

## **Procedures for Determining a Winner in Finals, Semi-finals and Consolation Games (Games that Require a Winner)**

The following procedures will be followed in the event of a tie at the end of regulation:

1. Two overtime periods played in their entirety – no golden goal. Nominal lengths: U14: 2 x 10 minute; U12: 2 x 7.5 minute; U10: 2 x 5 minute. Check with Divisional Commissioner.
2. Substitutes before each overtime period, but only a short break for substitutions and change of ends between the two overtime periods.
3. If teams still tied after both overtime periods, then proceed to kicks from the penalty mark (KFTPM). Only players on the field at the end of the second overtime period are eligible to participate in KFTPM. If one team has more players on the field after the overtime periods, that team must reduce their numbers to equate with that of their opponents.
4. Each team will take 5 kicks from the penalty mark with the team making the most of 5 winning.
5. If teams are still tied after the first five KFTPM, then teams will then proceed to kick 1 v 1, until there is a winner.

Additional instructions for the referees on the mechanics of overtime and kicks from the penalty mark.

1. Coin toss before start of 1st overtime. Winner chooses which goal to attack, loser has kick off. Winner has kick off at start of 2nd overtime, after switching ends.
2. Five minute break before 1st overtime period, short break to change ends and subs between overtime periods.
3. As a courtesy, prior to the 1st overtime advise the coaches from both teams that only the players on the field at the end of the 2nd overtime can participate in KFTPM, if required.
4. Assistant Referees to make note of players not eligible to participate in kicks from the mark by adding two more columns to mark subs during overtime periods on the game card. Also note that the AYSO Region 19 minimum 3-quarter requirement only applies to regulation play. There is no minimum play requirement for overtimes. At the coach's discretion a player can be subbed out for both overtimes. ARs should just note the substitutes; if there is an issue with the amount of time a player is substituted out, this should be addressed by the Division and Regional Commissioners.
5. If still tied after second overtime period, proceed to kicks from the penalty mark (KFTPM).
6. Choose which goal to use for the KFTPM (position of Sun, condition of the ground).
7. Coin toss to determine who kicks first in the KFTPM. Winner of coin toss will decide whether team kicks first or second (it can be an advantage to kick second).
8. If one team is playing short for any reason, including injury or red card, then the other team must reduce numbers to equalize prior to taking kicks from the penalty mark.
9. One AR manages the players in the center circle, the other AR watches the goalkeeper for forward motion on the kick. Both ARs should also keep a tally of the kicks as backup for the Referee.
10. The goalkeeper of the kicking team remains on the field of play at the goal line – 18 yard line intersection, on the opposite side from the AR.
11. KFTPM can finish before all five kicks have been taken. If one team can no longer possibly match the other team's score after 5 kicks then a winner should be declared. For example, if after 3 kicks for both teams, team A has 3 goals and team B has none, then team B cannot catch up to team A, even if team B scores on the next 2 kicks (the maximum that team B can score is 2 goals, team A already has 3). End the game.
12. If score still tied after 5 kicks for each team then proceed with 1 v 1 until one team scores and the other doesn't. All players eligible for the kicks must attempt a kick before any player can kick again. The goalkeeper for each team is one of the eligible players. If the teams are still tied after all the eligible players have taken kicks, then rotate through the team again, continuing 1 v 1. The order of players taking kicks for this second rotation does not have to be the same as for the first rotation, but as before all players must take kicks before any player can kick again.