

Overtime Procedures for NCS, Presidents and Challenge Cup Matches to Determine Tournament Progression.

1. If tied at the end of regulation

- New coin toss
- The overtime periods are NOT Sudden Death ('Golden Goal') so you must play both overtime periods in their entirety.

Age	Game Duration	Overtime	Challenge Cup	Presidents Cup	NCS - State Cup
U09/10	2 - 25 Minutes Periods	2 - 10 Minute Periods	Playoffs Rounds Only	N/A	N/A
U11/12	2 - 30 Minutes Periods	2 - 10 Minute Periods	Playoffs Rounds Only	Playoffs Rounds Only	All Matches
U13/14	2 - 35 Minutes Periods	2 - 10 Minute Periods	Playoffs Rounds Only	Playoffs Rounds Only	All Matches
U15/16	2 - 40 Minutes Periods	2 - 15 Minute Periods	Playoffs Rounds Only	Playoffs Rounds Only	All Matches
U17-19	2 - 45 Minutes Periods	2 - 15 Minute Periods	Playoffs Rounds Only	Playoffs Rounds Only	All Matches

2. If tied at the end of Overtime:

- New coin toss
- Kicks from the Mark as per the USSF Rule Book.
- Only those players on the field at the end of the overtime period last played will be eligible to participate in the Shots from the Mark.
- "Reduce to Equate" if necessary
- 5 alternating penalty kicks will be taken.
- No player shall repeat until all eleven (11) players or the number of players established by "Reduce to Equate" have taken a kick.
- For 7v7 & 9v9 games, players on the field at the end of the game are eligible to shoot, no one shall repeat until the eligible players or number of players established by "Reduce to Equate" have taken a kick.

3. If, after the 5v5 round, the game is still tied:

- Single alternating kicks will be taken until the tie is broken. No player shall repeat until all eleven (11) players or the number of players established by "Reduce to Equate" have taken a kick.
- For 7v7 & 9v9 games no one shall repeat until the eligible players or number of players established by "Reduce to Equate" have taken a kick.