

## **Post Season/Tournament Game Tie Breakers**

If a game requiring a decision is tied at the conclusion of regulation, the referee will instruct both teams to return to their respective team technical areas. There will be five minutes during which both teams may confer with their coaches, and the head referee will instruct both teams on following procedures.

1. Up to two 15-minute sudden victory (golden goal) overtime periods may be played.
  - a. Flip a coin for the start of the first overtime. Visitor calls the coin toss. The winner of the toss shall choose a goal to defend or to kick off in the first overtime.
  - b. The game is over when either team scores a goal.
  - c. If a second sudden victory overtime is required, there will be a two-minute interval. Teams shall exchange ends and alternate the kickoff.
  - d. If, after both overtime periods, the score still remains tied, all coaches, officials and team captains shall assemble at the halfway line to review the Shots-from-the-Mark procedure as outlined below.
2. Kicks-from-the-Penalty Mark (KFTPM) Mechanics:
  - a. The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
  - b. A coin toss shall be held; visiting team calls. The team winning the toss shall have the choice of kicking first or second. Teams will alternate kickers.
  - c. Each coach will identify any five players, including the goalkeeper – on or off the field (except those who may have been disqualified) – to take the kicks.
  - d. Players shall remain in the center circle until called forward by the referee.
  - e. Each kicker shall report to the official at the penalty area. The official will record the player's name, number and the order in his team's cycle.
  - f. The goalkeeper who is to defend against the next penalty kick attempt shall be located outside the field of play at the intersection of the goal line and penalty area boundary to the side designated by the officials.
  - g. Once the kicker has reported to the referee to attempt a kick, he/she may place the ball on the penalty kick mark.
  - h. The referee tells the goalkeeper to take his place on the goal line, and then signals with a whistle for the penalty kick.
  - i. The kick is completed when the ball stops moving, goes out of play, or the referee stops play for any infringement of the rules.
3. Mechanics for sudden victory KFTPM (If the score remains tied after each team has had five kicks):
  - a. Kickers 6-10, each coach will identify five different players than the first five who have already kicked.
  - b. Kickers 11-15, if the score remains tied, continue the sudden victory kicks with the coach identifying any five players to take the next set of alternating kicks.

- c. Kickers 16-20, if the score remains tied, continue the sudden victory kicks with the coach identifying any five players except those who participated in step 3b.
  - d. Repeat the steps in 3b and 3c as necessary.
4. Shots-from-the-Mark are decided when:
- a. Before both teams have taken five kicks, one team has scored more goals than the other team could score – even if it were to complete its allocated five kicks (e.g. 4-2). In this case, no more kicks are taken.
  - b. After both teams have taken five kicks, the team with the most goals (e.g. 5-4).
  - c. If the score remains tied after each team has had five kicks, KFTPM becomes a sudden victory situation (e.g. wherein if one team scores and the other team does not score, the game is ended without more kicks being taken).
5. Pertinent KFTPM Rules:
- a. National Federation Rule 14-1 Art. 3: The opposing goalkeeper shall stand on the goal line, facing the kicker, between the goal posts, until the ball is kicked. Lateral movement is allowed, but the goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is touched and in play.
    - i. PENALTY (Article 3): Infringement by the goalkeeper is not penalized if the goal is scored. If a goal is not scored on the penalty kick, it is retaken. (Note: If a goalkeeper violation occurs, the coach may choose to replace the kicker with any player – subject to the constraints in Rules 2 & 3.)
  - b. National Federation Rule 14-1 Art. 4: The ball shall be kicked while it is stationary on the ground from the mark or any place on the penalty kick mark. To be in play, the ball shall be moved forward. Once the kicker starts his/her approach toward the ball, he/she may not interrupt his/her movement.
    - i. PENALTY (Article 4): If there is an infringement by the kicker and the ball enters the goal, the goal does not count and the kick shall be retaken. If a goal is not scored on the penalty kick, it is not retaken.
  - c. Misconduct by the goalkeeper during an unsuccessful penalty kick, will result in a caution or ejection and a retake of the kick (note that whether or not the kick was successful, a caution must result in the GK being replaced for one KFTPM).
  - d. Results: Add one goal to the winning team score and credit the team with a victory. Or, an asterisk (\*) may be placed by the team advancing to indicate the advancement was the result of a tiebreaker system. We do not report the score of the kicks from the penalty mark.