

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the right side of the frame, creating a dynamic, layered effect. The text is centered on the left side of the image.

Prepping for the playoffs and coaches tournament

Stadium Clock

- A stadium clock may be used and is the official time
 - Brief the timer before the match
 - When the clock stops and the signal used
 - When to restart the clock (ball in Play) and the signal used
 - Announce the final 10 seconds of each period of play
 - Verify the horn is working and audible
 - Back up time must ne kept by the referees
 - Correct the clock when necessary
- If there is no stadium clock
 - Official time is kept by the head referee
 - Do not announce final 10 seconds

Post-Season Tournament Rules

- Games start at 2PM to ensure enough daylight to include OT and kicks from the penalty mark (update your availability in Arbiter accordingly)
- Confirm the match with the HOME school and your partner(s)
 - Arrive one hour before start time
 - Bring both sleeve lengths (unless you're working with Don Tash)
- Field Inspection - make sure you have the mandated 25' boundaries on the spectator side and end lines and that goals are counterweighted.
- Obtain rosters from both Teams.

Post - Season Tournament Rules - OT (cont'd)

- 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.
- Coin toss
 - Winner chooses to kick first or second.
- There is no follow-up on the kick.
- Goal 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 each kick.
- 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)

Post-Season Tournament Rules - KFTM

- 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.
- **Any player listed on the roster may participate in KFTM (unless they have been sent-off/red carded)**