



SOCCER TIEBREAKER PROCEDURES

If a contest is tied at the end of regulation time, the following procedure shall be used to determine the winner:

The referee shall instruct both teams to return to their respective team and coaching area. There will be five minutes during which both teams may confer with their coaches, and the head referee shall instruct both teams as to the proper procedure.

1. There shall be two full 10-minute overtime periods – not sudden victory:
 - A. A coin toss shall be held as in Rule 5-2-2(d)(3).
 - B. There shall be a two-minute break in-between overtime periods.
2. If the score still remains tied, all coaches, officials and team captains shall assemble at midfield to review the procedure as outlined below:
 - A. The head referee shall choose the goal at which all of the penalty kicks shall be taken.
 - B. Each coach shall select any five players on their roster who have not been disqualified to take the penalty kicks. Any player on the roster is eligible and they do not have to be on the field at the end of overtime or even have played in the game.
 - C. A coin toss shall be conducted. The team winning the toss shall have the choice of kicking first or second.
 - D. Teams will alternate kickers. There is no follow-up kick.
 - E. The defending team may change the goalkeeper prior to each penalty kick.
 - F. Following five kicks for each team, the team scoring the greatest number of goals on these kicks shall be declared the winner. 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.
 - 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 tiebreaker system.
3. If the score remains tied after each team has had five penalty kicks:
 - A. Each coach shall select five players other than the first five who already have kicked to take the penalty 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.
 - B. If the score still remains tied, continue the sudden victory penalty kicks with the coaches selecting any five players from their team to take the next set of alternating penalty kicks. If a tie remains, repeat 3a and 3b until there is a winner.
4. NFHS tournament progression rules shall apply in the event a player is cautioned during the penalty tiebreaker.
5. During the taking of penalty kicks, all eligible players from both teams (not including any player disqualified from the game) and their coaches, other than the goalkeeper from each team who is defending the opponents' kicks, shall be in the center circle of the field.
6. If a team has fewer than 10 players available to participate in the tiebreaker, all available players for that team shall take kicks, as required, until all players have done so. If it is necessary for players to take a second kick (or more,) they may do so in any order. The FIFA "reduce to equate" principle does not apply in NFHS tiebreakers.