

# 11U Automatic Substitution Supplemental Game Sheet

## Rules

- 11U games will consist of two (2) twenty-one (21) minute halves divided into Seven (7) three (3) minute shifts. Score keepers will put three (3) minutes on the score clock at the start of each shift, then proceed to run the clock as per the existing EYBA rules (RUN time for the entire game, except the final 3 minute shift of the second half).
- At the completion of each three (3) minute shift the game clock horn or the officials whistle will sound to mark the end of the shift. All eight (8) players on the floor will head to their team's bench and four (4) different players from each team will take the floor and start a new three (3) minute shift.
- The exception to the above rule is the final three (3) minute shift of the game which will be at the discretion of the head coach and any four players from the roster that are still eligible can play the final three (3) minute shift of the game. The final three (3) minute shift is also stop time.
- At the completion of Seven (7) three (3) minute shifts the teams will take a two (2) minute half time break. At the completion of the two (2) minute break the second half will start with another Seven (7) three (3) minute shifts for the second half of play.
- All players must come off the floor at the end of each shift and four (4) new players from each team must enter the game at the start of each new shift. Exceptions to this rule are allowed if a team has less than eight (8) players available to play, then coaches must substitute all available players on the bench at each shift change. Players can only be on the floor for a maximum of two (2) shifts in a row when teams have less than eight (8) players available to play.
- Coaches will not be allowed to make any substitutions during dead ball situations unless it is for injury or emergency situations. (In very rare instances coaches can make substitutions to deal with discipline issues with regards to their players.)
- Coaches May also make a substitution if a player is in "foul trouble". Foul trouble is defined as 3 fouls in the first half or 4 fouls in the second half. Substitution for a player in foul trouble can be made in dead-ball situations or by calling a timeout.
- A coach may choose to sit a player for their scheduled shift if they are already in foul trouble, especially in cases where the team has 8 players or less. This means a double shift will be permitted for those not in "foul trouble"

Timekeepers please put 3:00 on the clock for each shift

Please mark an 'X' at the completion of each 3-minute shift

(The number under the shift represents the actual game time that has elapsed)

Shift 1 3:00	Shift 2 6:00	Shift 3 9:00	Shift 4 12:00	Shift 5 15:00	Shift 6 18:00	Shift 7 21:00	Halftime 2 Mins	Shift 8 24:00	Shift 9 27:00	Shift 10 30:00	Shift 11 33:00	Shift 12 36:00	Shift 13 39:00	Shift 14 42:00
							Halftime 2 Mins							