

CLINTON YOUTH SOCCER FALL REC LEAGUE
MLS Penalty Kicks for Playoff Games Ending in Draws
(not Championship Games)

The following conditions have been met:

- a. At the end of regulation the game has ended in a tie.
- b. All players, on the field or the bench, may participate.

1. The ball will be placed thirty (30) yards from the goal line centered between the goal posts for the grade 6-8 games. The ball will be placed (15) yards out for the grade 2-3 games and 25 yards out for the grade 4-5 games.

2. There will be a five (5) second time rule. The time starts with the referee's whistle. The shooter has five seconds to shoot the ball. If the ball has not been shot in the allotted time period, the referee will blow their whistle and the play is over...no goal scored. If the ball has been shot before the five (5) seconds elapses and is in route towards the goal when the five seconds does elapse, the referee is to allow the play to finish.

3. There are no rebounds or second shots for the shooter. Once the shooter takes his/her shot they are now out of play. The only player that can now play the ball is the keeper. A shot is defined as to when the shooter strikes the ball with intent to score. A move to dribble or move around the keeper is not defined as a shot. The final decision as to what is or is not a shot shall be made by the head official on the field.

4. At the sound of the whistle that begins the shootout the keeper may come off his/her goal line and attack the ball. That decision is the keeper's alone. The keeper must start (before the whistle) in a ready position on the goal line, between the goal posts.

5. From the players on each team, the team will choose five (5) shooters. The keeper may be one (1) of the shooters. All five (5) shooters from both teams will shoot, unless after the third set of shooters it would be mathematically impossible for a team to win, i.e. 3-0 at the end of three (3) shooters. If after the end of five (5) shooters from each team the score is still tied then the shootout will proceed in a one for one format until a winner is determined. The first five (5) shooters may not shoot again until all remaining players on the team have taken a turn. If after all players have taken part, the score is still tied, proceed with the one for one format starting with players #1.

6. The first five designated shooters will report to the referee at the midfield circle and remain there throughout the shootout.

7. If during the process of the shooter taking a shot and the keeper commits a foul, and the ball has been shot, the play goes on. If the ball enters the goal, it counts. If the ball does not enter the goal, the kick is retaken. The keeper can be cautioned or sent off if the referee deems it necessary. If the shooter commits a foul, the play is dead and the kicker's turn is lost. If the ball enters the goal, it is called back and the turn is over. If a goal is not scored, the turn is complete and there is no retake. If the foul occurs before the shooter has released the ball, then the play ends at that moment the referee calls the foul. Again, the shooter can be cautioned or sent off if the referee deems it necessary.