

# Louisville Area High School and Middle School Rules Comparison

## High School Varsity

25 minute stop clock

Last 2 minutes stop on every whistle

2 TO per game

2x3min OT sudden victory

10 Goal difference Running Clock

Self-Start (except last 2 minutes)

NFHS Checking (7 inch sphere)

No 3 seconds good position

Regulation sticks

## High School F/JV

25 minute running clock

Continue running clock

2 TO per game

No OT

No effective Mercy Rule

Self-Start

NFHS Checking (7 inch sphere)

No 3 seconds good position

Regulation sticks

## JCPS/KL Middle School V/JV

25 minute running clock

Continue running clock

1 TO per game

2x3min OT sudden victory (no OT @ KL)

4 Goal difference choice of FP or draw

Self-Start

USL 14U Transitional Checking (12 inch sphere)

No 3 seconds good position

Regulation sticks

## JCPS Middle School 6

20 minute running clock

Continue running clock

1 TO per game

2x3min OT sudden victory

4 Goal difference choice of FP or draw

Self-Start

USL 12U Modified Checking (below shoulder)

3 seconds good position

Regulation sticks