SAY NORTH SHOOTOUT LIST

Each team shall prepare a shootout list *before the game* to be used if the game goes to Penalty Kicks. RESPONSIBILITIES:

- 1) List the players in the order they will kick
- 2) List their corresponding uniform numbers

3) The Field Supervisor / referee will verify that the players kick in the order listed on the Shootout List



KICKS FROM THE PENALTY MARK:

If still tied after the two additional periods, the winner of the match will be determined by Kicks from the Penalty Mark.

Teams may be moved to a designated Penalty Kick area, to allow subsequent games to proceed on time

- A. Each team will have prepared a written kicking order for all kicking players before the game.
 - (1) 11 vs. 11 teams will list 10 players
 - (2) 9 vs. 9 teams will list 8 players
 - (3) 7 vs. 7 teams will list 6 players

NOTE: If a team, either through injury, ejections or other cause has fewer players, the opposing team will "reduce to equate."

- B. Kicking players will alternate between each team's players in the order listed.
- C. The total score after alternating kicks by the first five players from each team will decide the victor.
- D. If still tied after five kicks by each team, Kicks from the Penalty Mark will continue in groups of five until a winner is determined.
 - (1) 11 vs. 11 this is 6-10
 - (2) 9 vs. 9 this is 6 8, & 1 2
 - (3) 7 vs. 7 this is 6, & 1 4

NOTES:

- There will NOT be a coin toss to determine kicking order. The team kicking first shall be the same as in the 2nd and 4th quarters of regulation play.
- Teams must use all listed players before repeating the kicking order. E.g.: 11 vs. 11 teams will use all 10 listed players, 9 vs. 9 teams will use all 8 listed players, and 7 vs. 7 teams will use all 6 listed players before repeating the kicking order.
- The goalkeeper may also be listed as a Kicker.
- **Passers (U8)** Kicks will be conducted as accuracy kicks taken from a spot marked 8 yards from the center of a Pug like goal WITHOUT a goalkeeper. A successful shot goes into the Pug goal. All other procedural rules stated above apply.