

GMSAA Rules differences

Numbering:

*All NFHS numbering rules are enforced in GMSAA varsity (Saturday) games.

*If necessary, jerseys can be turned inside out to make ineligible.

Timing:

*10-minute quarters shall be used. 10-minute halftime at all levels.

*Clock shall begin with the ready for play following all change of possessions (including following kick-offs) except inside the final 2 minutes of each half where it will revert to a normal NFHS clock.

*25/40 second play clocks to be used at all levels while being mindful of age level regarding the starting of each play clock.

*GHSA overtime rules apply. No overtime in JV (weekday) games.

Mercy Rule:

If point differential is 30 points or greater at **ANY TIME** in 1st through 3rd quarter, a TIPS clock begins. Losing coach will not be consulted. Once TIPS begins it does **not** revert if score differential is reduced below 30. If point differential is still 30 points at the beginning of the 4th quarter or becomes 30 points at any time during the 4th quarter, a **NON-STOP** clock will ensue. It shall only be stopped in the case of a prolonged injury and only if it makes sense for the game situation.

Lightning Delay:

30-minute delay for each lightning strike within range of the school. 1-hour cumulative delay **per game**. This means if you have a lightning strike more than 30 minutes after the first or you have a second stoppage of play after restarting, the 1-hour cumulative delay will be broken since you must wait another 30 minutes. After 1 hour of delays, game is cancelled/postponed. If in first half, crew should record game situation in case game is resumed at a later date and move on to the next game after lightning is clear and next game time has been reached. Games terminated by lightning that were in the second half are deemed complete games.

*Call Patrick Ingram @ 678.386.9432 if there are any questions.