



Golden Goal and Shoot-Out Procedures

The **Golden Goal Rule (Sudden Death)** is used in the Sporting Lee's Summit Post-Season Tournament to decide the winner of Semi-Final and Championship games in which scores are equal at the end of normal time. It is not used in Consolation or Pool Play games. Under this rule, an extra 5-minute period is played immediately following normal time. The game will end when a goal is scored; the team that scores that goal during extra time will be the winner. If the scores is still tied after the extra period, the game will then move to . . .

Officially known as "kicks from the penalty mark," the **Penalty Shootout** will be used to determine a winner in Semi-Final or Championship games that have finished in a tie. It is not used in Consolation or Pool Play games.

The following is a summary of the procedure for kicks from the penalty mark. The procedure is specified in FIFA's booklet *Laws of the Game*, not as one of the 17 numbered laws, but within the supplementary sections *Procedures to Determine the Winner of a Match or home-and-away* (pp. 54–56) and *Additional instructions and guidelines for referees* (p. 130).

- The team to take the first kick will be decided by a coin toss.
- The referee will choose the goal at which the kicks will be taken, and all kicks will be taken at the same goal to ensure that both teams face the same pitch irregularities, wind and sun conditions, etc.
- All players other than the kicker and the goalkeepers must remain in the pitch's center circle.
- Each kick will be taken in the general manner of a penalty kick. Each kick will be taken from the penalty mark, which is 12 yards (or less, as defined by the field dimensions) from the goal line and equidistant from each touch line, with the goal defended only by the opposing goalkeeper. The goalkeeper must remain between the goal posts on his goal line until the ball has been kicked, although he can jump in place, wave his arms, move side to side along the goal line or otherwise try to distract the shooter.
- Each kicker can kick the ball only once per attempt. Once kicked, the kicker may not play the ball again.
- No other player on either team, other than the designated kicker and goalkeeper, may touch the ball.
- A kick is successful if, having been touched once by the kicker, the ball crosses the goal line between the goal posts and under the crossbar, without touching any player, official, or outside agent other than the defending goalkeeper. The ball may touch the goalkeeper, goal posts, or crossbar any number of times before going into the goal as long as the referee believes the ball's motion is the result of the initial kick.
- Teams take turns to kick from the penalty mark until each has taken five kicks. However, if one side has scored more successful kicks than the other could possibly reach with all of its remaining kicks, the shoot-out immediately ends regardless of the number of kicks remaining; this basis is called "best of five kicks".
- If at the end of these five rounds of kicks the teams have scored an equal number of successful kicks, additional rounds of one kick each will be used until the tie is broken; this is known as sudden death.

- The team that scores the most successful kicks at the end of the shoot-out will be winner of the match.
- Only players who were on the pitch at the end of play will be allowed to participate in the shoot-out. If at the beginning of the shoot-out one side has more players on the pitch than the other, whether as a result of injury or red cards, then the side with more players must select some players who will not take part. For example, if Team A has 11 players but Team B only has 10, then Team A will choose one player who will not take part. Players chosen this way cannot play any part in the procedure, including acting as goalkeeper. However, if a player is injured or sent off during the shoot-out, the same principle will not apply and the referee will not reduce the number of players on the opposing team.
- A team may replace a goalkeeper who becomes injured during the shoot-out with a substitute.
- If a goalkeeper is sent off during the shoot-out, another player who finished the game must act as goalkeeper.
- If a player, other than the goalkeeper, becomes injured or is sent off during the shoot-out, then the shoot-out will continue with no substitution allowed.
- Any player remaining on the pitch may act as goalkeeper, and it is not required that the same player act as goalkeeper throughout the shoot-out.
- No player will be allowed to take a second kick until all other eligible players on their team have taken a first kick, including the goalkeeper.
- If it becomes necessary for players to take another kick (because the score has remained equal after all eligible players have taken their first kick), players are not required to kick in the same order.