

## **KICKS FROM THE PENALTY MARK**

### **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 linesmen, and the fourth official, if available. (Distinguish between neutral 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 pregame 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 linesman 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 linesman's duty to ensure the proper order of kickers and to keep track of who is eligible and who has kicked, etc.
- The "other" linesman'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 linesmen 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. They are not penalized for having less players.

**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." 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.