player will be used to break ties. If a tie still exists, the 6th players' score will be used to break the tie. However, if the 6th players' score fails to break the tie, all six team members, of each tied team, will enter into a sudden death playoff, at a hole to be determined by the MIAA Tournament Director. The four best scores from each team will be counted, if still tied, the fifth score will be counted, if still tied, the sixth score will be counted. If the tie still remains, the playoff will continue to a second playoff hole.</p>	
<p><b>Outdoor Track</b></p>	<p><b>NFHS 3-2-5:</b> A meet may be suspended by the games committee, in collaboration with the referee, due to an emergency such as hazardous weather conditions or power failure;</p> <p><b>NFHS 3-2-6:</b> Competition interrupted because of events beyond the control of the responsible administrative authority, shall be continued from the point of interruption unless there are conference, league or</p>	<p>N/A</p>	<p>N/A</p>	

	<p><del>state association rules which apply.</del>  All trials and marks, made up to the point of interruption, shall stand.  <i>(There are no state association adoptions relative to this article. This guidance/rule stands.)</i></p>			
<b>Rugby</b>	N/A	N/A	Page 4, item K of the MIAA Rugby Tournament Format ( <a href="#">click here</a> )	
<b>Softball</b>	<p><b>MIAA Rule 79.5</b> -A regulation game shall be declared, if a team is leading by 12 or more runs after 5 complete innings (or 4 ½ if the home team is ahead). The 12-run rule applies in tournament play, prior to sectional semi-final rounds. This rule is also in effect for all games played during the regular season. Individual leagues are allowed to include a by-law or rule that reduces the number of runs, (less than 12) that places this rule into effect.</p> <p>Mercy Rule Note: Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.</p>	<p><b>MIAA Rule 79.5</b> -A regulation game shall be declared, if a team is leading by 12 or more runs after 5 complete innings (or 4 ½ if the home team is ahead). The 12-run rule applies in tournament play, prior to sectional semi-final rounds. This rule is also in effect for all games played during the regular season. Individual leagues are allowed to include a by-law or rule that reduces the number of runs, (less than 12) that places this rule into effect.</p> <p>Mercy Rule Note: Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.</p>	<p>From the MIAA Softball Format: Game Length / Suspended Game</p> <p>a. Games prior to round of 8:</p> <p>1) A regulation game shall consist of seven (7) innings with extra innings being played if necessary.</p> <p>2) A game called by the umpire shall be regulation if five (5) or more complete innings have been played or if the team second at bat is leading at the conclusion of four and one half (4 1/2) innings.</p> <p>b. Beginning in the round of 8 and state semi-final, all games must be seven (7) completed innings, with extra innings being played, if necessary.</p> <p>c. All suspended games are to be played from the point of suspension (not replayed from the beginning).</p> <p>7. Mercy Rule - The 12-run rule applies in tournament play, prior to the round of 8. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting</p>	

			team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.	
<b>Tennis</b>	A suspended match shall resume at the exact point of suspension with the exact same line-ups. (also referenced in USTA Rules - Friend at Court)	<b>MIAA Rule 81.1.1:</b> All matches are to be decided on the basis of best two out of three sets with a 7-point tiebreaker when a set reaches 6-6 in games.	Tie-Break - The 7-point tie break will be used in all matches when the set score reaches 6-6 in games. If the team match has been decided and an individual match is still in progress, in the event of split sets, there will be a three (3) minute break followed by a first-to-ten-by-two match tie-breaker. Players are not allowed to leave the court prior to the tie-breaker.	
<b>Unified Track</b>	N/A	N/A	N/A	