

## 2012 Rule Variations for MSHSL/MBSLA JV and 9/10 Games

1. **Start of game**—No game may start until each team has an adult coach (and, for 9/10 games, an adult non-coach sideline manager provided by *each team*), but the game clock will start at the scheduled time. If either team is not in compliance at the scheduled start time, a delay of game foul (possession) will be assessed. If either team is not in compliance 5 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 can not 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 2007 jersey rules but need not to conform to the 2008 rules until 2013.
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 a timer, a scorekeeper, a timing device, and a scorebook or score sheets. For MBSLA 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's side end line. For stop-time games, a working horn is required (and is recommended for all games).
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 will be 150% of the usual time except in stop-time games. Penalty time begins when the whistle blows to restart play. 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. If a player accumulates 5 minutes of assessed personal foul penalty time (7:30 of running time), that player is disqualified from the remainder of the game but not suspended for subsequent games.
9. **Substitution**—Regular substitution is allowed only between periods, after goals, after timeouts and after a timeserving penalty is reported (but not after a sideline out-of-bounds). All other subs will be done through the special sub area.
10. **Tie games**—Ties will stand, with no overtime to be played except in playoff games (if any).
11. **End time**—For JV games played prior to a Varsity contest, 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.
12. **Routine equipment checks**—Will be performed only in stopped-clock situations (between periods and during timeouts, plus after goals or before face-offs in stop-time games).
13. **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.
14. **Unsportsmanlike conduct and ejections in MBSLA 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 MBSLA bylaws.