



2026-2027 MINNESOTA STATE HIGH SCHOOL LEAGUE

MINNESOTA MODIFICATIONS

Football

- A. A visible 25/40 second play clock may be used when available at the discretion of the home team. There must be a clock operator and the clock must be available to both teams.
- B. Modification of the football distance penalty in 9-Player football. All penalties that require a loss of 15 yards in 11-player football, will be penalized a loss of 10 yards if played on an 80-yard field. All 15-yard penalties on a 100-yard field will be penalized as a loss of 15 yards.
- C. When facilities permit, nine-player football should be played on a 100-yard field. If space does not allow for 100 yards, the game can be played on an 80-yard field. In either case, the width of the field is 40 yards. Distance from sidelines to hash marks is 48 feet, 4 inches.
- D. **Mercy Rule:** When the point differential reaches 35 points or more in the fourth quarter, the clock will go to running time. While the mercy rule is in effect, the clock will be stopped only for TIPS events – T(team time-outs), I(injuries), P(penalties) or S(scores). Regular timing rules will be used if the point differential drops back to less than 30 points.
Note: Rule 3-1-3 remains in effect – this allows the game to be shortened or terminated at any time, by mutual agreement of the opposing coaches and the referee.
- E. Both 9 and 11 player: If at the end of the fourth period, the teams have identical scores, the tie will be resolved using the “10-yard” overtime procedure as outlined in the NFHS Rules Book.
- F. Team boxes shall be marked on each side of the field outside the coaches’ area between the 15-yard lines for use of coaches, substitutes, athletic trainers, etc., affiliated with the team.