



Championship Tie-Breaker

Overtime	2 minutes-break then two 5-minute overtime periods • Complete both overtime periods in full • <u>No</u> Golden Goal, no Sudden Death • Home kicks-off first period; Away chooses which goal to defend • Teams switch sides after first overtime period with no break • Away kicks-off second period • If still tied after both overtime periods, then PK Shootout
Coach Preps for PK Shootout during OT	• 5 players will be selected from players on the field at the end of the overtime period. Once overtime period ends, no more subbing. • Use your unlimited substitutions during overtime to get your PK kickers into the game before the second overtime period ends.
Coach Selects Players for PK	• 5 kickers (restricted to players on field at end of overtime) • Goalkeeper (by default, restricted to goalkeeper already on field)
PK Players Assemble on Center Field	• 5 players & 1 goalkeeper meet referee on center circle • No one else on the field • No one behind the goal • Referee should go over the rules with the players • If a team has less than 5 players available, then other team will remove players to matchup players • Referee will send goalkeepers down to the goal
Referee Manages PK	• Decides which goal will be used for all kicks • Identifies kick "spot" (10 yards small-sided; 12 yards full-sided) • Coin toss for which team begins • Ensures no one is behind goal
PK Kicks	Referee will direct the process • Not sudden death • Goalkeeper must remain on the goal line until ball is kicked • Kicks are single attempt. Blocks or rebounds may not be played. • Players from both team alternate kicks • Kickers place ball on "the spot" • Ball can touch goalkeeper, posts, crossbars on the way into goal • Continue kicks one team has secured more goals than the other team can tie or overtake (e.g., 3-0 with 2 kicks remaining)
Still tied after PK Shootout?	See Tournament Rules for specific guidance.