

Clermont Central Soccer Association

Tournament Tie-Breaker-Rules

CCSA Tournament Tie-Breaker Rules for Tournament Games.

In the event of a tie at the end of regulation play, each team will follow the procedures as described below:

For U7

New Coin Toss with the “home” team calling it.

Play a 5 minute “sudden death” overtime, playing 6v6 with NO goalkeeper. The first team to score WINS.

If teams are still tied after the first overtime (Teams are to STAY ON THE FIELD) then play a 3 minute “sudden death” overtime, but this time the number of players on the field is reduced to 4v4 still with NO goalkeeper. The team that did NOT KICKOFF the 1st overtime will now get to kick-off. Again, the first team to score WINS.

If teams are still tied after the second overtime (TEAMS ARE TO STAY ON THE FIELD) then play another 3 minute “sudden death” overtime but this time the number of players on the field is reduced to 2v2 still with NO goalkeeper. There will be NO KICKOFF and this time a drop-ball at midfield will begin play. The first team to score WINS.

SUBSTITUTIONS NOTES: There are to be no substitutions DURING the “sudden death” periods. The same players are to stay on the field unless they are chosen by their coach to be removed at the specified times. The specified times are that teams are allowed to sub at the breaks between overtime provided that their players are in the substitution box PRIOR to the final whistle being blown for that overtime period. (normal substitution for an injured player(s) is allowed).

The first team to score during any of these overtime periods shall be declared the winner.

FOR U8-U14

A New Coin Toss with the “Home” team calling it.

Play one 5 minute “sudden death” overtime. Sudden death meaning the first team to score is declared the WINNER. If the teams are still tie after the sudden death 5 minute overtime

period, referees shall choose which goal to use for a penalty kick shoot-out and then each coach will provide the field marshals and referees with a list of five players FROM THE ONES THAT FINISHED ON THE FIELD of the sudden death overtime. Each player listed shall take a shot from the penalty kick mark against the opposing team's goalkeeper- alternating from team to team. The team that scores the most goals from the five penalty shots WINS.

Goalkeepers can be listed/used as a shooter. Goalkeepers can ONLY be changed one time during PKs with the exception of an injury to the keeper.

If still tied after the first round of penalty kicks, proceed to a "sudden death" shoot-out with the remaining player(s) from each team noting that a player cannot attempt their second shot until all players on their team have attempted their first shot. Each team gets to take a shot/PK; such that if both players score a goal OR if both miss their PK attempt, proceed to the next player. A team wins if their player scores during the same round that their opponent does NOT score.

A NOTE FOR ALL AGE GROUPS: A COACH MAY CHOOSE ANY PLAYERS FROM HIS/HER ROSTER TO START OVERTIME WITH. THE PLAYERS THAT WERE ON THE FIELD AT THE END OF REGULATION PLAY DO NOT HAVE TO START THE OVERTIME PERIOD.