



AYSO Region 85 – Lake Forest Champions Invitational Tournament Rules & Procedures

Guidelines

- All matches are single elimination and must end with a winner.
- Championship matches (Finals) tied at the end of regulation time, will be followed by two equal periods of extra time (overtime). If the match is tied after overtime, the match will be decided by kicks from the penalty mark.
- All other matches tied at the end of regulation time will be decided by kicks from the penalty mark. NO overtime.

Overtime Rules (Championship/Finals Only)

- Overtime consists of two equal periods of extra time (no sudden victory, no golden goal)
- 10U play two 7-minute periods
- 12U and 14U play two 8-minute periods
- There will be a 5-minute break before the start of the first overtime period
- Prior to the start of the first overtime period, a coin toss is conducted to determine which team kicks off (Winner of the coin toss chooses which goal to defend, loser of the coin toss will kick off to start overtime). [*Home Team = Heads, Visiting Team = Tails*]
- The substitution of players may only take place prior to the start of the first overtime period, prior to the start of the second overtime period or to replace an injured player (NO 'free' substitution)
- There are no minimum playing time requirements in overtime periods, except that players who have not played at least **three quarters** during regulation time **must** play at least one overtime period
- After the end of the first overtime period, the teams will switch ends and the team that did not kick off to start the first overtime period, will kick off to start the second overtime period
- There is no break between overtime periods except the time needed to substitute players and swap ends of the field
- If after two equal overtime periods the match is still tied, the winner will be decided by kicks from the penalty mark

Kicks from the penalty mark

- **Before kicks from the penalty mark start**
 - The referee decides the goal at which the kicks will be taken
 - The referee tosses a coin again and the team that wins the toss decides whether to take the first or second kick [*Home Team = Heads, Visiting Team = Tails*]
 - With the exception of a substitute for a goalkeeper who is unable to continue, only players who are on the field of play or are temporarily off the field of play (injury, adjusting equipment etc.) at the end of the match/overtime are eligible to take kicks
 - Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is not informed of the order
 - If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player



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excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below)

- A goalkeeper who is unable to continue before or during the kicks may be replaced by a player excluded to equalize the number of players or, if their team has not used its maximum permitted number of substitutes, a named substitute, but the replaced goalkeeper takes no further part and may not take a kick
- **During kicks from the penalty mark**
 - Only eligible players and match officials are permitted to remain on the field of play
 - All eligible players, except the player taking the kick and the two goalkeepers, must remain within the center circle
 - The goalkeeper of the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line
 - An eligible player may change places with the goalkeeper
 - The kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence; the kicker may not play the ball a second time
 - The referee keeps a record of the kicks
 - If the goalkeeper commits an offence and, as a result, the kick is retaken, the goalkeeper must be cautioned
 - If the kicker is penalized for an offence committed after the referee has signaled for the kick to be taken, that kick is recorded as missed and the kicker is cautioned
 - If both the goalkeeper and kicker commit an offence at the same time:
 - if the kick is missed or saved, the kick is retaken and both players cautioned
 - if the kick is scored, the goal is disallowed, the kick is recorded as missed and the kicker cautioned
- **Subject to the conditions explained below, both teams take five kicks**
 - The kicks are taken alternately by the teams
 - If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
 - If, after both teams have taken five kicks, the scores are level, kicks continue until one team has scored a goal more than the other from the same number of kicks
 - Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
 - The above principle continues for any subsequent sequence of kicks, but a team may change the order of kickers
 - Kicks from the penalty mark must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick
- **Substitutions and send offs during kicks from the penalty mark**
 - A player, substitute or substituted player may be cautioned or sent off
 - A goalkeeper who is sent off must be replaced by an eligible player
 - A player other than the goalkeeper who is unable to continue may not be replaced
 - The referee must not abandon the match if a team is reduced to fewer than the minimum number of players



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FAQ

Q1: Why must both teams have the same number of players throughout the KFPM and not just at the start?

If one team has 10 players and the other team has 11 players, the team with 10 has a benefit if KFPM go to an 11th kick because the team with 10 players will have their best kicker take a 2nd kick against the other team's 11th (worst) player. This principle used to apply only before KFPM started but it is logical that it continues throughout KFPM. It applies of a team 'loses' a player because of injury or illness as well as if a player is sent off

Q2: Why doesn't the referee need to know the order of the kickers and their numbers before the KFPM start?

The order in which players take a kick is the tactical responsibility of the teams. The referee's responsibility is to make sure that no player takes a 2nd kick before every other team member has taken their 1st kick.

Q3: Can an injured player who is off the field of play being treated at the final whistle take part in KFPM?

Yes – any player who is temporarily off the field for a valid reason (injury, changing equipment etc...) is allowed to take part in KFPM. However, a substitution cannot be made after the final whistle.

Q4: When is a kick from the penalty mark completed (over) during KFPM and can the kicker score from a rebound or save?

A KFPM is over when the ball stops moving (including being held by the goalkeeper) or goes out of play or if there is an offence by the kicker. The wording was revised because it was unclear, for example, when a goalkeeper partly saved the ball and the ball carried on moving towards the goal whether it was still 'in play'.

As the Law says that each player takes a kick this means that the kicker cannot play the ball a second time (even if it rebounds from the goalpost, crossbar or goalkeeper).

Q5: When can a goalkeeper be replaced and who can replace the goalkeeper?

The goalkeeper can be replaced at any time. The replacement can be one of the players who is allowed to take a kick, a substitute (if the team has not used its maximum number of substitutes) or a player who was excluded from KFPM to make the number of players in each team equal. A goalkeeper who is replaced by one of the other kickers, may take a kick but if the goalkeeper is replaced by a substitute or excluded player, the goalkeeper cannot take a kick.

Q6: What should the referee do if a player wants to leave the field of play during KFPM?

The player must be warned there will be no delay and to return in time to take a kick (i.e. by the time all the rest of the team have taken a kick) or their kick will be recorded as a miss/not scored. This is because there is a risk of players leaving the field of play for unfair reasons e.g. getting tactical instructions from the coach, delaying the kicks to put pressure on the opponents or even for match-fixing.