



TASO/UIIL 2022 Playoffs Tie Game Procedures

WHEN A MATCH MUST HAVE A WINNER

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Tie Game Procedure for 2021 Playoffs

TIE GAME PROCEDURE - When the score is tied at the end of regulation time, the referee will instruct both teams to return to their respective team areas. There will be five minutes during which both teams may confer with their coaches, and the head referee will instruct both teams as to proper tie-breaking procedure.

What is the “Procedure”?

➤ 2 x 10 minute overtime periods (**play the full 2 x 10 minute periods, there in NO golden goal or sudden victory in UIL**)

➤ If still tied, then KFTM

*(from pages 163-165 in Kindle version of NFHS Soccer Rule Book 2020-2021)

Overtime Periods

- 5 minute break from the end of regulation time to the start of the first 10 minute overtime period
- During the 5 minute break - the head referee will instruct both teams as to the tie-breaking procedure.
- A coin toss shall be held as per Rule 5-2-2(d)

Overtime Periods

- Play the first 10 minute overtime period (**play the full 10 minute period, there is NO golden goal or sudden victory**)
- There shall be a two-minute interval between periods. Teams shall switch ends of field
- Play the second 10 minute overtime period (**play the full 10 minute period, there is NO golden goal or sudden victory**)



We are still tied after
the overtime periods

Now what?

Kicks From The Mark (KFTM)

Preparing for KFTM

- All coaches, officials and team captains shall assemble at the halfway line to review the KFTM procedure (**remember COVID procedures**)
- The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken**

Who is eligible for KFTM?

- Anyone on the roster who has not been disqualified
- They do not have to be on the field of play when the game is over
- Players can be added to the roster at ANY time
- **Be sure ALL the referee crew notes who is NOT eligible!**

Preparing for KFTM

- Each coach will select any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks
- The 5 kickers from each team will remain in the center circle, (Except goalkeepers, if GK's are identified as kickers by the coach)
- No one else is allowed on the field

Preparing for KFTM

- A coin toss shall be held, as in Rule 5.2.2(d) and the team winning the toss shall have the choice of kicking first or second.
- The home team shall provide three game balls
- Coaches, bench personnel, and players other than the kickers and goalkeepers participating in each kick must remain in their team bench areas

