

KICKS FROM THE PENALTY MARK PROCEDURES

(Revised 12/01/08)

Washington Youth Soccer State Cup tournament single elimination matches require a winner. If the match is tied at the end of overtime (point of emphasis above) then the process of Kicks from the Penalty Mark (often mistakenly called Penalty Kicks or Shootout) will be used.

The teams ALTERNATE the taking of Kicks from the Penalty Mark with the winner first being based on a best-of-five format. If a winner is not determined by this format the kicks proceed on a one for one basis until a winner is decided. No player may kick again until all eligible players have kicked (including the goalkeepers). Once all the eligible players have kicked, the players would then take a second kick IN ANY ORDER.

Here are the highlights of how the taking of Kicks From the Penalty Mark (KftPM) should proceed:

- 1) Be prepared - The referee team should discuss the possibility of KftPM before the game, review the procedures and inform the coaches of their role. The referee should be very aware of substitution opportunities late in the overtime period as coaches anticipate KftPM.
- 2) Calmly deal with players & coaches – Only those players on the field of play at the final whistle (or temporarily off the field of play i.e. due to injury, blood removal or equipment repair) may participate. Therefore, before the final whistle encourage coaches to make their last substitutions. After the final whistle make sure and segregate the players eligible to take the kicks. The AR and/or 4th official may help with this by keeping the substitutes from coming onto the field and having them dress differently (wear pinnies or warm-ups). During the taking of KftPM, substitutions are not allowed, except for an INJURY to the goalkeeper. A goalkeeper who is sent off for misconduct during the KftPM may only be replaced by an eligible field player. During the taking of KftPM any eligible field player may trade places with the existing goalkeeper at any time with permission of the referee.
- 3) Set up - The referee decides which goal will be used for the taking of the KftPM (typically taking into account the weather & field conditions). The referee tosses a coin with the captains. The winner of the coin flip may choose to shoot first or second.
- 4) Reduce To Equate - BEFORE the KftPM the referee shall ensure that only an equal number of players from each team will participate. That is, if a team is playing short due to injury, red card, or lack of eligible players the other team will reduce its eligible kickers by a like amount. Under NO circumstances will a team "reduce to equate" once the KftPM commence. Although the KftPM are considered to be part of the game, the kicks will proceed even if one team falls below seven eligible players due to injuries or sendoffs. A player cautioned during KftPM is not allowed to be substituted and will continue to participate in the Kicks.
- 5) Location of Participants - At the end of the overtime periods, the AR and the 4th official on the bench side ensure that NO PLAYERS leave the field without the permission of the referee and NO SUBS enter. Water and instructions may be given to the players (coach remains OFF the field, players ON near bench area) while the KftPM are being set up. The referee will conduct the Coin Toss, with the winning team choosing to kick first or second. Only players and referees are on the field of play during Kicks. The fourth official, if provided, remains between the team benches. One AR manages the players at the center circle and records the kicker's number and result. The other AR stands at the intersection of the goal area and goal line to act as goal judge and to assist in determining illegal keeper forward movement. The official USSF signal should be discussed for valid goals and/or GK movement beforehand. The referee stands in a position to observe the kicker, goalkeepers, and assistant referee. The goalkeeper not currently participating in that kick stands at the intersection of the penalty area and goal line behind the assistant referee.
- 6) Taking of the kicks - The referee records the number of the kicker and the kick result (a list of the initial five kickers is NOT required). The referee ensures that the ball is properly placed on the penalty mark, the goalkeeper is in proper position on the goal line between the goalposts (goalkeepers are allowed to move along the goal line), and then signals for the kick to proceed. The kick is over when the initial momentum imparted to the ball by the kicker is spent - the ball may rebound off the crossbar, ground, and/or goalkeeper and still enter the goal. The kicker may not play the ball a second time.
- 7) Retaking the kick - If a KICKER infringes the Laws the referee allows the kick to proceed. If the ball enters the goal, the kick is retaken. If the ball does not enter the goal, the kick is not retaken.

If a GOALKEEPER infringes the Laws the referee allows the kick to proceed. If the ball enters the goal, the goal is awarded. If the ball does not enter the goal, the kick is retaken.

