

## SOCCKER OVERTIME PROCEDURE

### **REGULAR SEASON**

- During the regular season, a game ending in a tie shall be resolved by 2 (if necessary) sudden-death overtime periods of 10 minutes each. The game will end with the first overtime goal.
- If two (2) overtime periods are played without a goal being scored, the game shall be declared a tie

### **MPSSAA REGIONAL AND STATE TOURNAMENT**

- In the regional and State tournament, the same overtime procedure is used.
- If, after the two (2) overtime periods, a regional or State semifinal or State final tournament game is still tied, the Penalty Kick Procedure will be used to determine a winner
- The penalty kick tiebreaker will initially be based on 5 kickers from each team. Kicks will continue until one team has an insurmountable lead.
- The officials gather all eligible players in the center circle
- The officials designate the goal at which the penalty kicks will be taken.
- The coin toss shall occur, with the visiting team calling the toss. The winner of the toss will have the choice of shooting first or defending first.
- Only players on the field at the end of the 2<sup>nd</sup> overtime will be eligible for the penalty kick tiebreaker.
- Only the head coach and one assistant are permitted to join the players in the center circle.
- The coach does not have to designate his/her shooter (s) in advance.
- If the score remains tied after the 5 players have taken their shots, then a sudden-victory round begins which includes the remaining eligible players from each team who were not a part of the initial kicking phase.
- A cautioned player becomes the last kicker in that round.
- A cautioned goalkeeper may not defend the next kick but may return on the subsequent kick. The goalkeeper's substitute must be an eligible player.
- If the score remains tied, then the sudden victory round continues with all eligible players becoming eligible for a second shot.
- Any player disqualified who has not kicked in the cycle of 11 becomes the last kicker and the kick is considered a miss. The same applies to subsequent cycles of 11.
- A coach may change the order from the initial round.
- No player may take a third shot until all eligible players from both teams have taken their second shot.

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