

Junior Varsity 9 Timing Regulations

(please keep a copy for yourself)

- 1. Games will be officiated by 4 person crews.**
- 2. The game umpire shall be designated as the timer.**
- 3. Regular rules for 9 man football are in effect and the timing is done on the field.**
- 4. The 1st and 3rd quarters are 20 minute running time periods.**
- 5. The 2nd and 4th quarters are 25 minute running time periods.**
- 6. With 1 minute to go in each quarter the referee will advise each team that a minute remains and allow 3 plays.**
- 7. Running time will be stopped for a team time out, lengthy official's conferences and any injuries that require trainers to enter the playing field.**
- 8. Since there is no time sheet/score sheet the host team will give a game report to the JV commissioner via email. The report should indicate outcome, and mentions any unusual incident. EG: player ejection**

Editorial note

- The earlier understanding that we are using 20 minute running time quarters was probably misunderstood by most of us. These regulations written above indicate that the time available in a game is more than we thought. It is not simply 20 minutes no matter what. The games will probably run closer to the usual two hours experienced in games of 12 minute quarters using a timekeeper. If there are injury delays, time outs and official's conferences, it is reasonable to assume that games could go over two hrs. (on occasion.)*
- I have received some questions from coaches regarding issues and rules. Hereafter, I will deal with those questions by consulting with the MFOA and send out information in reply on a league wide basis*