

Subject: The Taking of Kicks From the Penalty Mark

Lesson Objective:

The participants will analyze several scenarios requiring penalty kicks and determine if each scenario has met the Laws of the Game.

Equipment and Materials to Teach the Lesson:

Overhead projector, overhead transparencies, handout.

Approximate Time Needed:

30 minutes

Learning Set:

Ask the participants to answer each of the following questions by writing their answers on a sheet of paper.

1. There must be a winner in a cup game. What is the procedure if the game is tied after two full overtime periods?
2. The referee blows the whistle, the player taking the penalty kick moves forward, taps the ball, stops, backs up, comes forward again, hits the ball, which goes in the goal. Should this be counted as a goal?
3. The referee blows the whistle. As the player is moving forward to strike the ball, one of his teammates comes into the penalty area. The ball is kicked but does not go into the goal. Should the penalty kick be retaken?
4. The referee blows the whistle. The player taking the penalty kick moves toward the ball, but before he kicks it the goalkeeper moves to his right. The kick is taken and the ball goes into the goal. Should the goal be counted or should the kick be retaken?

Strategies to Actively Involve the Participants:

The instructor explains and demonstrates the correct way for penalty kicks to be taken. After he has done this, the instructor should ask the participants to explain the process to a partner. The partner is to listen carefully and decide whether all the correct procedures have been included. If so, the partner should tell the person explaining the process that he is right. If not, the two must come up with a list that includes those things that were omitted. After this has been done, switch partners. Each person should be with another person. The person who was listening then talks, explaining the procedure that needs to be followed to take a kick from the penalty mark properly. After this is done, the instructor will enlist the assistance of a couple of the participants and simulate a kick from the penalty mark. Sometimes the

instructor will make sure everything is done correctly, but at other times the instructor will make sure that something was wrong during the kick. After each simulation, the participants must indicate whether it was done correctly or incorrectly. If it was done incorrectly, everybody must agree on how it should be corrected. A minimum of six simulations should occur. At least two of those should be correct; at least four should have something wrong with them. If the instructor feels that the group needs more practice, then there should be more than six simulations.

Information: Facts, Concepts, Skills to be Taught:

(Handout and Lecture Material)

WHAT ARE THE "KICKS"?

- The "kicks" represent a method of determining a winner in a tied soccer match; the team scoring more "kicks" is declared the winner.
- The "kicks" are NOT part of the regular match.

WHEN ARE THE "KICKS" USED?

- In knock-out competitions.
- Immediately following the conclusion of the regular match, which may include overtime, in accordance with the local competition.

WHY ARE "KICKS" NECESSARY?

- When the "local competition" requires that a match shall have a winner, the method for determining that winner will be the "kicks," in accordance with the June 27, 1970, decision of the International Football Association Board.

WHO CONDUCTS THE "KICKS"?

- The referee, the 2 assistant referees (AR), and the fourth official, if available. (Distinguish between neutral assistant referees and club linesmen.)

PREGAME INSTRUCTIONS?

- The referee must know the rules governing the match; it is entirely possible that there may be no overtime.
- The referee should cover "kicks" in the pre-game instructions and go over them again briefly prior to the actual taking of the "kicks."
- Stress that only the players may participate; the coaches/managers should be notified of this as soon as possible.

PROPER PROCEDURES

- The referee selects the goal to be used. (Factors to be considered include the sun, spectators, field conditions, etc.)
- The referee conducts the coin toss; the winning captain's team must take the first kick.
- Both teams are entitled to five kicks (if necessary), which shall be taken alternately. (Note that it is possible to win in less than five kicks; be alert.)
- Each AR must obtain five names of players from each coach.

NOTE:

- The first five players may kick in any order they choose; it need not be the order in which their name was listed. The designated linesman controls "who" and "when."

MORE THAN FIVE KICKS FOR EACH TEAM?

- If, after the prescribed five kicks have been taken, neither team is a winner, the "kicks" shall continue, with the teams kicking in alternate order, until one team has a one-goal lead, provided that each team has taken the same number of kicks.

NOTE:

- A written list for the sixth kicker (and beyond) is not required. The players may kick in any order.
- It is the designated AR's duty to ensure the proper order of kickers and to keep track of who is eligible and who has kicked, etc.
- The "other" AR's duties include being goal judge. (He may also be asked by some referees to watch for 'keeper movement.) The instructor should point out proper positioning for both AR's in accordance with USSF mechanics.

WHO MAY KICK?

- Only players may take "kicks." This includes players on the field at the end of the match* and players who have left the field temporarily, with or without the permission of the referee.

NOTE: The "match" includes any extra/overtime required by the rules of the competition.

ARE SUBSTITUTIONS ALLOWED?

- If a team has NOT already used its allowed number of substitutes, the only substitution allowed during "kicks" is for a 'keeper who is injured during the taking of the "kicks" and CANNOT continue.

NOTE: What is done about a goalkeeper who is injured at the end of the match? Do not forget to cover gamesmanship and common sense.

- No player may kick a second time until all other players on his team, including the substitute keeper (if appropriate) have kicked.

WHAT IF ONE TEAM IS PLAYING SHORT?

- If one team has only 10 players (or less), they simply begin the rotation anew when all their players have kicked once. The team playing with more players is not penalized for having more players. (In other words, a team with only 8 players would not have their #1 kicker going against the other teams #9 kicker.)

WHAT TO DO IF MORE THAN 11 KICKS ARE NECESSARY

- Continue in the same "sudden-death" mode as before. The "kicks" must be continued until one team has scored one more goal than the other in the same number of kicks.
- The players do not have to kick in the same rotation after the first round of kicks, but now no one may kick again until all his teammates have completed a full round.

MAY A PLAYER EXCHANGE PLACES WITH THE GOALKEEPER?

- Yes. Any player who is eligible may change places with his goalkeeper at any time during the taking of the "kicks."

WHERE MUST THE NON-KICKING PLAYERS BE? BENCH PERSONNEL?

- All players must be in their designated half of the center circle during the "kicks," except for the goalkeepers and whichever player is kicking.
 - Coaches, managers, team officials, and substitutes (i.e., non-players) are NOT allowed on the field of play during the "kicks."
- NOTE: Some allowances may be made for youth-level games and for amateurs/ and professionals under adverse weather conditions. Use common sense.

- The goalkeeper who is the teammate of the kicker shall take a position at the intersection of the penalty area and the goal line.

UNLESS OTHERWISE STATED ABOVE, THE LAWS OF THE GAME AND THE DECISIONS OF THE INTERNATIONAL BOARD APPLY TO ALL SITUATIONS UNDER "KICKS FROM THE PENALTY MARK."

FINAL POINTS:

- "Kicks" are not part of the match.
- If "Kicks" cannot be completed due to darkness, etc., the winner will be determined by coin toss or the drawing of straws.
- The winner is determined by the local competition, not the referee.
- "Kicks" may be halted by the referee for grave disorder.

Closure:

Have each participant write out the key points in taking kicks from the penalty mark.