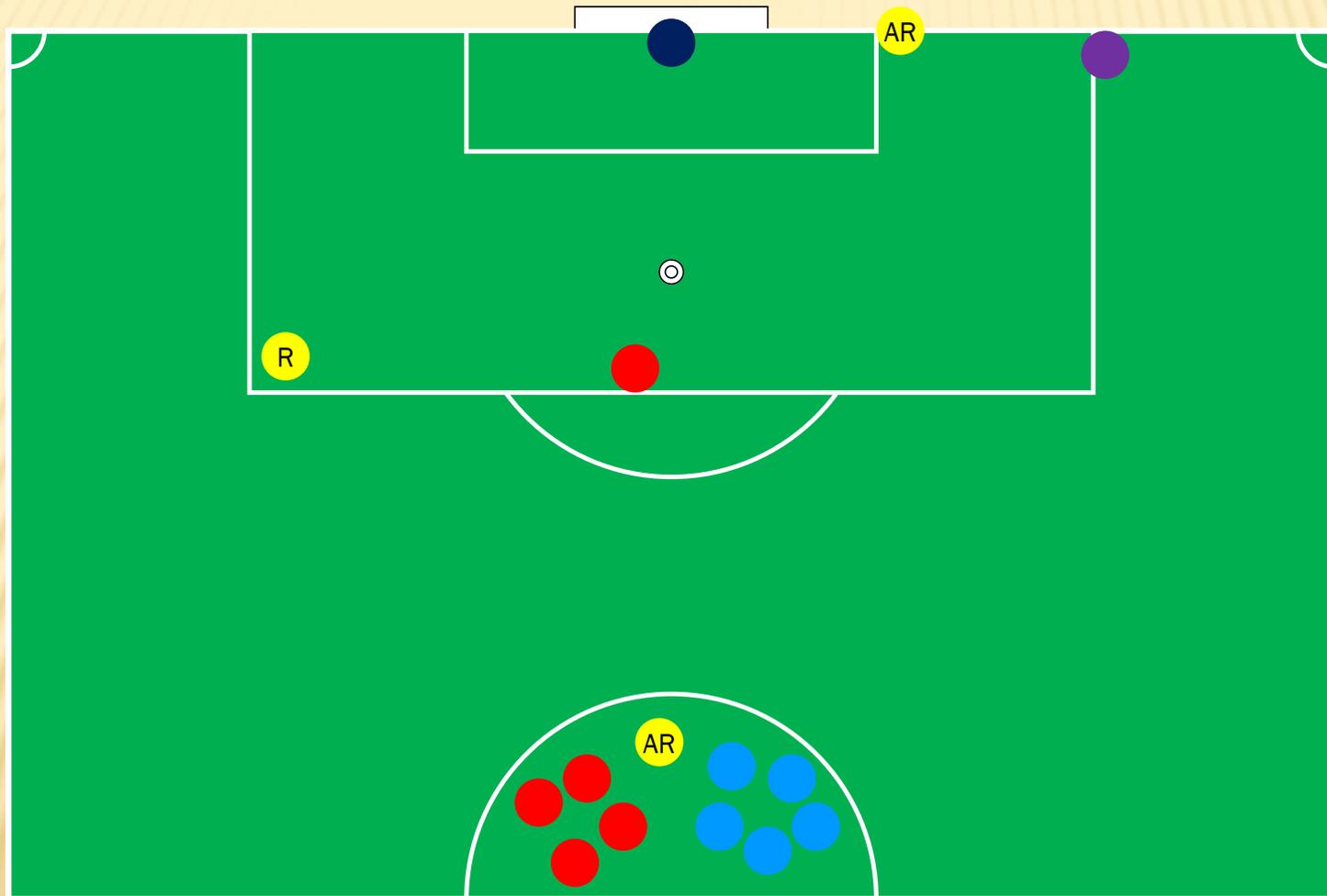
Preparing for KFTM

- Once a player has reported to the official at the center circle, that player may not be replaced unless s/he is injured, cautioned or disqualified.
- Teams will alternate kickers.
- There is no follow-up on the kick.
- The defending team may change the goalkeeper prior to each penalty kick

Positions of Referees and players at the taking of KFTM

- ▶ **Referee** position is per Law 14
- ▶ **AR1** manages the center circle
- ▶ **AR2** is at the intersection of the goal area line and the goal line, across the goal from the referee
- ▶ **Keeper** – at least one foot on the goal line, facing kicker
- ▶ **Other Keeper** –at the intersection of the penalty area line and the goal line (behind AR2)

Positions for KFTM



Prior to Each Kick

- ▶ AR1 will check each group of 5 to assure no ineligible player participates in the KFTM.
- ▶ AR1 records each player who leaves the center circle to take a kick.
- ▶ AR2 and Referee will both double check to assure this kicker may participate at this time.
- ▶ Referee will hand the ball to each kicker with instructions to wait for the whistle.
- ▶ Referee will remind the keeper to stay on the line until the ball is touched by the kicker.

Taking of Each Kick

▶ Referee duties:

- Blow the whistle to start the kick.
- Assure the kicker takes the kick properly.
- Allows the kick to proceed to its natural end;
 - ❖ the momentum of the ball is spent; or,
 - ❖ the ball goes out of bounds, or,
 - ❖ the ball is touched a second time by the kicker.
- Determines if a goal is scored or if the kick is retaken. (Refer to Law 14 Table, on page 131 of the Kindle Edition).
- Award misconduct as necessary for violations.
- Keep a record of the outcome of each attempt (goal or no goal).

Taking of Each Kick

▶ **AR-2 duties:**

- ▶ Assure the goalkeeper has remained on the goal line, with at least one foot, until the ball is touched by the kicker.
- ▶ Provide the Referee with the agreed signal if the Keeper leaves the line early
- ▶ Judge whether or not the whole ball crosses the whole goal line.
- ▶ Keep a record of the outcome of each attempt (goal or no goal).

Taking of Each Kick

▶ **AR-1 duties:**

- Manage players in the center circle.
- Keep a record of the outcome of each attempt (goal or no goal).



KFTM

- Kicks will be made by each team in alternating order until each team has taken a total of five kicks, unless one team has scored an insurmountable number of goals. (3 for team A v 0 for team B) or (1 for team A v 4 for team B)

KFTM

- If there is no winner after each team has attempted five kicks, each coach will select five different players, other than the five in the preceding group. Teams will continue to alternate kicks until one team attains one more goal than its opponent after each has had an equal number of kicks. If a team has less than ten eligible players, a player who has previously kicked may be placed at the end of the order.

KFTM

- Each coach will select five different players, other than the first five who already have kicked, to take the kicks in a **sudden-victory** situation. In the “second round” if one team scores and the other team does not score, the game is ended without more kicks being taken. If a team has fewer than ten available players at the end of the first set of kicks, from the penalty mark, 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 to ensure that five different players participate in the second set of kicks, but **they must kick LAST** in the second round.

KFTM

- No “Reduce to Equate”, as in USSF.
- During the second (and subsequent) set(s) of 5 kickers, the scoring is now by rounds.
- If still tied after the second set of 5 kicks by each team, go to the third set of kicks.

3rd Set of Kicks

- Each team can now choose any 5 eligible players for round 3, without regard to the previous kickers or the order of the kickers.
- Kicker #10 can also be kicker #11.
- If still tied after the third set of 5 kickers by each team, go to the forth set of kickers.

Subsequent Sets of Kicks

- Continue with each round (*Mano a Mano*)
- Fourth Set rules are the same as Second Set
- Fifth Set rules are the same as Third Set
- Keep going until you have a winner

Items to Know

- If a team has 11 or more eligible players remaining at the beginning of KFTM
 - ❖ The goal keeper may or may not participate as a kicker. (Keeper is not required to participate)
- If a team has 10 or fewer eligible players remaining at the beginning of KFTM
 - ❖ The goal keeper must participate as a kicker.

