



Championship Tie-Breaker

Overtime	<p>2 minutes-break then two 5-minute overtime periods</p> <ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 5 players (only 4 players for 1st/2nd Grade Teams) & the goalie 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	<ul style="list-style-type: none"> • 5 players (only 4 players for 1st/2nd Grade Teams), restricted to players on field at end of overtime • Goalkeeper (by default restricted to goalkeeper already on field)
PK Players Assemble on Center Field	<ul style="list-style-type: none"> • 5 kickers (only 4 kickers for 1st/2nd Grade Teams) & 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 the expected eligible players available, the opposing team will reduce their numbers to match players. • Referee will send goalkeepers down to the goal
Referee Manages PK	<ul style="list-style-type: none"> • 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	<p>Referee will direct the process</p> <ul style="list-style-type: none"> • 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.