

Sectional Games

TIE GAME PROCEDURE

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- **Boys and Girls**

- Two, 15-minute, sudden-victory periods.
- If the score remains tied after the overtime periods, kicks from the penalty mark.

OVERTIME

- Meet with the coaches and captains to explain the procedure.
- There will a five-minute interval between the game and the first overtime period, and a two-minute interval between overtime periods.
- At the end of the first overtime period, teams change ends.
- Hold a coin toss

Kicks from the Penalty Mark

- It the score remains tied after the overtime periods, meet with the coaches and captains to review kicks from the penalty mark procedure to be followed:
 - You choose the goal at which all of the kicks shall be taken.
 - Each coach selects any five players, on or off the field, including the goalkeeper, (except those who may have been disqualified) to take the kicks.
 - Kickers move to center circle. All other team personnel remain on their benches.

Kicks from the Penalty Mark

- Do a coin toss. The team winning the toss shall have the choice of kicking first or second.
- Teams will alternate kickers.
- The defending team may change the goalkeeper prior to any penalty kick.
- The order of kickers need not be determined.
- Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.

Kicks from the Penalty Mark

- If the score remains tied after each team has had five kicks:
 - All rounds beginning with the second round are SUDDEN VICTORY.
 - Each coach will select five different players than the first five who already have kicked to take kicks.
 - If one team scores and the other team does not score, the game is ended without more kicks being taken.

Kicks from the Penalty Mark

- If a team has fewer than ten available players at the end of the first set of kicks due to either injuries or disqualification, the coach must use all players who have not participated in the first five kicks. The coach may then choose additional players from the first five kickers.
- If the score remains tied, continue the sudden-victory kicks with the coach selecting any five players to take the next set of alternating kicks.

Kicks from the Penalty Mark

- During all tie-breaker penalty kicks, the ball remains alive until its momentum is spent, it goes out of bounds, or it is re-touched by the kicker

Kicks from the Penalty Mark

■ Cautioned Players

- One of the five players listed to take a kick is cautioned **before** he/she takes the kick.
 - S/he is not eligible to kick until the next set of five kicks. Another eligible player not listed in that set of kicks must take the cautioned player's original turn.

Kicks from the Penalty Mark

■ Cautioned Players

- One of the five players listed to take a kick is cautioned **after** he/she takes the kick.
 - S/he is not eligible to kick again until one complete set of five kicks has been completed beyond the set of kicks in which the caution was issued.

Kicks from the Penalty Mark

■ **Cautioned Players**

- When a goalkeeper is issued a caution during any set of five kicks, s/he cannot re-enter until the next opponent completes his/her kick. A substitution is permitted for the cautioned goalkeeper.

Kicks from the Penalty Mark

■ **Disqualified Players**

- Any player, including the goalkeeper, who is disqualified may not participate any further. If his/her kick is not already completed, a substitute is permitted.
- A replacement is permitted for the disqualified goalkeeper.

Things to Do for KFPM

- Allow trainers and coaches on during prep time
- Select goal
- Coin flip
- Referee instructs keepers
- AR1 on the goal line
- AR2 in center circle with the kickers
- AR2 records with referee

Things to Do for KFPM

- Referee gives the ball to the kicker to place
- AR1 takes position on goal line
- Referee checks the kicker and goal keeper
- Referee visually checks with AR1
- Referee whistles for the taking of the kick
- Referee and AR2 record

