

MPSSAA SOCCER 2024 OVERTIME State Tournament PROCEDURES

The overtime procedure for tournament progression is the same as used during the regular season. In the event the match remains tied after two sudden victory overtime periods, there will be a penalty kick tiebreaker to determine a winner.

The following Penalty Kick Procedure shall be used.

(a.) This procedure will be used for all regional and state tournament contests.

(b.) Organization mechanics: The designated home team or tournament committee, (if the game is being managed by the committee), shall: i. supply sufficient ball persons to enable the procedure to operate efficiently. ii. be responsible for providing sufficient security for the penalty kick procedure so that it may be conducted without interference to those involved.

The officials will: (a.) gather all eligible field players in the center circle who completed the second overtime period. (b.) designate the goal at which the penalty kicks will be taken. (c.) choose three game balls for use. (d.) begin the penalty kick procedure after a three-minute intermission period. The following procedure shall apply.

A coin toss shall occur, with the visiting team calling the toss. The winner of the toss will have the choice of shooting first or defending first.

ii. The penalty kick tiebreaker will initially be based on the performance of five kickers designated by the coach from each team. Coaches should identify one kicker at a time. Attempts shall be made in alternating order until one team has an insurmountable advantage.

A.) If the score is tied after the five designated players have taken their shots, then a sudden victory round begins which includes the remaining eligible players for each team who were not part of the initial penalty kicking phase.

b.) If the score remains tied after the completion of (a) above, then the sudden victory round continues with all eligible players from each team becoming eligible for a second shot. A coach may change the order from the initial round. No player can take a third shot until all eligible players from both teams have taken their second shot, and so on.

4. Coaches' responsibilities:

(a.) Each coach shall be solely responsible for utilizing only eligible players as the team's participants. Participation by an ineligible player will result in forfeiture of the game by the offending team. Ineligible participation would include, but not be limited to a field player who was not in the game at the end of the second overtime or a shooter taking a second attempt in a cycle before all of the shooter's eligible teammates have taken their first attempts in the same cycle.

(b.) Only the head coach and one assistant will be permitted to join the players in the center circle. Remaining players, coaches, and team attendants shall be completely off the field of play and in their team bench areas.

5. Kicking Procedure

(a.) Participants i. Only those players on the field at the end of the second 10-minute sudden-victory overtime period, including the goalkeeper, are eligible for the penalty kick tiebreaker. ii. If the goalkeeper is injured during the penalty kicks and must be removed, the goalkeeper may be replaced by a substitute. This substitute may be selected from any players on the team. However, a goalkeeper, once substituted for, may NOT be reinstated. The substitute for the goalkeeper will take part in the penalty kicks. If a player already on the field replaces the goalkeeper, an additional kicker may be brought in from the bench but cannot kick until all of the players from that team have kicked. This substitute must be the team's final kicker in each cycle.

(b.) The eligible shooters for each team shall take scoring attempts in any sequence the head coach desires. The head coach shall direct each shooter to report to the official at the penalty kick stripe immediately after the completion of the previous shooter's attempt. A shooter may not be changed after reporting to the official. The shooting order need not be the same in the subsequent cycle.

c.) The official shall record the player's name, number, the order in the team's cycle in which the attempt was made, and the result of the kick.

(d.) A goalkeeper who is to defend against the next penalty kick attempt shall be stationed outside the field of play at the intersection of the goal line and the penalty area boundary to the side designated by the officials.

(e.) If a player who is participating in the tiebreaker is issued a caution during the administration of penalty kicks, then that player becomes the last player to kick in their next eligible round of kicks. For instance, if a player has not kicked in the round of kicks in which the player is cautioned, then that player must be the last kicker in that round. If a cautioned player has already kicked in the round of kicks in which the player is cautioned, then the player may not kick again until the end of their next eligible round of 11 kicks.

(f.) If a goalkeeper is cautioned, then rule II.B.5.e. above applies. In addition, the cautioned goalkeeper may not defend the next opponent's kick but may return to goal on the subsequent kick. The player replacing the goalkeeper in this situation must be from the players already participating in the tiebreaker.

(g.) Any player, including the goalkeeper, who is disqualified may not participate any further and may not be replaced. Any player disqualified who has not kicked in the cycle of 11 becomes the last kicker and the kick is considered a miss. The same applies to subsequent cycles of 11.

6. The game shall end, and the team declared the winner which has:

(a.) attained an insurmountable lead over its opponent before the initial phase of five penalty kickers is completed: or

(b.) scored more goals than its opponent upon completion of the initial phase of five penalty kickers: or

(c.) scored one more goal than its opponent at any point after each has taken an equal number of shots during the "sudden victory" phase of the penalty kick tiebreaker.