

All matches must have a winner. Overtime only in finals. 10U = (x2) 7 min. periods, 12U & 14U = (x2) 8 min. periods. KFTM: Team that scores most goals in 5 kicks wins, else sudden death penalty kicks. Only players on the field at the end of the match, including overtime, are eligible. Any eligible player may switch with GK. Order of kickers is **not** required ahead of time.

Kick#	Team 1			Team 2		
	ok#	#	√ X	ok#	#	√ X
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						

Team 1		Team 2	
#	√ X	#	√ X

PROCEDURE

- 1) Select Goal
- 2) Get ball & mark PK spot.
- 3) Coin Toss - Winner picks 1st or 2nd kick.
- 4) Check game cards and list eligible players in ok# column.
- 5) If necessary balance teams.
- 6) List player in the # column just before they kick.
- 7) Mark outcome of each kick as √=goal or X=missed.

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Cut along horizontal dotted lines and fold along vertical dotted lines. Resulting card will fit in card holder.