



Vikings League Shootout Procedures U11 – U14 Playoff Games

If a U11 to U14 game ends the second half in a tie and the rules specify that the game is to be decided by a shootout, these are the procedures that should be used. Note that shootouts will not be used in U10 matches (ties stand).

SHOOTOUT PROCEDURES TO DETERMINE THE WINNER OF A PLAYOFF MATCH

- The referee chooses the goal at which the penalty kicks will be taken.
- The team coaches identify the 11 players (U12-U14) or 9 players (U11) who will participate in the shootout. The Vikings League allows any players to participate whether or not they were on the field at the end of the game (free substitution after the end of the game). All participating players from both teams should be in the circle in the center of the field. The coaches and other players should remain on the sidelines. Goalies also participate as kickers in the shootout.
- The referee invites the team captains to participate in a coin toss. The winner of the coin toss gets to decide if their team will take the first or second kick.
- Each team alternates penalty kicks from the penalty spot (12 yards from the goal for U12-14, 10 yards for U11). Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- Both teams will initially take five (5) kicks. The team that scores the most goals is the winner.
 - However, if one team gets ahead by more than the number of goals that could possibly be scored by the other team, the shootout is immediately over and the team that is ahead is declared the winner.
- If there is no winner after both teams have taken five penalty kicks, the shootout goes to sudden death. The two teams continue to alternative kicks in pairs until one team scores more goals than the other.
- 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, on the goal line where it meets the penalty area boundary line unless he/she is the kicker.

SPECIAL INSTRUCTIONS FOR THE REFEREE

- Keep track of the jersey numbers of all kickers and the results of every kick. Remember: a kicker can't go a second time until all other kickers have gone at least once.
- Remind the kicker that he/she must wait for the whistle.
- Remind the goal keeper that he/she must stay on the goal line. He/she may move side to side, but may not come forward until the ball is kicked (not the whistle). Look to see if both feet have left the line before the kick to decide if the kick must be retaken. The goal would count if the ball goes in.
- Position yourself to see both whether the ball enters the goal and whether the keeper encroaches.
- Please keep the shootouts moving along as quickly as possible. Remember it is impossible for us to predict which games will involve a shootout and you may be delaying the start of all games on the pitch for the rest of the day.

SPECIAL INSTRUCTIONS FOR COACHES

- Come prepared. Know in advance which players will participate in the shootout and the order that they will kick.
- Help the referee proceed as quickly as possible. Remember it is impossible for us to predict which games will involve a shootout and you may be delaying the start of all games on your pitch for the rest of the day.
- Even if the referee does not follow these procedures exactly, the referee's decision is final and the results of the shootout will stand.