If an OUTSIDE AGENT touches the ball as it moves forward, the kick is retaken.

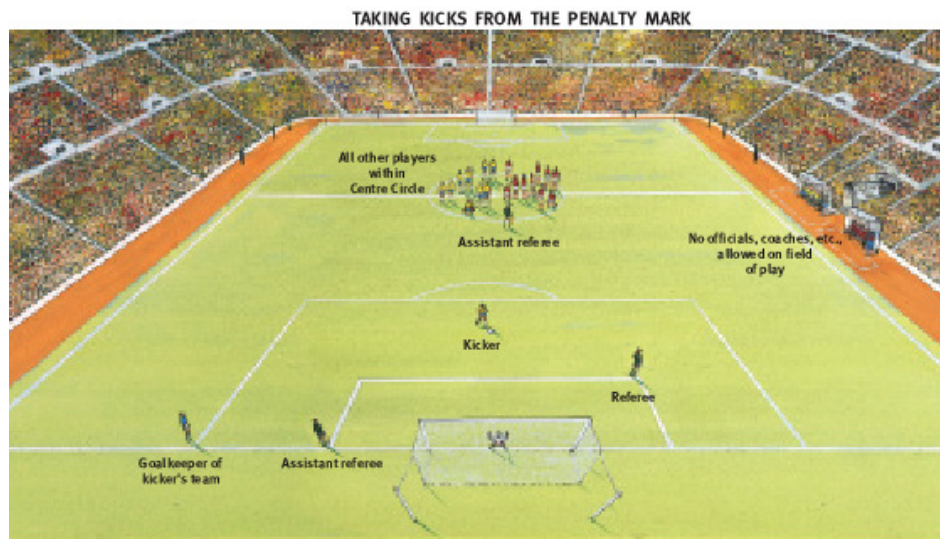
NOTE: If a kick is ordered to be retaken (for any reason), the original kick is considered to have never occurred and the original kicker may be changed and is still eligible to take part in the kicks if required.

- 8) Dealing with misconduct - During the taking of the KftPM, player uniforms (e.g. the wearing of shin guards) must still meet the requirements of Law 4. The authority of the referee under Law 5 to deal with any misconduct or irresponsible behavior also continues. A player cautioned during KftPM is not allowed to be substituted and will continue to participate in the Kicks.

A player is guilty of unsporting behavior at the taking of a KftPM if, in the opinion of the referee:

- * they delay unnecessarily after being signaled by the referee to proceed,
- * they run past the ball and then back up to take the kick, or
- * they excessively change direction during the run to the ball.

In such cases, the referee may suspend the procedure, caution the player involved, and then signal once again for the kick to be taken. If the kick has already been taken, the referee should order it retaken only if the ball enters the goal. The player must still be cautioned for his misconduct regardless of the outcome.



- 9) Reporting the Score on Washington Youth Soccer Game Roster Sheets -

Regulation - If the game is won in regulation, put the final score on the lines provided.

Overtime - If the game is won in overtime, put the score at the end of regulation on the lines provided, add new lines to the right (add OT above them) and put in the scores at the end of overtime.

KFTPM - If the game winner is determined by KftPM, put the score at the end of regulation and OT as described above, add new lines to the right (add KICKS above them), add ONE goal to the score of the winner at the end of the overtime period, and record the score of the loser at the end of the overtime. **DO NOT** ADD IN THE TOTAL NUMBER OF KICKS SCORED FOR EACH TEAM.

					<u>OT</u>						<u>OT</u>		<u>Kicks</u>
HOME TEAM	Half	<u>2</u>	Final	<u>3</u>		<u>4</u>	O	Half	<u>2</u>	Final	<u>3</u>		<u>3</u> <u>4</u>
VISITING TEAM	Half	<u>1</u>	Final	<u>3</u>		<u>3</u>	R	Half	<u>1</u>	Final	<u>3</u>		<u>3</u> <u>3</u>
(e.g. game won in OT 4 - 3)								(e.g. game won on KftPM, OT score was 3 - 3)					