



## Overtime Game Procedures



The following overtime procedure has been approved by the OHSAA to be used at all Sectional, District, Regional and State tournament games. Please review these procedures, **KEEP THEM HANDY AT YOUR SITE**, and review with officials the correct procedures prior to the start of the game. It is essential the correct overtime procedures be followed, knowing schools have not utilized overtime procedures at any time during the regular season.

Also, please tear out and remove the Special Announcement and give to your Public Address Announcer to be read prior to the beginning of the overtime period.

When the score is tied at the end of regulation time, the referee will instruct both teams to return to their respective team benches. There will be five minutes during which both teams may confer with their coaches and the head referee will instruct both teams as to proper procedures.

- A. Teams will play one 15-minute sudden victory overtime period. If neither team scores during the first overtime period, teams will play a second 15-minute sudden victory overtime period.
1. Prior to the first overtime period, a coin toss shall be held as in Rule 5-2-2(d) (3).
  2. If neither team scores during the first 15-minute overtime period, teams shall change ends for the second overtime period.
  3. There shall be a two-minute interval between periods.
- B. If neither team scores during the overtimes, all coaches, officials and team captains following a two minute interval shall assemble at the halfway line to review the procedures for a penalty kick shootout as outlined below:

### 1. GAME MANAGEMENT PROCEDURES

- a) The head referee shall choose the goal at which all of the penalty kicks shall be taken based upon field and weather conditions.
- b) Per Rule 1-6-1, spectators shall be confined to areas at least 10 feet from the touch line, team / official area and goal line. No one shall be permitted directly behind either goal unless seated in bleachers
- c) The coin toss shall be held as in Rule 5-2-2(d) (3) and the team winning the coin toss will have the choice of kicking first or second.
- d) Prior to commencement of each set of penalty kicks, each coach will submit a list of five kickers by name, number, and sequence (i.e. first through the fifth) to the head referee. Substitution for a kicker is only permitted for injury or as provided for in II(C), "Misconduct Procedures," and must be coordinated through the head referee.
- e) Teams will alternate kickers.
- f) The ball may not be played by anyone except the goalkeeper after it has been kicked. There is no follow-up.
- g) During all tie-breaker penalty kicks, the ball remains alive until its momentum is spent, it goes out of bounds, or it is retouched by the kicker.
- h) The defending team may change the goalkeeper prior to each kick.

- i) The tie-breaker procedure initially requires a maximum of five kicks per team. The team scoring the greater number of goals from their kicks shall be declared the winner. Where a team has taken fewer than five kicks and has already scored a greater number of goals than their opponent can score if that opponent is permitted to take all five of its kicks, the tie-breaker procedure is terminated and the winner is declared to be the team which has already scored the greater number of goals.
- j) Sudden victory begins with the second set of kicks, wherein if one team scores and the other teams does not score, the game is ended without more kicks being taken. There will be two minutes between each set of five kickers, in order to allow each coach to prepare a list of five kickers.
- k) Both teams are permitted to be on the field, at the halfway line, with only each team's kickers within the center circle.

## 2. SELECTION OF KICKERS

- a) Eligible Players – players eligible to participate in the penalty kick shootout include the goalkeeper and any players on or off the field, except those who may have been disqualified or ejected.
- b) Each coach will select five players per set of kicks based upon the following guidelines:

Step	Set of Kicks	Available Players	Status
1	1 <sup>st</sup> set of 5	All eligible players	All 10 players kick (5 per team)
2	2 <sup>nd</sup> set of 5	All eligible players except those who participated in the 1 <sup>st</sup> set	SUDDEN VICTORY
3	3 <sup>rd</sup> set of 5	All eligible players	SUDDEN VICTORY
4	4 <sup>th</sup> set of 5	All eligible players except those who participated in the immediately preceding set	SUDDEN VICTORY

If a tie still remains, repeat steps 3 and 4 until a winner is determined.

## 3. MISCONDUCT PROCEDURES

- a) Cautioned Players
  - i. One of the five players listed to take a kick is cautioned after he/she takes the kick. That player is not eligible to kick again until two complete sets of five kicks has been completed beyond the set of kicks in which the caution was issued.
    - 1. Player "X" is one of the first five kickers, and is cautioned after taking his/her kick. Player "X" is not eligible to kick again until the set beginning with the 16<sup>th</sup> kick.
    - 2. Player "Y" is one of the second set of five kickers and is cautioned after taking his/her kick. Player "Y" is not eligible to kick again until the set beginning with the 21<sup>st</sup> kick.
  - ii. One of the five players listed to take a kick is cautioned before he/she takes the kick. That player is not eligible to kick until the next set of five kicks. Another eligible player not listed in that set of kicks must take the cautioned player's original turn.
  - iii. When a goalkeeper is issued a caution during any set of five kicks, he/she cannot re-enter until the next opponent completes his/her kick. A substitution is permitted for the cautioned goalkeeper.
- b) Disqualified Players
  - i. Any player, including the goalkeeper who is disqualified, may not participate any further. If his/her kick is not already completed, a substitute is permitted.

