

KICKS FROM THE MARK

Below are the procedures for administering Kicks from the Mark (KFTM) to determine the winner of a match where the match is drawn (tied) after regulation play and/or any overtime periods for AYSO Region 678. On the last page is a KFTM form that can be used by referees and coaches.

In addition to the procedures specified in the LOTG and ATR set forth below, the following **modifications** are in force for Region 678 play-offs:

1. With the permission of the referee, the head coach and one (1) assistant coach may be on the field of play, in the center circle, on their team's side, with their team to coach their players in a responsible manner (P.I.E.).
2. No spectators shall be allowed to be behind the goal line, on the field of play or outside of the touchline closer to the goal line than the Penalty Area (18 yard) line extended to the touchline.
3. Any members of the team (substitutes, substituted players and/or injured players) not eligible to participate in KFTM because they were not a player on the field of play at the end of regulation or overtime may, within the discretion of the referee and if they act in a responsible manner, be seated with their team just outside the center circle, on their team's side of the field and behind the half-way line away from the goal used for the taking of KFTM. The referee team is to ensure none of these members of the team participate in taking KFTM.

LAWS OF THE GAME (LOTG)

(from pages 50-51 of the AYSO 2009-2010 edition; see picture on page 51 for placement of referees, players, kickers and goalkeepers)

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. Any player thus excluded may not participate in kicks from the penalty mark.
- 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

INTERPRETATION OF THE LAWS OF THE GAME AND GUIDELINES FOR REFEREES

PROCEDURES TO DETERMINE THE WINNER OF A MATCH

Kicks from the penalty mark

Procedure

- The kicks from the penalty mark are not part of the match
- The penalty area where the kicks from the penalty marks are taking place may be changed only if the goal or the playing surface becomes unusable
- Once all eligible players have taken a kick from the penalty mark, the same sequence does not have to be followed as in the first round of kicks
- Each team is responsible for selecting the players from those on the field of play at the end of the match and the order in which they will take the kicks
- A player other than the goalkeeper who is injured may not be substituted during the taking of kicks from the penalty mark
- If the goalkeeper is sent off during the taking of kicks from the penalty mark, he must be replaced by a player who finished the match
- A player, substitute or substituted player may be cautioned or sent off during the taking of kicks from the penalty mark
- The referee must not abandon the match if a team is reduced to fewer than 7 players during the taking of kicks from the penalty mark
- If a player is injured or sent off during the taking of kicks from the penalty mark and the team has one player less, the referee should not reduce the number of players taking kicks for the other team. An equal number of players from each team is required only at the start of the taking of kicks from the penalty mark

ADVICE TO REFEREES (ATR)

3.12 NUMBER OF PLAYERS DURING KICKS FROM THE PENALTY MARK

Only the players who were on the field at the end of the game (or temporarily off the field for treatment of injury or repair of equipment) may participate in kicks from the penalty mark. The kicks from the mark phase of the match begins at the moment regulation play ends (including any overtime periods of play.) All players who are not injured must take a kick before anyone on the same team takes a second kick. Only the goalkeeper may be substituted in the case of injury during the kicks phase and only if the team has a substitution remaining from its permitted maximum. If a player is removed from the field or is unable to participate in the taking of the kicks due to an injury, the contest continues without him or her. Under no circumstances will a team be required to "reduce to equate" if the opposing team loses one or more players due to injury or misconduct. Although Law 3 requires that a match may not be started with fewer than seven players on each side, this does not apply to the taking of kicks from the penalty mark. If one of the teams is able to field only five or six players for the kicks, the taking of kicks may begin, and it may continue as long as there is one player left. Until a result is produced, both teams must continue to use their eligible players without duplication until all (including the goalkeeper) have kicked, at which time players who have already kicked may kick again. If one

team has fewer players than the other, it will need to begin using again its players who have already kicked sooner than will the opposing team.

