

Northern California Soccer Officials Association

Tie-breaking in playoff and championship games

Overtime play — If regulation play ends in a tie, there will be a 5-minute break during which a coin toss will be conducted. Winner picks ball or direction.

There will be two full overtime periods (no golden goal) of 10 minutes each. There will be a 2-minute break as the teams change ends of the field.

Kicks from the penalty mark — If game is still tied, winner to be determined by kicks from the penalty mark.

Preparation needed:

1. Referee selects the goal.
2. Referee reviews procedures with coaches and captains.
3. Each coach selects five players.
4. Referee conducts coin toss to determine the team to take the first kick. Winner elects to kick first or second.

Who participates — All players on the roster, excluding any disqualified players, are eligible—but are not required—to participate in the kicks.

First round, kicks 1-5 — A player from each team will take a kick until five players from each team have taken a kick, except that kicks stop if one team has an insurmountable lead. If the score is still tied after five sets of kicks, proceed to round two.

Second round, kicks 6-10 — All players on the roster, excluding any disqualified players, who have not kicked in the previous round are eligible.

Each coach selects the next five kickers. One kicker from each team takes a kick. If one kicker scores and the other kicker does not, we have a winner. If both opposing players score or fail to score, the kicks continue until one player fails and the other one scores.

Additional rounds, kicks 11+ — Who can kick? If additional rounds are needed, repeat the pattern of Round 1 and Round 2, for example:

Round 3: All players on the roster, excluding any disqualified players, are eligible to participate in the kicks.

Round 4: All players on the roster, excluding any disqualified players, who have not kicked in the previous round are eligible.

As in the second round, each team selects the next five kickers; one kicker from each team takes a kick. If one kicker scores and the other kicker does not, we have a winner. If both opposing players score or fail to score, the kicks continue until one player fails and the other one scores.

Final score — Add one goal to the winning team's score from overtime play.

Cautions during kicks from the penalty mark

Goalkeeper caution — In the event that the goalkeeper is cautioned, the goalkeeper shall be replaced for the opposing team's next kick and can return after that kick has been taken.

Caution before kick — If one of the five kickers in any round is cautioned before taking a kick, that player must be replaced and the cautioned player may not be selected as a kicker until the next round. **Example:** The 4th kicker in Round 1 is cautioned before he or she kicks. The kicker may not be selected to be a kicker until the 2nd round.

Caution after kick — If one of the five kickers in any round is cautioned after taking a kick, the cautioned player may not be selected as a kicker until the next round of kickers have completed their kicks. **Example:** The 4th kicker in Round 1 is cautioned after he or she kicks. That kicker may not be selected to be a kicker again until the 3rd round.