

Quartz Hill AYSO

Regional Tournament Extra-time and Kicks from the Penalty Mark Guidelines

1. All games will be conducted exactly as a regular season game unless the score is tied at the end of regulation play.
 - a. Normal substitution and player participation requirements are in effect, including goalkeeper participation and $\frac{3}{4}$ rule.
 - b. Game time and team size remain the same.
2. If the game is tied at the end of regulation play, the following procedure will be used to determine a winner.
 - a. Extra time consisting of two complete equal periods (10U = 5 min. ea.; 12U & 14U = 10 min. ea.). If a team is leading at the end of the second extra time period, that team wins the match. There is no Golden-goal rule.
 - b. If the match is still tied, kicks from the penalty mark in accordance with the "Procedures to Determine the Winner of a Match" in the Laws of the Game (LOTG) will be used to determine the winner.
3. Procedures for extra time periods.
 - a. Teams field the same number of players as during regulation play.
 - b. Teams may field players at their discretion. (AYSO and Region 638 participation requirements only apply to the two regulation halves).
 - c. Overtime is begun with a coin toss in accordance with Law 8. Play is stopped at the end of the first half to switch sides, substitute, and restart with the appropriate kick-off.
 - d. Substitutions will only be made in the case of injury or during the overtime half.
 - e. Only those players on the field at the end of the extra time period may participate in kicks from the mark.
4. Summary of LOTG procedures for kicks from the penalty mark.
 - a. Except where detailed below, Laws 10 and 12 provide guidelines for kicks from the penalty mark:
 - b. Determining a winner:
 - i. Kicks from the Penalty Mark are taken by one team and then the other team. An initial group of up to five pairs may decide the match if, after the fifth pair, one team has scored more goals than the other team.
 - ii. At any time in this first set of five pairs, the taking of kicks is completed if it becomes impossible for one team to equal the number of goals scored by the other team.
 - iii. After the fifth pair, the teams take kicks from the penalty mark one pair at a time. The procedure ends if, after any pair, one team has scored a goal and the other team has not.
 - iv. No player from the same team may take a second kick from the penalty mark until all players on the team (including the goalkeeper) have kicked.
 - v. Once all eligible players have taken a kick, the original kicking order need not be repeated.
 - c. Procedures:
 - i. Assistant Referees note on their cards the eligible players and the kicking order (see 3.e. above).
 - ii. Only players may enter the field. Teams will remain near the half line on their side of the field in the center circle with the AR.
 - iii. The referee selects the goal to be used. (Region 638 specific rule)
 - iv. A coin is tossed (visitor calls) and the winner of the toss decides which team kicks first.
 - v. Only the referee, an assistant referee, the kicker, and both goalkeepers are allowed near the goal. (The other assistant referee stays at the half with both teams.) All others must remain at the half line.
 - vi. The other goalkeeper must wait at the intersection of the penalty area line and the goal line.
 - vii. The assistant referee stays on the point where the goal area boundary line meets the goal line, opposite the referee, and serves as a judge to determine if the ball has completely crossed the goal line.
 - viii. The referee ensures both the kicker and keeper are ready then signals for the kick with a whistle.
 - ix. For the kicker and defending goalkeeper, the Laws are the same as for a penalty kick. However, once the kick is taken, no one other than the defending goalkeeper can play the ball.
 - x. The referee must ensure a thorough record is kept of kicking order and goals.