## 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

Color: $\qquad$ Coach: $\qquad$ Girls Boys

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## 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 $2^{\text {nd }}$ and $4^{\text {th }}$ 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.

