SOUTHWESTERN YOUTH ASSOCIATION (SYA)
U9-U12 RECREATIONAL SOCCER LEAGUE TOURNAMENT
DETERMINING THE OUTCOME OF A MATCH – PENALTIES (PENALTY SHOOT-OUT)

MODIFICATIONS TO THE IFAB LAWS OF THE GAME (Law 10.3):

- For U9-U12 recreational league tournament games, any eligible player can participate in a penalty shoot-out.
    a. Kickers are not limited to players on the field (or off the field due to injury or equipment issues) at the end of regulation time or overtime. This rule modification allows every eligible player the opportunity to help determine the outcome of a tournament match.
    b. Players, coaches or team officials who have been sent off (shown a red card) before or during the shoot-out may not participate in the shoot-out. The referee must be aware of every ineligible person that is excluded from taking penalties.
    c. Teams do not have to reduce their number of kickers before or during the shoot-out if one team has more kickers than its opponents.
    d. Coaches are allowed to remain with their players on the field during the shoot-out. Coaches who behave irresponsibly during the shoot-out can be sent off (shown a red card) by the referee.
    e. All spectators must continue to exhibit proper behavior during the shoot-out and are subject to dismissal from the field by the referee.
- A goalkeeper who is unable to continue before or during the shoot-out may be replaced by any eligible player.
    a. During the shoot-out, if the goalkeeper being replaced has already taken a kick, the new goalkeeper may not take a kick until the next round of kicks.
- All players, substitutes, substituted players, and team officials are subject to Law 12 (Fouls and Misconduct) during the shoot-out.
    a. Yellow cards shown during the match are not carried forward into the shoot-out. For example, a player who receives a yellow card during the match and a second yellow card during the shoot-out is not sent off for receiving two cautions.
- Each coach is responsible for selecting the order in which players will take the shoot-out.
    a. The match officials are not informed of the order and must not accept any information from either team about the order.
    b. The kicking order can be changed at any time during the shoot-out.
    c. The referee must ensure that no eligible player is permitted to kick a second time until all eligible players, including the goalkeeper, have kicked once.
    d. If kicking through the line-up a second time, the order need not be the same as the first time.
- Kicks from the penalty mark are governed by Law 14 (The Penalty Kick).
    a. A kicker cannot follow-up on any ball that rebounds off the goalkeeper or goal frame (that is, touch or kick the ball again).
    b. The referee determines when a kick is completed (that is, the ball stops moving, goes out of play, or the referee stops play for any infringement of the Laws). The kicker may not play the ball a second time.
    c. If a kick must be retaken for any reason, the same kicker does not have to retake the kick.

SYA SOCCER PENALTY SHOOT-OUT PROCEDURES

BEFORE THE PENALTY SHOOT-OUT:

- The referee meets with the team captains to give them instructions and conduct two (2) coin tosses.
    a. Unless there are other considerations (for example, field conditions, weather, player safety, etc.), the referee tosses a coin to determine which goal will be used (for example, "heads is goal to my right, tails is goal to my left"). All kicks shall be taken at this goal unless the goal or area around it becomes unsafe or unsuitable.
    b. The referee tosses a coin a second time to determine which team kicks first. The winner of the coin toss gets to choose whether to kick first or second.
- The referee confers with the other match officials to decide which official remains in the center circle and which official serves as the goal judge.
    a. The official in the center circle directs players to the penalty mark, manages the behavior of all persons in the center circle, and helps the referee ensure that no player takes a second kick until all eligible players have kicked.
    b. The official serving as goal judge determines whether the ball goes into the goal, advises the referee if the goalkeeper commits any infractions delineated in Law 14, or if any other infringements of the Laws occur.
    c. For players without numbers on their uniforms, the match officials should discuss how to keep track of players. One option is to record the players' first name and last initial.
- No one is permitted behind the goal or between the top of the penalty area and goal line during the shoot-out.
    a. Anyone who positions themself near or behind the goal should be relocated to not be a distraction to anyone on the field. Referees should use common sense for tight, adjacent, or crowded fields.
- Prior to taking penalties, the referee may give any pertinent instructions to the goalkeepers (for example, where to stand, cautionable offenses, etc.).

DURING THE PENALTY SHOOT-OUT:

- The referee invites the first kicker to the penalty mark and lets the kicker spot the ball on the penalty mark.
    a. The referee ensures the opposing goalkeeper has at least part of one foot on the goal line and advises the kicker and goalkeeper to "wait for the whistle" to take the kick.
    b. The goalkeeper who is not in goal stands behind the match official serving as goal judge.
- Once everything is set, the referee gives a short tweet on the whistle to take the kick. Both the referee and other match officials record which player took the kick and whether the kick was successful.
- Any kick taken before the referee's whistle does not count and must be retaken in accordance with Law 14.
- The referee repeats this process, alternating between teams, until a winner is decided.
    a. Each team is initially allowed up to five kicks. The team scoring the greater number of goals within these five kicks is the winner.
    b. Before the first five kicks for each team are completed, if one team has scores a greater number of goals than the other team could score with their remaining kicks, the referee blows the whistle to indicate the match is over and the team with the greater number of goals is the winner.
    c. If the score is tied after five kicks are taken by each team, the teams continue taking alternating kicks in sudden death pairs until one team has scored a goal and the other has not. The referee will then blow the whistle to end the match.