



## **KHSAA TIE-BREAKING PROCEDURE**

### **(FOR REGULAR SEASON GAMES)**

**Tied games (Regular Season)** When a game is tied at the end of a regular season contest that is not part of an event where a progression to the next round is dependent upon that game's winner, the game shall end tied.

**Tied games in Regular Season Progression Events** (i.e. Invitational Tournaments) When the score is tied at the end of regulation time, the referee will instruct both teams to return to their respective team areas. There will be five minutes during which both teams may confer with their coaches and the head referee will instruct both teams as to proper procedure.

1. If the score remains tied, all coaches, officials and team captains shall assemble at the halfway line to review the procedure as outlined below:
  - a) The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
  - b) Each coach will select any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks.
  - c) A coin toss shall be held as in Rule 5-2-2d. The team winning the toss shall have the choice of kicking first or second.
  - d) Teams will alternate kickers. There is no follow-up on the kick.
  - e) The defending team may change the goal keeper prior to each penalty kick.
  - f) Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
  - g) Add one goal to the winning team score and credit the team with a victory. An asterisk (\*) may be placed by the team advancing to indicate the advancement was the result of a tie breaker system.
2. If the score remains tied after each team has had five kicks:
  - a) Each coach will select five different players than the first five who already have kicked to take the kicks in a "sudden victory" situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken. If a team has fewer than ten available players at the end of the first set of kicks from the penalty mark due to either injuries or disqualification, the coach must use all players who have not participated in the first five kicks. The coach may choose additional players from the first five kickers to ensure that five different players participate in the second set of kicks.
  - b) If the score remains tied, continue the "sudden victory" kicks with the coach selecting any five players to take the next set of alternating kicks. If a tie still remains, repeat 2-A.
3. During all tiebreaker penalty kicks, the ball remains alive until its momentum is spent, it goes out of bounds or it is retouched by the kicker.

### **Tied games (Regular Season Seeded District and All Post-Season Rounds)**

1. There shall be two five minute sudden-victory overtime periods.
  - a) A coin toss shall be held-as in Rule 5-2-2d.
  - b) At the end of the first sudden-victory period, teams shall change ends.
  - c) There shall be a two minute interval between periods.
2. If the score remains tied, all coaches, officials and team captains shall assemble at the halfway line to review the procedure as outlined below:
  - a) The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.

- b) Each coach will select any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks.
  - c) A coin toss shall be held as in Rule 5-2-2d. The team winning the toss shall have the choice of kicking first or second.
  - d) Teams will alternate kickers. There is no follow-up on the kick.
  - e) The defending team may change the goal keeper prior to each penalty kick.
  - f) Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
  - g) Add one goal to the winning team score and credit the team with a victory. An asterisk (\*) may be placed by the team advancing to indicate the advancement was the result of a tie breaker system.
3. If the score remains tied after each team has had five kicks:
- a) Each coach will select five different players than the first five who already have kicked to take the kicks in a "sudden victory" situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken. If a team has fewer than ten available players at the end of the first set of kicks from the penalty mark due to either injuries or disqualification, the coach must use all players who have not participated in the first five kicks. The coach may choose additional players from the first five kickers to ensure that five different players participate in the second set of kicks.
  - b) If the score remains tied, continue the "sudden victory" kicks with the coach selecting any five players to take the next set of alternating kicks. If a tie still remains, repeat 3-A.
4. During all tiebreaker penalty kicks, the ball remains alive until its momentum is spent, it goes out of bounds or it is retouched by the kicker.