

2009 Tournament Rules for Region 206 And Kicks (Shots) from the Penalty Mark Procedures

U10 all regular season rules apply. The games are to be played to have fun, no overtime and games can end in a tie.

U12 Boys on 12/5/2009 use "Elimination" rules on 12/12/2009 use "Pool Play" rules

U12 Girls all games use "Elimination" rules

U14 Boys on 12/5/2009 and 12/7/2009 use "Pool Play" rules on 12/9/2009 and 12/12/2009 use "Elimination" rules

U14 Girls on 12/5/2009, 12/8/2009, and 12/10/2009 use "Pool Play" rules on 12/12/2009 use "Elimination" rules

For "Pool Play" standings will be determined on a 10 point system as follows:

Win	6 points plus goals scored (max. 3)
Tie	3 points plus goals scored (max. 3)
Loss	0 points plus goals scored (max. 3)
Goal Scored	1 point per (max. 3 per game)
Shutout	1 point (0-0 Tie 4 points to each team)
Yellow Card	-1/2 point per card
Red Card	-1 point per card
Forfeit	0 Points, Opponent gets 7 points (no shutout point).

At the end of pool play, in the event of a tie, the tie breaker system shall be administered and shall be as follows:

TB-1 If the tied teams played each other, the winner of said game shall be the winner.

TB-2 Least number of goals allowed.

TB-3 Highest number of goals scored in all games played. (max. of 3 per game).

TB-4 Record against highest rated common opponent. **All** goals count, goals scored less goals against. Max differential 3 per game.

TB-5 Record against all common opponents. **All** goals count, goals scored less goals against. Max differential 3 per game.

TB-6 Shots from the Mark.

For "Elimination" Games:

- There must be a winner for each game.
- An overtime period is not a sudden death (i.e. there is no "Golden Goal"). An overtime period lasts the full 5 minutes.
- If the score of the game is tied at the end of regulation time, a five (5) minute overtime period will be played. If at the end of this first overtime period, the score is still tied, a second five (5) minute overtime period will be played. If at the end of this second

overtime period, the score is still tied, the match will then be determined by shots from the mark.

- Substitutions may occur between the end of regulation and the first overtime period and between the first and second overtime period. However, if shots from the mark are required, only those players on the field for the second overtime period may participate.

“Shots from the Mark” Procedure (Standard FIFA Procedure):

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick
- 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, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
- Only players who are on the field of play at the end of the match (i.e. the second overtime period) are eligible to take kicks from the penalty mark
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
- All players, except the player taking the kick and the two goalkeepers, must remain within the center circle
- The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line

PROCEDURES TO DETERMINE THE WINNER OF A MATCH

Laws Of The Game 2008 Pages 50-51

Kicks from the penalty mark Procedure

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick
- The referee keeps a record of the kicks being taken
- 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, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules

- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are eligible to take kicks from the penalty mark
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle
- The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line
- Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken
- If, at the end of the match and before kicks start to be taken from the penalty mark, one team has a greater number of players than their opponents, they must reduce their numbers to equate with that of their opponents and the team captain must inform the referee of the name and number of each player excluded
- Before the start of kicks from the penalty mark, the referee must ensure that an equal number of players from each team remains within the centre circle and they shall take the kicks



LAW 14 – THE PENALTY KICK

Laws Of The Game 2008 Pages 41-43

A penalty kick is awarded against a team that commits one of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

Position of the Ball and the Players

The ball:

- must be placed on the penalty mark

The player taking the penalty kick:

- must be properly identified

The defending goalkeeper:

- must remain on his goal line, facing the kicker, between the goal posts until the ball has been kicked

The players other than the kicker are located:

- Inside the field of play
- Outside the penalty area
- Behind the penalty mark
- At least 9.15 m (10 yds) from the penalty mark

Procedure

- **After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken**
- **The player taking the penalty kick must kick the ball forward**
- **He must not play the ball again until it has touched another player**
- **The ball is in play when it is kicked and moves forward**

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar:

- **The ball touches either or both of the goalposts and/or the crossbar and/or the goalkeeper**

The referee decides when a penalty kick has been completed.

Infringements/Sanctions

If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following occurs:

the player taking the penalty kick infringes the Laws of the Game:

the referee allows the kick to be taken

if the ball enters the goal, the kick is retaken

if the ball does not enter the goal, the referee stops play and the match is restarted with an indirect free kick to the defending team, from the place where the infringement occurred

the goalkeeper infringes the Laws of the Game:

the referee allows the kick to be taken

if the ball enters the goal, a goal is awarded

if the ball does not enter the goal, the kick is retaken

a team-mate of the player taking the kick infringes the Laws of the Game:

the referee allows the kick to be taken

if the ball enters the goal, the kick is retaken

if the ball does not enter the goal, the referee stops play and the match is restarted with an indirect free kick to the defending team, from the place where the infringement occurred.

a team-mate of the goalkeeper infringes the Laws of the Game:

- the referee allows the kick to be taken
- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken

a player of both the defending team and the attacking team infringe the Laws of the Game:

- the kick is retaken

If, after the penalty kick has been taken:

the kicker touches the ball again (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law13 Position of Free Kick)

the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law13 Position of Free Kick)

The ball is touched by an outside agent as it moves forward:

- the kick is retaken

The ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts, and is then touched by an outside agent:

- the referee stops play
- play is restarted with a dropped ball at the place where it touched the outside agent, unless it touched the outside agent inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped

	player taking the penalty kick infringes	goalkeeper infringes	A team-mate of the player taking the kick infringes	team-mate of the goalkeeper infringes	A player from both teams infringe
ball enters the goal	kick is retaken	goal is awarded	kick is retaken	goal is awarded	kick is retaken
ball does NOT enter the goal	indirect free kick to the defending team	kick is retaken	indirect free kick to the defending team	kick is retaken	kick is retaken