Note: It is not necessary for players to kick in the same order if a second round of kicks is required. (See also Advice 19.1 and 19.2.)

19.1 LAWS GOVERNING KICKS FROM THE PENALTY MARK

All Laws of the Game, except for those clearly modified in the separate section of the Laws dealing with kicks from the penalty mark, are in effect during this procedure. In particular, this means that the player uniform requirements in Law 4 must be enforced. It also means that the officials must continue to enforce the requirement that no one except for the players taking part in this procedure may enter or be on the field of play once the procedure has begun.

The procedure for kicks from the penalty mark does not require that players kick in any particular order, that an order be established ahead of time, nor that a list of kickers must be provided to the referee. The only requirement the referee must enforce is that no player may kick again until all eligible players on his team have kicked. This principle continues into subsequent rounds of the procedure, if necessary. If a kick from the penalty mark must be retaken, it is not required that the same player perform the kick so long as the principle described here is applied in this case as well. In subsequent rounds, the players do not need to kick in the same order as they did in the previous round.

Once kicks from the penalty mark have begun, there is no further application of the “reduce to equate” principle. If a player must leave through injury or misconduct, that player may not be replaced and the opposing team does not have to reduce its numbers. (A goalkeeper who is injured may be replaced, but only if the team has substitutions remaining.)

The referee shall not abandon the game if a team is reduced to fewer than seven players during the taking of kicks from the penalty mark.

For further information on “reduce to equate” and “order of kickers,” see Advice 3.12 as well as the procedures outlined in the Laws of the Game under Law 14 and Additional Instructions and Guidelines for Referees.

19.2 PLAYERS LEAVING THE FIELD DURING KICKS FROM THE PENALTY MARK

Once the procedure of taking kicks from the penalty mark has begun, players are not permitted to leave the field, even if they have already taken a kick. If a player leaves the field and is not available to take the prescribed kick (either for the first time or subsequently), the referee must stop the taking of kicks and declare the match abandoned. A full report regarding the situation must be submitted. (See also Advice 3.12.)

If a player leaves the field with the referee's permission to attend to an equipment problem, bleeding, or blood on the uniform, all requirements of the Law must still be followed in order for the player to return to the field (see Advice 5.8 and 5.9). If an injured player cannot return to the field, as declared

by the team captain, or is sent from the field for misconduct, the kicks from the mark continue without that player.

AYSO WEBSITE

Reminders/Instructions of specific situations for referees to determine when a kick is completed and whether a goal has been scored

I. Where the ball hits the crossbar and bounces slightly forward then the ball...

A. Hits the blue team's goalkeeper in the back of the head and rebounds directly into the goal. What should the referee do?

- *Answer: Award a goal for red team and continue with the kicks from the penalty mark. The referee determines when the kick is completed.*

○

B. Hits the ground and is accidentally deflected into the goal by the blue team's goalkeeper. What should the referee do?

- *Answer: Award a goal for red team and continue with the kicks from the penalty mark. The referee determines when the kick is completed.*

○

II. The ball rebounds from the goalkeeper's back to the kicker who kicks the ball directly past the goalkeeper into the goal. What should the referee do?

- *Answer: No Goal. Continue with the kicks from the penalty mark.*

III. The ball rebounds from the upright or crossbar to the kicker who kicks the ball directly past the goalkeeper into the goal. What should the referee do?

- *Answer: No Goal. Continue with the kicks from the penalty mark.*

Potential Gamesmanship by coaches or players:

1. Feigned injury or intentional misconduct. As noted below, the "reduce to equate" only applies before the actually taking the KFTM, the only substitution allowed during KFTM is for an injured goalkeeper (cannot continue) and there can be misconduct(s) or injuries which reduce the number of players taking KFTM during KFTM for either or both teams. Thus, the possibility of gamesmanship is always present. Two examples of these types of gamesmanship: (1) a weak player becomes the goalkeeper and fakes an injury allowing for a substitute of a stronger player who was off the field at the end of regulation or overtime because of substitution rules or poor planning by a coach and (2) a weaker player(s) intentional commits misconduct to be sent-off so that stronger players will be able to kick earlier and/or pated against the other teams weaker players (assuming a coach is aligning players strongest to weakest in kicking order). Referees must be alert to these possibilities and be prepared to take measures to determine the seriousness of injuries, etc.

