

AYSO Area W Shoot-out Procedure

(IFAB Laws of the Game with modifications approved by Area W)

Before penalties (penalty shoot-out) start

- The referee tosses a coin, and the team that wins the toss decides whether to take the first or second kick
- Only players who are specified by the coach are eligible to take kicks (10U: 7 players, 12U: 9 players, 14U: 11 players)
- Players not selected as eligible to participate in a round must be selected as eligible players in the next round (equal play mandate)
- Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is not informed of the order

During penalties (penalty shoot-out)

- All players and coaches, except the player taking the kick and the two goalkeepers, must remain within the designated central area
- The goalkeeper of the kicker must remain on the goal line as directed by the referee
- Any eligible player may be the goalkeeper
- The ball is placed on the penalty mark 10 yards (10U), 11 yards (12U), or 12 yards (14U) from the goal line
- The kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence; the kicker may not play the ball a second time

Subject to the conditions explained below, both teams take 7(10U), 9(12U), or 11(14U) kicks

- The kicks are taken alternately by the teams
- Each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick
- If, before both teams have taken 7, 9, or 11 kicks, one has scored more goals than the other could score, even if it were to complete its 7, 9, or 11 kicks, no more kicks are taken
- If, after both teams have taken 7, 9, or 11 kicks, the score is tied, kicks continue until one team has scored a goal more than the other from the same number of kicks
- A team may change the order of kickers for any subsequent sequence of kicks after all eligible players have taken a kick