## I - REGION $4 \cdot$ SPECIAL PLAYOFF RULES

1. PLAYING TIME: Players must play a minimum of three quarters. There are no goalkeeper restrictions (One player may play the entire game as goalkeeper).
2. GAMES MUST START ON TIME, or we risk running out of daylight. If the game before you goes to Kicks from the Penalty Mark, team check-in and coin toss should be held off the field of play. Both teams and referees please help to clear field immediately so the next game can begin.
3. TIE RESOLUTION: Tie-Breakers for Play-Off games, including Semi-Finals, will be the taking of Kicks from the Penalty Mark in accordance with the current FIFA Laws of the Game. For the final games only, the tie-breaker will be a full 10 minute Overtime Period (not sudden death) divided into two 5 minute increments with the teams changing sides at the end of the first 5 minute period. If the score is tied at the end of the 10 minute Overtime Period, the taking of Kicks from the Penalty Mark, will determine the winner of the match.
4. SUBSTITUTIONS: Substitutions shall be made at the normal time during the match. Before the Overtime and during the break between 5 minute periods substitutions can be made. The only other substitution during the course of the Overtime Period shall be for an injured player. If a player is injured and replaced in the first 5 minutes, they may return in the second period. Any player on the team may participate in the Overtime without restrictions on the amount of time played, unless they had been sent off or were injured and replaced in the second 5 minutes.
5. DISCIPLINARY SANCTIONS-MISCONDUCT: Cautions or Send-Offs given by the Referee at any time during the game remain in effect for the entire game. Thus a player who has already received a Caution earlier in the game shall be sent-off from the game if they receive a second Caution during regular time. or during the Tie-Break overtimes for final games only. Yellow cards for all players are not carried forward into KFTM. If the goalkeeper commits an offense that requires the kick to be retaken, the goalkeeper is warned for the first offense and cautioned for any subsequent offence
6. GENERAL RULES • KICKS FROM THE PENALTY MARK: Only those players on the field or temporarily off for injury at the end of the second half of the final game Overtime Period may participate as Eligible Players. If there is no overtime each coach may specify the players eligible to take kicks without regard to who was on the field at the end of the match. If a team started the match with less than the normal number of players, or due to injury or misconduct had less, the opponents must reduce to equate so that there will be a matching number of Eligible Players from both teams at the start of the kicks. If a participating player during Kicks from the Mark is sent-off or cannot continue to play due to injury that player ceases to be Eligible, and the opposing team must reduce its players to match. A team member who was not an Eligible Player may replace an injured Goalkeeper, but may not replace any other injured Eligible Player, during the taking of Kicks from the penalty Mark. If a team reduces to equate the referee must be advised of the players name and number. In both 10 U and 12 U the penalty Spot shall be 10 yards from the goal line.

All the team Players and the Coaches shall be positioned apart from the other team at an area outside the center circle on the halfway line designated by the Referee. No player, spectator, or coach may be positioned behind the goal line, or to the side of or on the field between the goal line and the penalty area line parallel with the goal line (the 18-yard line).

When the kicks begin the defending Goalkeeper, chosen from the Eligible Players, takes up position on the goal line between the goal posts and may not move forward until the kicker kicks the ball. The kicker must not kick the ball until the referee blows the whistle. If he does kick it too soon the only penalty is to retake the kick whether it scored or not. The Goalkeeper may move side to side along the goal line before the ball is kicked as long as he keeps one foot touching, in line with, or behind the goal line. And the other foot could be over the line. Keep in mind trifling offenses. If the goalkeeper offends (comes forward too far too soon) the kick is retaken only if the offense clearly impacted the kicker and prevented a score that would otherwise have gone in the goal. Any Eligible Player may replace the Goalkeeper between kicks. The Keeper does not need to wear a Goal Keeper jersey, or gloves.

The teams alternate taking kicks until the first five kicker pairs have taken their turns, or a win is assured (i.e. best of 5). The team having scored more goals is declared the winner by 1 point and the tie is broken. If no winner is declared after the first five player pairs, kicks are then taken alternately (one on one pairs) with the remaining players. This alternating pattern continues as long as the score is tied and shall repeat with all Eligible Players, until a winner is determined. The winner is determined when one player scores and the other of the pair does not. If a subsequent round is required, the players do not have to follow the same order. In any round a player may not kick again until all Eligible Players on his team have kicked in that same round.

## II - PROCEDURE • KICKS FROM THE PENALTY MARK • FIFA Laws of the Game

- The referees decide which goal to use, considering such things as the condition of the ground, sun, wind, etc. Make sure to use the goal that is best for the goalkeeper.
- The referee tosses a coin and the captain of the team who wins chooses to kick first or second.
- The referee keeps a record of the number of the kicker and outcome of the kicks being taken.
- The coach does not have to give a list of kickers or predetermine their order
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If, after both teams have taken five kicks, both have scored the same number of goals, kicks continue to be taken in the same order of alternating pairs of players until one team has scored a goal more than the other from the same number of kicks.
- An eligible player or a substitute may replace a goalkeeper who is unable to continue as goalkeeper due to injury while kicks are being taken from the penalty mark.
- With the exception of the foregoing case of a goalkeeper, only players who the coach designates are allowed to take kicks from the penalty mark
- Each kick is taken by a different player and all eligible players must take one kick before any player can take a second kick. This same principle applies if subsequent rounds are required, but the kickers do not have to be in the same order
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- Only the coaches, team players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line about midway between the corner flag and the goal post Behind the assistant referee.
A kick is over/completed when a goal is scored, or it goes out of play over a boundary line, or stops moving (including held by a GK), or the Referee stops play for an infringement of the law.


## III - REFEREE RESPONSIBILITIES

## The First Assistant Referee (AR1) as directed by the CR will:

- Take up position on the half way line between the Team Players and Coaches
- Ensure that only players eligible to kick, take part in the Kicks from the Mark
- Maintain possession of both game cards
- Ensure no Eligible Player plays a second time until all other Eligible Players have played once
- Record for each Kicker whether or not a goal was scored
- Notify the CR when a winner has been determined


## The Second Assistant Referee (AR2) as directed by the CR will:

- Take up position on the goal line opposite the CR and at the intersection of the goal area line.
- Ensure that non -participating Goalkeeper is positioned properly on the field of play, outside the penalty area, on the goal line behind the AR about midway between the corner flag and the goal area line.
- Determine whether or not a goal has been scored by the ball entirely crossing the goal line.
- Assist the CR in determining any infringement, particularly unlawful movement by the Goalkeeper.
- Keep a record of how many goals each team has scored. You do not need to know the numbers


## The Center Referee (CR) will:

- By the toss of a coin decide which team shall provide the first kicker according to the policy on page II
- Verify the position of the ball, the Goalkeeper and the Kicker
- Blow a whistle for the kick to be taken
- Monitor the Kicker and Goalkeeper for fouls
- Confirm with AR2 whether or not a goal was scored
- Signal the end of the game when a winner has been determined by the usual game ending whistle

Non-trifling infringements should be judged with common sense and objectivity.
Trifling infringements should be ignored
Infringement by the kicker:
Kick is retaken only if goal was scored.
Infringement by Goalkeeper:
Kick is retaken only if goal was NOT scored.
Infringement by both Kicker and Goalkeeper
Kick is retaken

* Another Eligible Player may take a re-kick, provided he has not kicked yet in the round. The original kicker must still complete a kick in the round before any teammates kick twice in that round.

