



## Championship Tie-Breaker

Overtime	<p>2 minutes-break then two 5-minute overtime periods</p> <ul style="list-style-type: none"><li>• Complete both overtime periods in full</li><li>• <u>No</u> Golden Goal, no Sudden Death</li><li>• Home kicks-off first period; Away chooses which goal to defend</li><li>• Teams switch sides after first overtime period with no break</li><li>• Away kicks-off second period</li><li>• If still tied after both overtime periods, then PK Shootout</li></ul>
Coach Preps for PK Shootout during OT	<ul style="list-style-type: none"><li>• 5 players will be selected from players on the field at the end of the overtime period. Once overtime period ends, no more subbing.</li><li>• Use your unlimited substitutions during overtime to get your PK kickers into the game before the second overtime period ends.</li></ul>
Coach Selects Players for PK	<ul style="list-style-type: none"><li>• 5 kickers (restricted to players on field at end of overtime)</li><li>• Goalkeeper (by default, restricted to goalkeeper already on field)</li></ul>
PK Players Assemble on Center Field	<ul style="list-style-type: none"><li>• 5 players &amp; 1 goalkeeper meet referee on center circle</li><li>• No one else on the field</li><li>• No one behind the goal</li><li>• Referee should go over the rules with the players</li><li>• If a team has less than 5 players available, then other team will remove players to matchup players</li><li>• Referee will send goalkeepers down to the goal</li></ul>
Referee Manages PK	<ul style="list-style-type: none"><li>• Decides which goal will be used for all kicks</li><li>• Identifies kick "spot" (10 yards small-sided; 12 yards full-sided)</li><li>• Coin toss for which team begins</li><li>• Ensures no one is behind goal</li></ul>
PK Kicks	<p>Referee will direct the process</p> <ul style="list-style-type: none"><li>• Not sudden death</li><li>• Goalkeeper must remain on the goal line until ball is kicked</li><li>• Kicks are single attempt. Blocks or rebounds may not be played.</li><li>• Players from both team alternate kicks</li><li>• Kickers place ball on "the spot"</li><li>• Ball can touch goalkeeper, posts, crossbars on the way into goal</li><li>• Continue kicks one team has secured more goals than the other team can tie or overtake (e.g., 3-0 with 2 kicks remaining)</li></ul>
Still tied after PK Shootout?	<p>See Tournament Rules for specific guidance.</p>