



## HHS Tournament Rules

The Huber Heights Soccer season will conclude with a double or single elimination tournament depending on division. Brackets for this tournament shall be filled by random draw. Season standings shall have no influence over bracket positioning.

### **Tournament Rules**

All regular season game rules apply, except as noted below. All players must play at least one-half of regulation time.

### **Game Length**

All Divisions will play full-length games, weather permitting.

### **Tie Breakers**

No tournament game may end in a draw. If a game ends in a tie score after regulation time, the following procedures shall be followed:

The referee shall gather the captains of each team so that a coin toss may be taken. The referee shall insure the fairness of the coin toss and shall use the coin toss to determine which team kicks and which team defends which end of the field.

The team shall then play a maximum of two 5-minute periods of Golden Goal Soccer. **This means the first team to score a goal wins!** If no team scores during the first five minute, the referee may allow a 2-minute break before the teams switch ends and play the second five-minute period. The teams may substitute between five minute periods. **During** the overtime periods, there will be no substituting except for injuries. If there is an injury stoppage, the referee may allow both teams open substitutions. If the end of the second overtime period is reached, the game shall be decided via the shootout procedures listed below.

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## Shootout Procedures

If after regulation time and both overtime periods, the game has still not been decided, the game shall be decided by a best of five penalty shot shootout using the following procedures.

1. All players who are on the field at the end of the second overtime period will move immediately to the center circle. They are not to go to the sidelines or leave the field for any reason.
2. One coach or parent must remain at the sidelines with the substitutes and one coach shall join their players in the center circle. The coach may bring coats or water to the center circle for the players.
3. If the two teams did not have an equal number of active players on the field at the end of the second overtime period, the coach of the team with more players shall reduce their number of players to match the opponent by sending player(s) off the field to join the rest of the substitutes.
4. The referee shall gather the captains and once again insure a fair coin toss and use the results of the coin toss to determine who shoots first.
5. The referee will determine which end of the field to use.
6. During the shootout, the only people allowed on the field, outside of the center circle are the referees, the two goalkeepers, and the shooter.
7. All shots will be taken from the penalty spot following standard Laws of the Game directions for penalty kicks.
  - a. During the taking of a PK, the goalkeeper who is not defending the goal is required to move to the spot on the field where the penalty area and goal line intersect.
8. Teams shall alternate taking shots.
9. No player may take a second shot until all other players on his/her team have taken a shot.
10. Coaches are not required to predetermine the order of their shooters. When it is their team's turn to shoot, the coach is to send the next shooter to the referee. The referee will note the player's number, verify that this is a valid shooter, and then allow the shot.
11. Each team is guaranteed five shots. The team scoring the most goals out of their five shots will have a single goal added to their regulation time score and be declared the winner. If the referee determines that before both teams have completed their five shots, that one team has an insurmountable lead, he/she may end the shootout and declare the leading team to be the victor.
12. If after each team has taken their five shots, the contest is still tied, the shootout shall continue on a round by round basis. A round consists of each team taking a shot. If at the end of any round after five, one team has scored and the other has not, the contest is over and the scoring team is declared the victor.

### Shootout Notes:

Goalkeeper may be changed with an active player on the field in between shots.

The coach may send the goalkeeper to the referee to take a shot.

Coach cannot interfere with the shot in any way.