2018 Rule Variations for MSHSL/GNLL JV and 9/10 Games

1. **Start of game**—No game may start until each team has an adult coach, but the game clock starts at the scheduled time. If either team is not in compliance at the scheduled start time, a delay of game foul will be assessed. If either team is not in compliance 10 minutes after the scheduled start, the game is a forfeit.

2. **Goals**—Goals used in JV and 9/10 games may be practice goals and do not need to meet NFHS standards, except that they must be 6 ft by 6 ft at the opening and the net must be such that the ball cannot travel through it. The goals must be secured so they do not move or tip over during play of the game.

3. **Uniforms**—The rules regarding matching compression shorts, helmets and undershirts will not be enforced. Non-matching sweatpants may be permitted at the officials’ discretion. Game jerseys must conform to NFHS rules, including visible numbers on the front and back (violation result in one technical foul to start the game).

4. **Pre-game**—A coaches certification, coin toss and line-up will be conducted before each game.

5. **Team responsibilities**—For JV games and MSHSL 9/10 games, the designated home team must provide game balls for both end lines and both sidelines, a timer, a scorekeeper, a timing device, a horn, and a scorebook or score sheets. For GNLL 9/10 games, the host site must provide a timing device, table, horn and scoreboard, and each team must provide a person for the table with an official scorebook or score sheets and provide balls for their bench-side end line and sidelines.

6. **Game time**—Games will consist of four 12-minute running-time quarters, with 5 minutes between halves and 1 minute between other periods. The game clock will begin at the scheduled start time regardless of whether the teams are ready to play. Playoff games will be 10-minute stop time quarters.

7. **Time-outs**—The clock stops for team and officials’ timeouts (except as described in 13). Each team will be allowed one 2-minute time-out per half. The officials may call additional timeouts for water breaks in conditions of high heat or humidity.

8. **Penalties**—Penalty time begins when the whistle blows to restart play and is not adjusted. If a penalty expires during a dead ball, the player is not released until the whistle blows to restart play. Penalties do not run when the clock is not running. Goalies must serve their own penalties in all circumstances.

9. **Tie games**—Ties will stand, with no overtime to be played except in playoff games.

10. **End time**—For JV games played prior to a Varsity contest on the same field, the JV game must end at least 20 minutes prior to the Varsity contest, regardless of when the game started or how much has been played. Freshman games must end no later than 15 minutes prior to the JV game if the games are played on the same field. If games are played on different fields and the officials need to travel from one field to another, extra time (normally 15 minutes) must be allotted for officials travel.

11. **Routine equipment checks**—Will be performed, but only in stopped-clock situations (between periods and during timeouts, plus after goals or before face-offs in stop-time games).

12. **Coach-requested equipment checks**—Will be performed in JV and 9/10 games. The clock may be stopped at the official’s discretion, and must be stopped in the last 2 minutes of the game.

13. **Unsportsmanlike conduct and ejections in GNLL 9/10 games**—Any unsportsmanlike conduct penalty against a coach that the officials deem worthy of reporting to the assigner results in an automatic one-game suspension. All player and coach ejections carry suspensions of 2 and 4 games, respectively, for the first offense and escalate from there, as described in the GNLL bylaws.