

OVERTIME (in-game) PROCEDURES

Ties at the end of regulation in postseason games will follow rules set by the Nevada Interscholastic Activities Association (as permitted by the National Federation of State High School Associations).

1. The referee will designate which captain will call the coin toss. The team winning the coin toss shall choose a goal to defend or to kick-off first.
2. Two 15-minute, sudden-victory (golden goal) overtime periods will be played. The first team to score wins. The teams will change goals at the end of the first 15-minute sudden-victory overtime period if necessary.
3. If a tie still exists after the two 15-minute sudden-victory overtime periods have been played in their entirety, the coaches, officials and team captains shall assemble at midfield to review the shootout procedure as outlined below.
4. Each coach will select a group of any five eligible/roster players (including the goalkeeper) from on or off the field -- except those who have been disqualified -- to take penalty kicks.

The referee will designate which captain will call the coin toss. The team winning the coin toss has the choice of shooting first or second. The teams will alternate kickers for five penalty kicks. There is no follow-up on the kick. The defending team may change the goalkeeper prior to a penalty kick.
5. The team scoring the greater number of goals following the completion of the five rounds shall be the winner.
6. If the score is still tied, a sudden victory penalty kick shootout will occur. Each coach will select a group of five players different from those in the first/previous group of five (who have already kicked in the sudden-victory situation). If one team scores and the other team does not in the same round, the game is ended without more kicks being taken.
7. If the score remains tied following five sudden victory-round kicks, the teams will continue the sudden-victory kick format with the coach being able to select a group of any five players (including those from the first five rounds and/or from the second five rounds) to take the next set of five alternating kicks. If a tie still exists, repeat from step 6.

