

Playoff Rules – Determining a Winner with Extra Time and Kicks from the Penalty Mark

Extra Time: If the match is tied at the end of the 2 nd half, take a short break, and then begin 2 equal extra time periods. In U9/10/11/12 , periods are 5 minutes each. In U14 , periods are 7 minutes each. These periods and KFPM follow all Laws of the Game.
Coin Toss: Winner chooses goal to attack, other team kicks off. 2 nd period: switch halves of the field and the winner of the coin toss kicks off.
No Golden Goal: Both periods are played in their entirety even if goals are scored.
Playing Time and Substitutions: There are no minimum playing time requirements in Extra Time. Substitutions are allowed only before the 1 st and 2 nd periods and for injury. Assistant Referees must keep track of which players are on the field (or temporarily off the field for injury or equipment check) at the end of the 2 nd Extra Time period, as only these are eligible players who can take part in KFPM.
KFPM – Kicks from the Penalty Mark: If still tied at the end of the 2 nd Extra Time Period, follow all procedures of Law 10 – Determining the Outcome of a Match, which are highlighted here, as well as Law 14 – The Penalty Kick.
Coin Toss 1: Unless safety or ground conditions (like a puddle in front of a goal or sunlight in the keepers' eyes) favor one goal, toss a coin to determine which goal to use.
Coin Toss 2: Winner chooses their team to take the 1 st or 2 nd kick.
Eligible Players: Except for an injured goalkeeper (GK) who may be substituted for, only players who were on the field (or temporarily off the field for injury or equipment check) at the end of the 2 nd Extra Time period may be on the field and take kicks.
Reduce to Equate: If one team ends the 2 nd Extra Time period with more players than its opponents, or this happens during KFPM, it must reduce its number to equal the opponents.
GK Injury: a GK that cannot continue may be replaced by an otherwise ineligible substitute or a player excluded in the reduce to equate procedure. The GK can also be replaced in goal by any of the eligible players on the field, even if not injured.
Placement on Field: Only eligible players and referees may be on the field. All eligible players, except the player taking the kick and the two GKs, must remain within the center circle. The GK whose teammate is the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line.
Goal Scoring: The kick is completed when the ball stops moving, goes out of play or the referee stops play for any infringement of the Laws. No 2 nd touch by the kicker is allowed.
Kicking Order: The kicks are taken alternately by the teams. 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. If, after both teams have taken five kicks, the scores are tied, kicks continue 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. The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers. KFPM must not be delayed for a player who leaves the field of play. The player's kick will be marked as a miss if the player does not return in time to take a kick.
Substitutions and Send Offs: A player, substitute or substituted player may be cautioned or sent off. A goalkeeper who is sent off must be replaced by an eligible player. A player other than the goalkeeper who is unable to continue may not be replaced. The referee must not abandon the match if a team is reduced to fewer than the required number of players.

These are dated June 1, 2016 and supersede all previous versions.