



OVERTIME PROCEDURE FOR GAMES TIED AT THE END OF REGULATION PLAY

Due to the use of the point system in determining "wild card" qualifiers for the state tournament, it is necessary varsity games do not end with a tied score.

Games which are tied at the end of 80 minutes of play

1. Two overtime periods of 10 minutes each.
2. A coin shall be flipped prior to the first overtime period. The visiting team captain shall call the coin while it is still in the air. The winner of the toss shall choose a goal to defend or to kick off first. The loser of the toss shall be given the remaining choice.
3. The interval between the second half and the first overtime period shall be 5 minutes.
4. The interval between the first and second overtime period shall be 2 minutes.

If a tie still exists at the end of the second overtime period

1. The two teams shall participate in a penalty kick tiebreaker procedure.
2. The interval between the second overtime period and the beginning of the penalty kick procedure shall be 5 minutes.

TOURNAMENT/ENGAGEMENT PLAY

In tournament/engagement competition where each team plays two games on the same day, the following procedure may be used: If the game is tied at the end of 80 minutes, the overtime periods may be shortened to 5 minute periods **OR** the penalty kick tie breaker may be used immediately following the completion of regulation. The entire tournament/engagement must use the same overtime procedure. The tournament/engagement host is responsible for determining in advance which overtime procedure will be used.

PENALTY KICK TIE BREAKER PROCEDURE

1. The two head coaches, officials, and team captains shall assemble at the halfway line to review the procedure.
2. The head referee shall choose the goal at which all of the penalty kicks shall be taken.
3. Each coach will select any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the penalty kicks.
4. A coin toss shall be held. The team winning the toss shall have the choice of kicking first or second.
5. The kicks shall be attempted from the penalty mark.
6. Teams will alternate kickers. There is no follow-up on the kick.
7. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
8. Add one goal to the winning team score and credit the team with a victory. An asterisk (*) may be placed by the team advancing to indicate the advancement was the result of a tiebreaker system.

If the score remains tied, after each team has had five penalty kicks:

1. Each coach will select five different players other than the first five who already have kicked to take the penalty kicks in a sudden victory situation, wherein, if one team scores and the other team does not score, the game is ended without more kicks being taken.
 2. If the score remains tied, continue the sudden victory penalty kicks with the coach selecting any five players other than the preceding players to take the next set of alternating penalty kicks.
 3. If a tie still remains, repeat sudden victory procedure.
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