2. Keeper-generated distractions. A certain amount of gamesmanship is allowed and the referee must determine what is appropriate for the age and skill level of that match on that day. As noted below, kickers are prohibited from making any motion of the hand or arm which in the opinion of the referee is clearly intended to confuse or misdirect the attention of the 'keeper

(ATR 14.9). Keepers who engage in similar tactics, if in the opinion of the referee are acting unfairly, should be verbally warned to cease and desist such activity. If the keeper persists, he or she should be cautioned and shown the yellow card for USB. The possibility of a send-off also exists if the actions of the keeper are offensive, insulting or abusive language or gestures. That being said, generally more leeway is given to keepers and referee must measure the words, actions and/or conduct of a keeper; *e.g.*, clapping *vs.* rapid, loud clapping. Remember, keepers who engage in such activity may well be placing themselves in poor position to execute a stoppage.

3. Player (kicker) exchanged on a re-take. As clearly stated in Referee You Make the Call (question #37 on the website), goalkeeper fails to remain on the goal line until the kick is taken (encroachment) and stops the kick from entering the goal. Referee awards a re-take. The coach substitutes the player with another player who has not taken a KFTM. This is permitted as noted below.

4. Goalkeeper interference while waiting turn in goal. To avoid this situation, the goalkeeper not participating in play should be stationed at the intersection of the Penalty Area (18 yard) line and the goal line, off the field. The Assistant Referee should be placed at the intersection of the Goal Area (6 yard) line and goal line (subject to pre-game instructions) – effectively blocking line of sight between the two (2) goalkeepers. On page 51 of the AYSO LOTG is a picture of the correct placement of all referees and players for KFTM.

5. Placement of the ball. Referees are to hand the ball to the kicker, instruct the kicker to wait for the referee's signal and to ensure the kicker places the ball on the Penalty Mark. See below ATR 14.2.

Equate team numbers, who must stay inside center circle. Select goal. Toss coin: winner chooses 1st or 2d kick. Keep record of each team's kicker's name/number: Team that scores most goals in first five kicks wins, else sudden death penalties. Only players on field of play at end of game can take the kicks. But unused substitute can replace injured goalkeeper. In 678, officials & subs can stay on the field. All players must take a kick before they can take a second kick. Then players take again in any order. Any eligible player can change places with goalkeeper. Waiting goalkeeper to position himself on goal line just outside penalty area. Other goalkeeper waits on goal line between goal posts, facing kicker until the ball is kicked.

1stTeam						2nd Team
Kick No.	Name	No.	Goal?	No.	Name	Kick No.
1						1
2						2
3						3
4						4
5						5
6						6
7						7
8						8
9						9
10						10
11						11

Equate team numbers, who must stay inside center circle. Select goal. Toss coin: winner chooses 1st or 2d kick. Keep record of each team's kicker's name/number. Team that scores most goals in first five kicks wins, else sudden death penalties. Only players on field of play at end of game can take the kicks. But unused substitute can replace injured goalkeeper. In 678, officials & subs can stay on the field. All players must take a kick before they can take a second kick. Then players take again in any order. Any eligible player can change places with goalkeeper. Waiting goalkeeper to position himself on goal line just outside penalty area. Other goalkeeper waits on goal line between goal posts, facing kicker until the ball is kicked.

1stTeam						2nd Team
Kick No.	Name	No.	Goal?	No.	Name	Kick No.
1						1
2						2
3						3
4						4
5						5
6						6
7						7
8						8
9						9
10						10
11						11