



Prepping for the Playoffs

Get it right!

Additional resources on SJSOA.net

Questions: email Rules@SJSOA.net

Use of a Stadium Clock

- A stadium clock may be used and IS OFFICIAL if it is run by a designated operator
 - Brief the official timer before the match
 - “Stop the clock” situations and signal
 - When to restart the clock (ball in play)
 - Announce the final 10 seconds of each period of play
 - Verify the horn is working and audible
 - Back-up time must be kept by the head referee
 - Correct the clock if/when necessary



Use of a Stadium Clock (cont.)

- If there is no stadium clock
 - Official time is kept by the head referee
 - Do NOT announce the final 10 seconds



Post-Season Tournament Rules

2020 Tournament rules state:

- State tournament games suspended because of conditions which make it impossible to continue play, should be played to completion from the point of interruption. If the losing team at the point of interruption does not want to return to complete the game, the game will be considered to be complete.
- This is for your information only... if weather conditions make it unsafe to play, then suspend the match and terminate if necessary.



Post-Season Tournament Rules

- Most games start at **2 PM** to ensure enough daylight to include OT and kicks from the penalty mark – update your availability in Arbiter accordingly.
 - Working to move matches to evenings where the home school has a lit field.
- Confirm the match with the HOME school and your partner; bring both sleeve lengths; arrive 45 minutes - 1 hour before game time when possible.
- Field inspection – make sure you have the mandated 25' boundary on the spectator side and the goals are counterweighted.
- Obtain rosters from both Teams.



Post-Season Tournament Rules - OT

- If needed, play up to two 10-minute GOLDEN GOAL overtime periods.
 - Same as regular season
- Coin toss before the first OT period.
 - Winner chooses end or ball
- 5 minute intermission between second half and the first OT period.
- 2 minute intermission between OT periods.
 - Teams change ends for second OT period



Post-Season Tournament Rules - KFTM

- Head Referee chooses the goal at which kicks from the penalty mark will be taken. (Different than USSF!)
- Coin toss
 - Winner chooses to kick first or second
- Each Coach identifies 5 kickers
 - The kickers are NOT required to have been on the field at the end of OT
 - The Coach need not supply an order of the kickers
 - Disqualified players may not participate
- There is no follow-up on the kick.
 - May be scored after rebound from GK or goal frame – the shot is not over until the ball leaves the field of play or the “energy” is spent.
- The defending team may change the Goalkeeper prior to any kick.



Post-Season Tournament Rules - KTFM

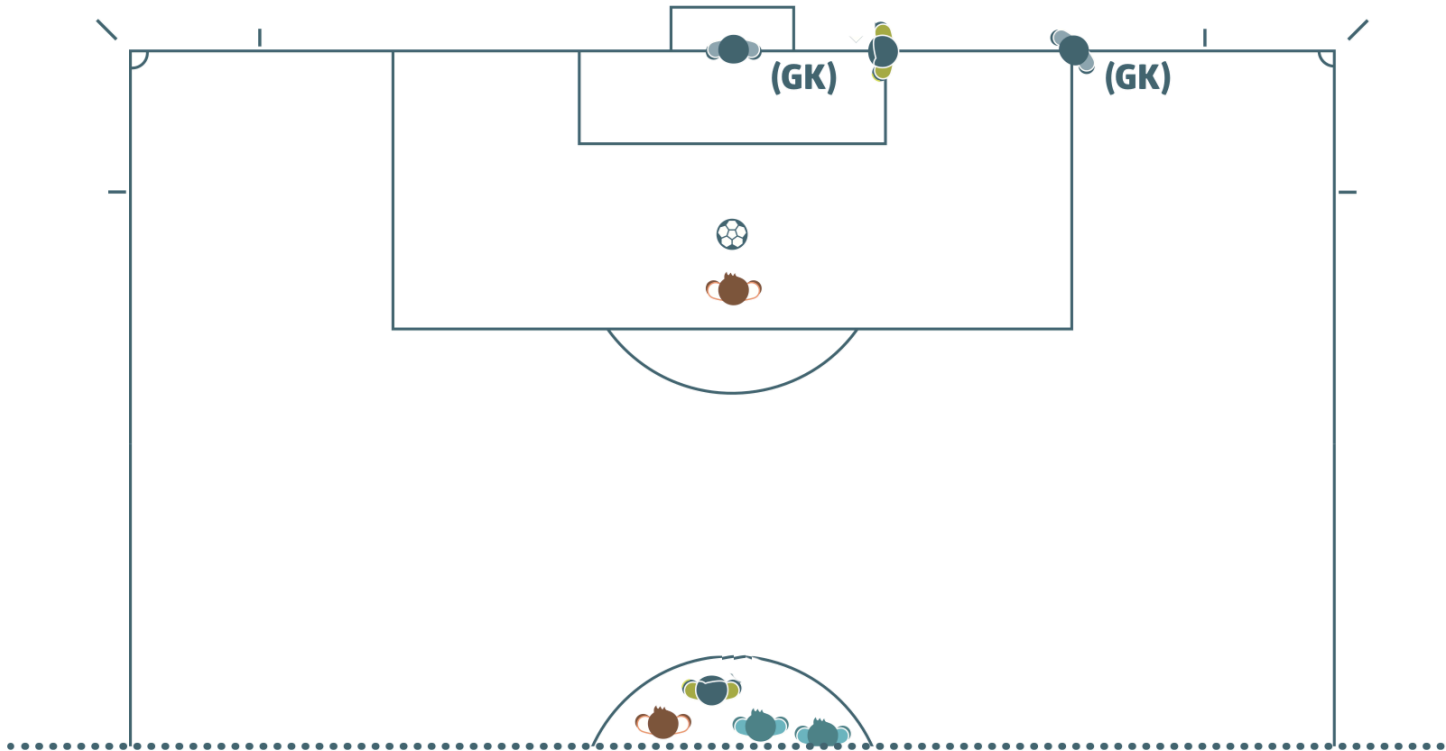
- Following five kicks for each team, the team scoring the greatest number of kicks shall advance.
 - The kicks shall end at the point where the advancing team has been determined (i.e. one team cannot catch up)
- If the score is tied after 5 kicks:
 - Each Coach will select any 5 players – **whether or not they participated in the original 5 kicks** – to take another set of 5 kicks in the same team order in a sudden victory manner.
 - The order of kickers may be changed from the first round of 5.
 - If one team scores and the other team does not score, the match is ended with no more kicks being taken.
- If the score remains tied after the second set of 5 kicks, repeat the above procedure.



Two-man

Kicks from the penalty mark

One R must be positioned at the intersection of the goal line and the goal area. The other R must be situated in the centre circle to control the players.



Three-man

Kicks from the penalty mark

One AR must be positioned at the intersection of the goal line and the goal area. The other AR must be situated in the centre circle to control the players.

