



SDI

Quick Referee Tip

LAW 10 - DETERMINING THE OUT COME OF A MATCH

For many of us, administering **Kicks From the Penalty Mark (KFTPM)** may not be something we do often because a majority of the leagues allow games to end in a tie. Tournaments are events where a winner must be determined in playoff rounds of competitions & of course Championship matches.

WHY KFTPM?

- Game that requires a winner has ended in a tie after regulation and overtime periods have finished
- Playoff rounds of tournaments & special events
- Championship games
- KFTPM may be required at any level of play. All referees need to be prepared to manage KFTPM, especially for tournament weekends

OUR CHECKLIST TO START KFTPM...

- Only players who finished the game on the field may take part in the kicks.
- Pick a goal to use. Coin toss OR with our local events playing games on many fields close back to back pick the goal that would result in the least interference to other games.
- Coin toss to determine which team kicks 1st & 2nd
- Reduce to equate. If one team has a greater number of players at the end of the game the team with more must reduce to the same number as opponent
- Teams select from their eligible players their kicking order - teams do not need to provide order of kickers to referees
- Only eligible players & referees remain on the field for KFTPM
- Referee & Assistant Referees take positions. A 4th official remains on the touchline between the technical areas

READY FOR THE KICKS...

- All referee crew members will record jersey # of player kicking. No player takes a second kick until all eligible players have kicked
- When set up for the kick is correct as shown here -----> the referee signals for the kick with the whistle!
- After a kick, record the result - goal/no goal
- GKs switch positions, GK not in goal waits behind AR at intersection of goal line & penalty area.
- Player returns to center circle, next player moves to take next kick - teams alternate



AND THE WINNER IS?

- Both teams take 5 kicks - if before both teams have taken 5 kicks one team has scored more than the other team could score we are done!
- Still tied after 5 kicks? Continue alternating kicks - team scores & the other doesn't - this ends the game. Referee signals the end of the game with the whistle.

These are "quick tips" - always take time to review the full Law, and other educational materials. Being a referee means lifelong learning!

[Law 10 - Determining the Outcome of a Match](#)

[YouTube - Watch A Penalty Kick Shootout](#)

[Law 10 - Answers to Frequently Asked Questions](#)