Examples: **Red** vs **Blue**

- **Red** finishes the game with 14 eligible players.
 - ❖ **GK-1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14.**
- **Blue** finishes the game with 9 eligible players.
 - ❖ **1, 2, 3, 4, 5, 6, 7, 8, GK-9.**

Examples: Red vs Blue

First Round of Kicks:

- **Red: GK-1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14**
 - ❖ **Red plays 3, 4, 5, 6, 7**
- **Blue: 1, 2, 3, 4, 5, 6, 7, 8, GK-9.**
 - ❖ **Blue plays 1, 2, 3, 4, 5.**
- If after 5 kicks from each team, the score remains tied, continue to the 2nd round

Examples: Red vs Blue

Second Round of Kicks:

- **Red: GK-1, 2, ~~3, 4, 5, 6, 7~~, 8, 9, 10, 11, 12, 13, 14**
 - ❖ **Red plays 8, 9, 10, 11, 12**
- **Blue: ~~1, 2, 3, 4, 5, 6, 7, 8~~, GK-9**
 - ❖ **Blue plays 6, 7, 8, GK-9, 1** (#1 is OK, but s/he **must kick last** in this set)
- If after 10 kicks from each team, the score remains tied, continue to the 3rd round

Examples: Red vs Blue

Third Round of Kicks:

- **Red: GK-1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14**
 - ❖ **Red plays 12, GK-1, 2, 3, 4**
- **Blue: 1, 2, 3, 4, 5, 6, 7, 8, GK-9**
 - ❖ **Blue plays 1, 2, 3, 4, 5**
- Any eligible player is allowed, in any kicking order
- If after 15 kicks from each team, the score remains tied, continue to the 4th round

Examples: Red vs Blue

Forth Round of Kicks:

- **Red: ~~GK-1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14~~**
 - ❖ **Red plays 5, 7, 9, 13, 14**
- **Blue: ~~1, 2, 3, 4, 5, 6, 7, 8, GK-9~~**
 - ❖ **Blue plays 6, 7, 8, GK-9, 2** (#2 is OK, but s/he **must kick last** in this set)
- Kickers must be different from round 3, if possible
- If after 20 kicks from each team, the score remains tied, continue to the 5th round (5th round is same rules as 3rd)

Final Score?

- Add one goal to the winning team score and credit the team with a victory. An asterisk (*) may be placed by the team advancing to indicate the advancement was the result of a tie breaker system. (You may add the results of the KFTM results as well, if wanted or requested)

Misconducts

- **All of the rules of the game apply, except:**
 - Violation by the goalkeeper
- ▶ If a goal is not scored the same player must take the re-kick. If the kicker is unable to take the re-kick because of injury, caution or disqualification the next player, in the group of 5, will take the kick. This player may be replaced with a substitute.

Misconducts

- **All of the rules of the game apply, except:**
 - ❖ Cautioned players prior to kick (*must leave the field to the team bench)
 - If a player is cautioned prior to a kick, that player is not eligible to kick in the current group of 5 and can't return until the next group of 5, beyond the set of kicks in which the caution was issued (may be replaced if s/he is one of current 5 kickers)

Misconducts

- **All of the rules of the game apply, except:**
 - ❖ Cautioned players prior to kick (*must leave the field to the team bench)
 - If a goalkeeper is cautioned, the goalkeeper must be replaced and cannot re-enter as goalkeeper until the next opponent completes a kick. The goalkeeper is not eligible to kick until one complete set of five kicks has been completed beyond the set of kicks in which the caution was issued

Misconducts

- One of the five players listed to take a kick is cautioned after he/she takes the kick. That player 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. Player must go to bench area.
 - Player “X” is one of the first five kickers, and is cautioned after taking his/her kick. Player “X” is not eligible to kick again until the set beginning with the 11th kick
 - Player “Y” is one of the second set of five kickers and is cautioned after taking his/her kick. Player “Y” is not eligible to kick again until the set beginning with the 16th kick



Disqualified Players

Any player, including the goalkeeper, who is disqualified may not participate any further. If his/her kick is not already completed, an eligible substitute is permitted. Any disqualified player must leave the field to the team bench.

Disqualified Players

- Substitutions are permitted to round out the group of five, within the previously covered rules of eligibility.
- Keepers disqualified or sent off must be substituted

Substitutions

- Keepers may be substituted at any time prior to an opponent's kick
 - ❖ A team may change their keeper at every KFTM attempt, if they so choose
- Players having reported to the center circle may not be substituted

Injured Players

- A player injured prior to their kick may be substituted within the rules of player eligibility
- A player injured after their kick may return to their bench for medical attention without the need for a replacement

Kick Retake Table

Result of PK	No Violation	Attacker Violation	Defender Violation	Violation by Both
Enters Goal	Goal	Rekick	Goal	Rekick
Goes Directly Out-of-Bounds	No Goal	No Goal	Rekick	Rekick
Rebounds into Field from Goal/Keeper	Watch Momentum	Watch Momentum	Rekick	Rekick
Saved & Held by Keeper	Watch Momentum	Watch Momentum	Rekick	Rekick
Deflected Out-of-Bounds by Goal/Keeper	No Goal	No Goal	Rekick	Rekick