

## Overtime and post season tie-breaking procedures

As we prepare for the post season, it is important to review the overtime procedures and post season protocols.

The NCAA Rules Book states:

**Rule 7.1.1** Two sudden-victory overtime periods of 10 minutes each shall be played. A coin toss called by the visiting team will determine choice of ends of the field or the kickoff before the start of the first sudden-victory overtime period. Teams shall change ends of the field to start the second sudden-victory overtime period. If the score still is tied at the end of the second sudden-victory overtime period, the game shall be recorded as a tie. .... For postseason games, which include conference tournaments and NCAA tournament games, the tiebreaker procedure of taking kicks from the penalty-kick line or spot, as set forth below, shall be used to determine advancement.

**Rule 7.1.1.1** Only players who are listed on the official NCAA game roster form shall be eligible to participate in the tiebreaker. Each team shall designate either: (a) 10 different kickers, one of whom may be the goalkeeper; or (b) 10 different kickers and a goalkeeper who will not participate as a designated kicker in the tiebreaker procedure. The kicking order shall be at the discretion of the kicking team; however, after all the eligible kickers have kicked once, the order of the designated kickers may change. If any of the designated players, except for the goalkeeper, are ejected during the tiebreaker, the game will continue with the remaining designated players; and the opposing team, if desired, shall have the option to reduce or adjust its kicking order to avoid being penalized or placed at a disadvantage if the No. 1 kicker from the offending team ends up kicking against the No. 10 kicker from the nonoffending team. In addition, if the designated player ejected is the goalkeeper, his or her replacement may be from any of the eligible players listed on the official NCAA game roster for that game. The game will continue with the remaining designated players.

Some important points to remember:

- The interval between the end of the second half is 5 minutes (starting immediately at the end of the second half). The interval between overtime periods is 2 minutes (starting immediately at the end of the first overtime period). The interval between the second overtime period and the tiebreaking procedure is 5 minutes (starting immediately at the end of the second overtime period).
- A coin toss is executed for the taking of kicks from the mark. The visiting team calls the toss. The winner of the coin toss may elect to kick first or second. The referee determines which end of the field the kicks are taken (this is NOT done via a second coin toss nor does the loser of the coin choice get to choose).
- Any player on the roster (who has not been ejected from this contest) may participate in the tie-breaking kicks from the mark whether they have participated in the game or not.
- The tie-breaking procedure starts with 10 kickers for each team (one of whom may be the goalkeeper), irrespective of whether there were any ejections during the first 110 minutes.

- Only the players involved in the tie breaking procedure should be in the center circle (except for the goalkeepers). All other players and bench personnel must be in their team and coaching area.
- The order of the kickers need not be predetermined. Kickers are recorded as they approach the penalty spot. The kicker may be changed any time until the referee hands the ball to the kicker to be placed on the spot. After all 10 kickers have participated, the order of the kickers may be changed.
- A goalkeeper participating in the tie-breaking procedure may not be replaced unless injured or ejected. The injury must be certified by the trainer AND the governing sports authority.
  - **Rule 7.1.1.7** Once the goalkeeper is designated, he or she shall not be replaced unless injured or ejected; and his or her replacement may be from any of the eligible players listed on the official NCAA game roster for that game. Injuries leading to replacement of the designated goalkeeper shall be determined by the attending physician and/or an athletic trainer in concert with the governing sports authority. (See Page 7.) However, the injured goalkeeper is eligible to return if physically able.
  - If the goalkeeper is ejected, he / she may be replaced by anyone on the roster (including the designated kickers). The goalkeeper's team DOES NOT remove a kicker in this case, they still use the original 10 kickers (unless the goalkeeper was one of the designated kickers)

**Rule 7.1.1.2** The visiting team shall call the coin toss, the winner of which elects to kick first or last. Each team shall take an initial series of five kicks, if necessary, alternately. In all games except the national championship game, the team scoring the greater number of goals shall advance to the next round. The referee shall determine which goal shall be used.

**Rule 7.1.1.3** If the score still is tied after each team has taken five kicks, kicks shall continue alternately in the same order until a team has one more goal in the same number of kicks.

**Rule 7.1.1.4** Each kick shall be taken by a different player until all the eligible kickers have kicked once. If the kicks continue beyond that number, the order of the initially designated kickers may be changed.

**Rule 7.1.1.5** The nonparticipating goalkeeper shall stay on the field of play at one corner of the penalty area. All designated players except the kicker and the designated goalkeepers shall remain in the center circle.

**Rule 7.1.1.6** The referee shall administer the taking of the kicks. One assistant referee shall act as the goal judge and one assistant referee shall record the kickers and monitor the nonparticipants.

- The alternate official should monitor the bench area and act as a back-up recorder