

CHSAA Soccer - Post Season/Tournament Game Tie-Breakers

If a game requiring a winner is tied at the conclusion of regulation, the Referee will instruct both teams to return to their respective team technical areas. There will be a five-minute break during which both teams may confer with their Coaches, and the Referee will instruct both teams on the following procedures.

1. 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 Kicks-from-the-Penalty Mark procedure as outlined below.

2. Kicks-from-the-Penalty Mark (KFTPM) Mechanics:
 - a. The 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 rostered Players, including the Goalkeeper – on or off the field at the end of overtime – who will participate in the first five kicks.
 - i. Exception: Any Player who may have been disqualified / ejected during the game is not eligible to participate in KFTPM.
 - d. Players shall remain in the center circle until beckoned by the Referee.
 - e. Each kicker shall report to the Referee in the penalty area. The Referee will record the Player's number and the kick order in their team's cycle.
 - f. The Goalkeeper who is to defend against the next kick attempt shall be located outside the field of play at the intersection of the goal line and penalty area boundary behind the Assistant Referee.
 - g. Once the Kicker has reported to the Referee to attempt a kick, they may place the ball on the penalty mark.
 - h. The Referee tells the Goalkeeper to take their place on the goal line, and then signals with a whistle for the 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 tied after each team has attempted 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 Coaches 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 five **different** Players except those who participated in step 3b.
 - d. Repeat the steps in 3b and 3c as necessary.
4. Kicks-from-the-Penalty Mark (KFTPM) are complete 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 Kicks-from-the-Penalty Mark (KFTPM) Rules:
 - a. National Federation Rule 14-1 Art. 3: The opposing goalkeeper shall stand **with at least one foot on or in-line with** the goal line, facing the kicker, between the goal posts, **and shall not be touching the goal posts, crossbar or nets** until the ball is kicked. Lateral **or forward** movement is allowed, but the goalkeeper is not permitted to come off the line **with both feet** until the ball is in play.
 - i. PENALTY (Article 3): Infringement by the defending team is not penalized if the goal is scored. If a goal is not scored on the penalty kick, it is retaken.
 - ii. **ADVICE**: While the NFHS Rules do not specify if the Goalkeeper must be cautioned for encroachment on a Penalty Kick the advice would be to treat this situation as provided in the Penalty section and perform a retake if the Goalkeeper comes off the line with both feet before the ball is in play and is then saved. The first offense **can** be a Warning, the second offence a Caution for Persistent Infringement, and the third offense an Ejection for receiving a second Caution. This mechanic would be inline with current IFAB and NCAA interpretations for the game of soccer.
 - 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. The player taking the penalty kick is permitted to use a stutter-step or a hesitation move provided there is no stopping and there is continuous movement toward the ball. Failure to kick the ball as specified shall be considered a violation by the attacking team and the appropriate penalties shall apply. Stutter-stepping is not an interruption in 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.

- ii. **NOTE:** A player who starts their approach and does not kick the ball shall be cautioned, and the kick will be retaken by another player.
- c. Any Misconduct (**Caution**) by the Goalkeeper at any time during the KFTPM, will result in the Goalkeeper being replaced for one kick by their opponent.
- d. Any Misconduct (**Caution**) by the Kicker at any time during the KFTPM, will result in the Kicker not being eligible to kick until the next set of five kicks.
- e. Results: Add one goal to the winning team score and credit the team with a victory. Or, report the tied score and place an asterisk (*) by the team winning in KFTPM to indicate the advancement was the result of a tie-breaker system.

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