

OVERTIME RULES (Nov. 1, 2007)
PALOS VERDES REGION 10
USED FOR GAMES WHEN A WIN IS REQUIRED
[This version supersedes all prior versions]

FOR PLAYOFFS IN DIVISIONS THAT ARE USING OT & KICKS FROM THE MARK

FOR U14 GAMES
OT PERIODS
There will be two Overtime periods of equal duration of 7 minutes , both played to completion. All Laws of Soccer apply during OT periods.
Coin Toss: A coin is tossed before beginning the OT periods and the team that wins the toss decides which goal it will attack in the 1st OT period. The other team takes the kickoff to start the 1st OT period. In the 2nd OT period, the teams change ends and attack the opposite goal. The team that wins the toss takes the kickoff to start the 2nd OT period. A goal may be scored directly from the kickoff.
There is no golden goal / sudden deal. In other words, the first goal scored does NOT win the game. The team ahead at the completion of both OT periods is the winner.
If still tied at the completion of both OT periods, the game will be decided by Kicks From The Mark (KFTM) or "penalty kick shootout"
FOR U9, U10, U11, U12 GAMES
OT PERIODS
There will be two Overtime periods of equal duration of 5 minutes , both played to completion. All Laws of Soccer apply during OT periods.
Coin Toss: A coin is tossed before beginning the OT periods and the team that wins the toss decides which goal it will attack in the 1st OT period. The other team takes the kickoff to start the 1st OT period. In the 2nd OT period, the teams change ends and attack the opposite goal. The team that wins the toss takes the kickoff to start the 2nd OT period. A goal may be scored directly from the kickoff.
There is no golden goal / sudden deal. In other words, the first goal scored does NOT win the game. The team ahead at the completion of both OT periods is the winner.
If still tied at the completion of both OT periods, the game will be decided by Kicks From The Mark (KFTM) or "penalty kick shootout"
Procedures for Kicks From The Mark (KFTM)
The referee chooses the goal at which the kicks will be taken; then does a coin toss, with the team winning the coin toss deciding whether to take the first or second kick.
Only players who are on the field of play at the end of the match (the end of the 2nd OT), or those that temporarily left the field and were not substituted for (e.g. for minor injury or equipment check), are eligible to participate in KFTM ("penalty kick shootout").
When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded.
Each team takes five kicks taken alternately; the winning team being the team that scores the most goals from the five kicks. Note, that while KFTM is similar to a normal penalty kick, the difference is that KFTM only allows the kicker to have a single shot even though the ball could be loose after the goal keeper blocks it but does not have full possession of the ball.
If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken, and the match is over.
If, after both teams have taken five kicks, both having scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same alternating order until one team has scored a goal more than the other from the same number of kicks.
Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
An eligible player may change places with the goalkeeper at any time.
A goalkeeper who is injured while kicks are being taken and is unable to continue as a goalkeeper may be replaced by another player, even one that was not on the field of play at the conclusion of the overtime periods. Players that had been ejected (shown a red card) may not substitute.
Only eligible players and referees are allowed to remain on the field of play.
All players, except the player taking the kick and the two goalkeepers, must remain within the center circle or behind the half-line.
The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, and on the goal line where it meets the penalty area boundary line.
Except for the above, normal rules and procedures that apply to penalty kicks, Referee and Asst. referee duties and positioning, etc. are to be followed.
SUBSTITUTIONS:
Only at the start of each OT period or for an injury.
Coach can play any players in any/every period (in other words, no min. periods of play for each player).
Players receiving a Red Card CANNOT be substituted for, their team must play one player short through all remaining OT periods.

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