

CincyCentral SAY Tournament Tie-Breaker Rules

The following rules will be used to determine a victor should a tournament game end in a tie after normal regulation time.

ADDITIONAL PLAYING PERIODS

If the score of a Match is tied after regulation play there will be TWO additional playing periods of equal duration but shorter length:

- Five minutes for Passers (U-8),
- Six minutes for Wings (U-10),
- Eight minutes for Strikers (U-12)

NOTE 1: Additional playing periods shall begin no later than five minutes after the end of the fourth quarter of regulation play with the same number of players as were on the field at the end of regulation play. Both extra playing periods MUST be played – no “sudden death”/”golden goal” to end the game.

NOTE 2: There will NOT be a second coin toss to determine ends defended, and the teams kicking off. The ends defended, and the team kicking off in the first additional period shall be the same as in the first and third quarters of regulation play; and, in the second additional playing period, shall be the same as in the second and fourth quarters of regulation play

NOTE 3: Between the first and second additional playing periods, there shall be a break of one minute to allow teams to change ends and make substitutions.

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. The below rules are adapted from those used at the Ohio SAY Area Tournament and the USSF Procedures for Kicks from the Mark.

- A. Each team will have prepared a written kicking order for all kicking players drawn from those team members still eligible to participate at the end of the additional playing periods.
 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
 4. List should include team name, full player name, and player number.
- B. In the event that a team, either through injury, ejections or other cause has fewer players, the opposing team will “reduce to equate” to begin Kicks from the Penalty Mark.
- C. The referee team will decide which end to use for Kicks from the Penalty Mark.
 1. If the end of the field being used for the kicks becomes unplayable (field conditions/goal conditions), the referee team may switch sides. HOWEVER, it is strongly recommended to not switch sides until both teams have had an equal number of kicks.
- D. There will NOT be a coin toss to determine kicking order. The team kicking first shall be the same as in the second and fourth quarters of regulation play.
- E. Kicking players will alternate between each team’s players in the order listed.
- F. The total score after alternating kicks by the first five players from each team will decide the victor.

1. Kicks from the Penalty Mark can be stopped and a victor declared after one team has scored more goals than the other team AND the number of kicks remaining for the opponent is insufficient to make up the difference (i.e. 3-0 in favor of Team A after three pairs – Team D cannot make up the difference with two kicks remaining).
- G. If still tied after five kicks by each team, Kicks from the Penalty Mark will continue in single pairs until a victor is determined.
1. Kicks from the Penalty Mark are stopped and a victor declared after one team has scored in its pair when their opponent has not.
 2. Teams must use all listed players before repeating the kicking order. E.g.
 - i. 11 v 11 will use all 10 listed players
 - ii. 9 v 9 teams will use all eight listed players
 - iii. 7 v 7 teams will use all six listed players.
- H. All players (ineligible or eligible) remain under the authority of the referee team, and are subject to all Laws and punishments.
- I. Any cautions issued during regular play (including the additional periods) remain in force in causing a send-off if a second caution is issued during the kicks from the mark.
- J. Any players sent-off or injured and unable to continue will reduce that team's eligible players. The opposing team will NOT be required to further "reduce to equate."
- K. Substitutions are NOT permitted once a team has identified its lineup.
1. If a goalkeeper becomes injured, a replacement can be named from any available player. This player does NOT need to be part of the kicking lineup. Once replaced due to injury, the goalkeeper cannot re-enter the game.
 2. If the goalkeeper has kicked before being replaced, the replacement is considered to have kicked.
 3. The goalkeepers may change places with an eligible kicking teammate at any time provided they meet the requirements of Law 3 (notifying the referee team prior to the replacement).
- L. Kicks are conducted as specified under Law 14 (Penalty Kicks), but treated as an extended time kick.
1. A goal is scored if it meets the requirements of Law 10.
 2. If the kicker violates Law 14 and a goal IS scored the kick must be retaken (and any required cautions/send-offs applied).
 3. If the goalkeeper violates Law 14 and a goal is NOT scored, the kick must be retaken (and any required cautions/send-offs applied).
 4. Once the ball is in play the kicker may not play the ball again in any way (including if the ball rebounds from the goalkeeper, crossbar, or goal post).
- M. If through misconduct or injury a team is reduced to lower than the minimum playing number (i.e. seven [7] players in 11 v. 11), kicks will continue as long as the team has one (1) eligible player remaining.
- N. **Passer Division**
1. The Passers (U-8) division will not use a goalkeeper in the Kicks from the Penalty Mark tiebreaker. Instead, the Passers will participate in a skills contest utilizing a smaller, 6' wide by 4' high, goal. Only balls kicked directly into the goal from a spot marked 8 Yards from, and centered upon, the smaller goal will score.
 2. If a smaller goal is not available, the normal size goal can be used, and the kicks will be taken from a spot marked 8 yards out. No goalkeeper will be used in this case.