

LAWRENCE HAMNETT RECREATION SOCCER

Playoff Rules for Determining a Winner

When Playoff Games Are Tied at End of Regulation Time

- (1) There will be a 4-minute break, during which a coin toss between captains will determine who kicks off and which half of the field each team will defend in the opening period of extra time.
- (2) Extra time is comprised of two 10-minute periods for the 8v8 games, and two 5-minute periods for the 6v6 games, each separated by a two-minute halftime after which teams will switch ends of the field.
- (3) The first team to score during extra time wins (golden goal). All other rules remain the same.

When Playoff Games Are Tied at End of Extra Time

- (1) For 8v8 games, a winner will be determined by Kicks from the Mark.
- (2) For 6v6 games, a winner will be determined by Breakaways from Center Spot.

Kicks From The Mark Procedure (KFTM) – 8v8 Games

- (1) The referee chooses the goal at which the kicks will be taken and then conducts a coin toss to determine who kicks first. The referee keeps a record of who kicks and whether the player scores.
- (2) Both teams will take five kicks from the penalty spot against the opposing keeper. The teams will alternate taking kicks. The team that scores the most goals wins.
- (3) If, before both teams have taken five kicks, one team has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. We have winner.
- (4) 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, one kick by each team, until one team scores a goal and one does not. The team that scores is the winner.
- (5) Keepers must remain on the goal line between the goalposts facing the kicker until the ball is kicked. Kickers must wait for the referee's whistle before kicking the ball. Kickers may not stop during their approach to the ball, though they may alternate their speed (stutter step). Kickers may only kick the ball once in attempting to score.
- (6) Each team will choose the same quantity of players (maximum of 8), including a keeper, to participate in 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. An injured goalkeeper may be replaced by a substitute on the bench.
- (7) 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 teammate of the kicker must stand at the intersection of the end line and the penalty box line.

Breakaways from Center Spot Procedure (BFCS) – 6v6 Games

(1) The referee chooses the goal which the keepers will defend, and then conducts a coin toss to determine which team will attack first. The referee keeps a record of each breakaway and whether the attacker scores.

(2) Both teams will make five, 1v1 breakaways from the center spot against the opposing keeper. The teams will alternate attacks. The team that scores the most goals wins.

(3) If, before both teams have completed five breakaways, one team has scored more goals than the other could score, even if it were to complete its five attacks, no more breakaways are made. We have winner.

(4) If, after both teams have made five breakaways, both have scored the same number of goals, or have not scored any goals, attacks continue to be taken, one breakaway by each team, until one team scores a goal and one does not. The team that scores is the winner.

(5) Keepers must remain on the goal line between the goalposts facing the attacker until the ball is kicked. Attackers must wait for the referee's whistle before kicking the ball. **Once the ball has been kicked, the attacker has 7 seconds to play the ball and score a goal.** Referees will countdown the seconds out loud (7-6-5-4-3-2-1) and whistle when the attack is over. Both the keeper and the attacker may play per standard laws of the game (e.g. keeper may not use hands outside of penalty area).

(6) After 7 seconds have expired, the attacker may not touch the ball again, but the ball is still in play. Once the keeper has possession of the ball or the ball crosses into touch, the attack is over. If the ball comes to a stop without entering the goal after 7 seconds have expired, the attack is over. If the attacker commits a foul, the attack is over and no goal is scored. If the goalkeeper commits a foul anywhere on the field, the attacker will take a Kick from the Mark per standard laws of the game (no limit on time).

(7) Each team will choose the same quantity of players (maximum of 8), including a keeper, to participate in the breakaway attacks, 1v1 against the opposing keeper. Each attack is made by a different player and all eligible players must make an attack before any player can make a second attack. An eligible player may change places with the goalkeeper at any time. An injured goalkeeper may be replaced by a substitute on the bench.

(8) Only the eligible players and match officials are permitted to remain on the field of play when attacks are made from the center spot. All players, except the player making the breakaway and the two goalkeepers, must remain in the far half of the center circle. The goalkeeper who is the teammate of the attacker must stand at the intersection of the end line and the penalty box line.