

Kicks From The Penalty Mark - (KFTPM)

Players Sent-Off during the match are not eligible to participate

CAUTIONS issued during the match DO NOT carry over into KFTPM

During KFTPM a foul cannot be committed, but an appropriate card can be shown for Misconduct

Phase 1 -- Preparation Before Start of Kicks

Eligible Players – Only players on the field at the end of the game are eligible to participate

** Referees to keep eligible players separate from ineligible players when the match ends

Reduce to Equate – Before beginning the kicks each team must have an equal number of players

** The team with more eligible players must reduce to equate

Goal - The referee selects goal to be used

** Avoid kicking into adjacent field ... Avoid kicking into traffic ... Avoid having GK facing the sun

Coin Toss – Winner decides whether to kick first or second.

Phase 2 - During the Kicks

Eligible Players – All eligible players except the two goalkeepers should be within the center circle

** All coaches and other players shall remain off the field and in their bench area

** The non-defending GK should be positioned at the intersection of the Goal Line and the Penalty Area line behind the goal

Lead AR - Located at the intersection of the Goal Line and the Goal Area line.

** Main duty is to determine if the ball crosses the goal line.

Trail AR - Located in the center circle with the eligible players from both teams

** Main duty is to ensure that no eligible player kicks more than once in the same round.

** Teams are NOT required to submit the order of their kickers

** Keep record of player number after their kick has been taken ... (and Goal or No Goal)

No Substitutions - Only an injured goalkeeper may be substituted

** Eligible players (including GK) sent-off during KFTPM may not be substituted

Reduce to Equate – When an eligible player is sent-off or is injured and unable to continue

** Team will play short and the opposing team must reduce to equate ... (Exception GK injury)

Different Kicker – All eligible players (including GK) must take a kick before any player can take a second kick

Goalkeeper – Any eligible player may change places with the GK at any time

Kicker – May not play the ball a second time

Kicker Violation – If the Kicker commits an offence, the kick is recorded as missed and Kicker is cautioned

Goalkeeper Violation – If the GK commits an offence and a goal **is saved**, the kick must be retaken

** GK is warned for first offence and cautioned for any subsequent offence.

Kicker & GK Violation – When both Kicker and GK commit offence at the same time

** Kick is recorded as missed and Kicker is cautioned

Retaken Kick - If a kick must be repeated, it may be taken by a different eligible player.

Winner - Team with most goals after each team has taken 5 kicks

** A team is declared the winner if that team has scored more goals than the other team has kicks remaining.

** If still tied, kicks will continue to be taken one pair at a time until winner is determined

** If kicks proceed beyond all eligible players into a subsequent round, players are not required to kick in the same previous round.