

### Playoff & Championship Games Kicks from the Penalty Mark (KFTPM) to determine a Winner

#### Key points and reminders for referees:

- Referee will toss a coin to decide which goal to use (unless ground, safety or other considerations)
- Referees call captains, coin toss – winner decides if their team will kick 1<sup>st</sup> or 2<sup>nd</sup>
- Only players on the field at the end of regulation time/overtime may participate in KFTPM, referees & AR's must keep track at the final whistle - Do not allow the substitutes to enter the field. AR on the team bench side must help control this at the end of regulation time.
- Reduce to equate if necessary (only prior to KFTPM)
- Coaches may enter the field to be with players prior to the start of the KFTPM
- An eligible player may change places with the GK at any time during KFTPM
- If a substitute remains, the substitute may enter for an injured GK
- Five kicks will be taken – teams alternating kicks (REFEREES DO NOT NEED A LIST OF THE FIRST 5 KICKERS)
  - If before both teams have taken five kicks, one team has scored more goals than the other team could score even if kicks were taken, no further kicks are taken.
  - If after both teams have taken 5 kicks, and the same number of goals have been scored, kicks continue until one team has scored more than the other team on the same number of kicks.
  - All players must take a kick before the rotation of kickers starts over, including the goalkeepers.
- Set up:
  - Coaches and substitutes must remain on the bench.
  - 4<sup>th</sup> officials remains on the touchline between the team benches
  - All players participating in kicks must be inside the center circle
  - AR2 is in the center circle with the players
  - AR1 at the intersection of the goal line & goal area line.
  - GK's remain behind the goal line, behind the AR
  - Ball is placed on the penalty mark
- Referee must keep record of kicks taken, signal for the kicker, record the number of the player, proceed with the kick, record goal or no goal.
- After the player takes a kick, he/she must return to the center circle with teammates.

**IF YOU ARE UNSURE OF HOW TO PROCEED WITH KICKS FROM THE PENALTY MARK  
- FIND A REFEREE MENTOR TO ASSIST YOU.**

#### TAKING KICKS FROM THE PENALTY MARK

