

TASO/UIIL 2022 Playoffs

Tie Game Procedures

If the score of the game is tied at the end of regulation play:

1. Play 2 x 10 minute overtime periods. Play BOTH of the entire periods. THERE IS NO "GOLDEN GOAL" OR "SUDDEN VICTORY".
 - a. Flip coin to start overtime period. Winner of coin toss can choose ball or direction. Visitor calls coin toss.
 - b. There is a 5 minute break between end of game and start of the overtime periods.
 - c. After the 1st overtime period, there is a 2 minute break and the teams switch ends of the field.

Then, if still tied after playing the FULL 2 x 10 minute overtime periods.....

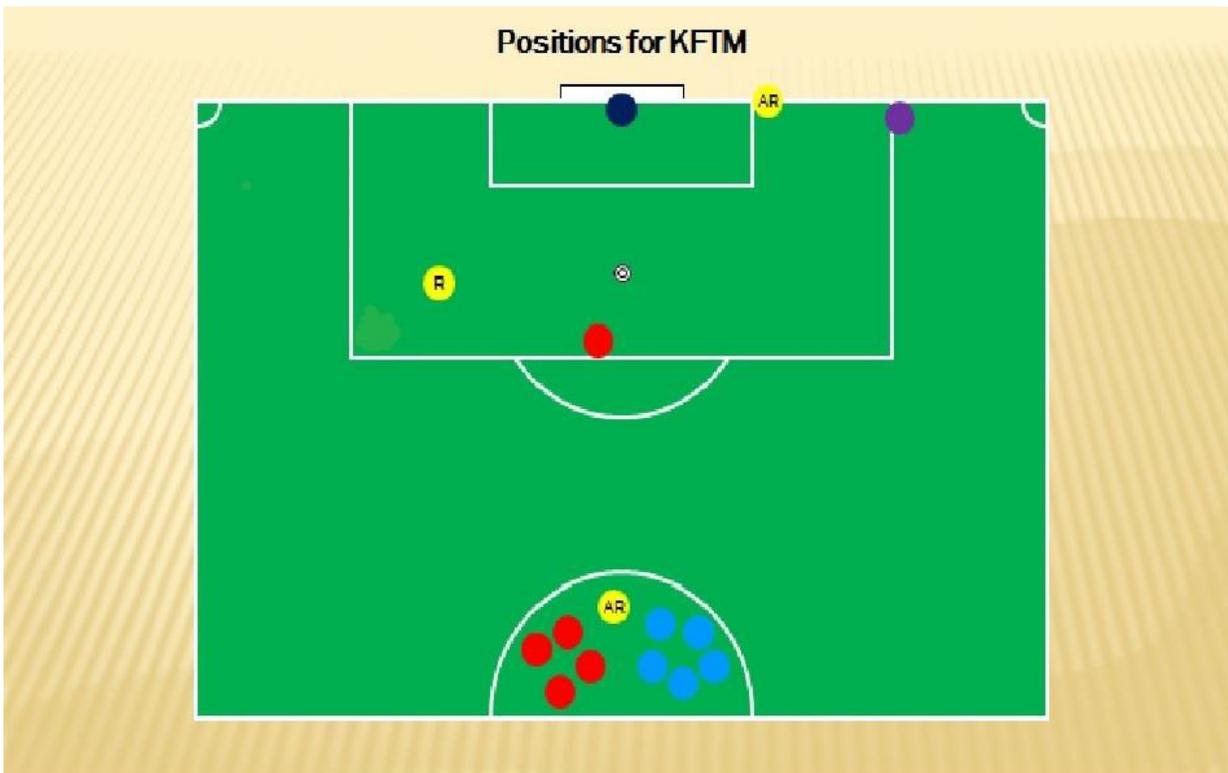
2. Proceed to Kicks from the Mark (KFTM)

Procedure for KFTM:

1. Referees will meet with coaches and team captains and other officials at the halfway line and review the KFTM procedure. (Remember COVID protocols)
2. The head referee shall choose the goal where the kicks will be taken.
3. A coin toss shall be held and the team winning the toss shall have the choice of kicking first or second. **Visiting team calls coin toss.**
4. The home team shall provide three (3) game balls.
5. Anyone on the roster who has not been disqualified is eligible to take kicks.
6. They do not have to be on the field of play when the game is over, to be eligible to participate.
7. Players can still be added to the roster at ANY time.
- 8. Be sure ALL the referee crew notes who is NOT eligible!**
9. 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.
10. The 5 kickers from each team will report to the center circle, (Except goalkeepers, if GK's are identified as kickers by the coach).
- 11. 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)**
- 12. If a team has 10 or fewer eligible players remaining at the beginning of KFTM**
 - **The goal keeper must participate as a kicker.**
13. Coaches, bench personnel, and players other than the kickers and goalkeepers participating in each kick must remain in their team bench areas.
14. 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.
15. Teams will alternate kickers.
16. There is no follow-up on the kick.
17. The defending team may change the goalkeeper prior to each penalty kick.
18. No "Reduce to Equate", as in USSF.

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)



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 (at least one foot) until the ball is touched by the kicker.
- ▶ **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 65).
- Award misconduct as necessary for violations.
- Keep a record of the outcome of each attempt (goal or no goal).

▶ **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 (goal).
- Keep a record of the outcome of each attempt (goal or no goal).

▶ **AR-1 duties:**

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

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)

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 (including the goalkeeper), a player who has previously kicked may be placed at the end of the order.

Starting with the second round of 5 kickers, the rounds are now “one v one” or “sudden victory”.

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, including the goalkeeper. The coach may 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 this round.**

If still tied after the second set of 5 kicks by each team, go to the third 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 fourth set of kickers.

1. Continue with each round (Mano a Mano)
2. Fourth Set rules are the same as Second Set
3. Fifth Set rules are the same as Third Set
4. Keep going until you have a winner

EXAMPLES

Round One:

- **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.**

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

Round Two:

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

Round Three:

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 (the 10th kicker in the last round may be the first kicker (11th) in this round)

If after 15 kicks from each team, the score remains tied, continue to the 4th round

Round Four:

Fourth 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)

To Report the Final Score of the Match:

- 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, during the kick
 - 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. The goalkeeper must leave the field and a substitute provide for the re-kick. The goalkeeper may return, as a goalkeeper, on the opponent's next attempt.
 - Cautioned players prior to kick (*must leave the field to the team bench)
 - If a player is cautioned prior to 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)
 - 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
 - Cautioned players after a kick: 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.
- 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