

Hello,
Thank you to everyone who reached out during the meeting this past Monday or over the past few days with questions regarding KFTM.

Please see the below sections for:

1. Official Rules Modifications regarding Tournament Tie-Game Procedures from NJSIAA
2. Some clarification on said mods
3. Answers to questions that have arisen over the past week.

Section 1

NJSIAA Tournament Tie-Game Procedure:

All tournament games including the state finals will follow the following tie-game procedure. If a tournament game ends in a tie, the overtime procedure will be as follows:

- There shall be up to two (2) ten (10) -minute "sudden victory" overtime periods.
 - Coin toss shall be held as in Rule 5-2-2(E).
 - Teams shall change ends if a second overtime period is required.
 - There shall be a two (2)-minute interval between periods.
- If the score remains tied:
 - The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
 - Each coach will select five (5) players, on or off the field (except those who have been disqualified), to take the kicks.
 - A coin toss shall be held as in Rule 5-2-2(E). The team winning the toss shall have the choice of kicking first or second.
 - Teams will alternate kickers. There is no follow-up on the kick.
 - The defending team may change the goalkeeper prior to each kick.
 - Following five (5) kicks for each team, the team scoring on the greatest number of these kicks shall advance. The kicks shall end at the point where the advancing team has been determined.
- If the score remains tied after each team has taken five (5) kicks:
 - Each coach will select any five (5) players, whether or not a player participated in the initial five (5) kicks, to take another set of five (5) kicks in the same team order in a sudden victory situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken.
- If the score remains tied after the second set of five kicks, the process will continue to repeat until a winner is determined.

Section 2

A set: a group of 5 eligible players from each team allowed to stand in the center circle.

A round: one kick completed by each team. Round is complete once both teams have kicked.

If at the end of sudden victory (2 - 10 minute Golden Goal periods), we are still tied, we go to KFTM.

KFTM (and the game) are complete once one team has an advantage over the other team that is insurmountable.

For instance, 3 rounds are complete, and one team has missed all three and another team has made all three. The team who missed all 3 does not have enough kicks left to come back, so the game is over.

During this phase, you might not necessarily complete a round - for instance, if Team A shoots first and is leading 4 - 3 going into the 5th round, if they score that 5th kick, Team B still has no chance of coming back, so the game is over without the "round" being complete.

After first round of 5, you need a "new" set of 5 players. These can be the same 5, a new set of 5 players, or any combination of the above, as long as the player is eligible - on the roster and not disqualified (Red Carded - including 2nd Yellow Card).

At this point, we are now going one for one. Rounds are singular and **MUST** be completed.

So even though you are selecting a new set of 5, an individual round will determine the winner (from kicks #6 and onward).

The sets of 5 are only used to determine who can stand in the center circle and to prevent a player from kicking in round #6 and #7 for instance (but a player can kick 10th and 11th because these are two different sets).

During this phase, please make sure the entire Round is complete. For instance, if tied at the end of the 5th kick, do NOT allow Team A to kick in round #6 and score and then end the game. You have only completed part of that round at this point. Team B still needs

to shoot to complete the round.

If Team A missed in round 6 (or any subsequent round), and Team B scores in that same round the game is over. Team A (since they shot first) does not get to try to "tie it up."

Section 3

For GK encroachment, does it have to "impact the kicker" for a retake to be initiated?

For instance, if the ball goes 20 yards over to crossbar, and GK was off his line, would that initiate a retake?

At this time, this rule about "impacting the kicker" only applies to IFAB. According to the rules, for any GK encroachment where the ball does not go into the net, the correct restart is a retake of the kick. However, if the GK encroaches and the kick goes 20 yards over the net, maybe you didn't see the GK encroachment happen. 😊

Can a player have both feet behind the line?

No. Part of at least one foot MUST be touching part of the line.

The GK shall stand with at least one foot on or in-line with the goal line, facing the kicker, between the goal posts, and shall not be touching the goal posts, crossbar, or net until the kick is taken.

The goal keeper may have one foot on the line and one foot in front of the line (or behind).

What happens if the ball is not kicked forward?

Well, unless there is a super strong wind, the kick is complete once the momentum is spent and that goes down as a missed kick.

Can the 5th kicker also kick #6?

Yes! However, that is only because 5 and 6 are in different sets of 5.

Can the 6th kicker also kick #7?

No! Although order does not matter, each player may only kick once per set of 5.

Cautioned player

A player who starts the PK approach and does not kick the ball shall be cautioned and the kick taken by another player.

Does a cautioned player have to sit out an entire round?

No, NJSIAA has not adopted this as part of their rules modifications. The rules book indicates this is only a sample tie breaking procedure.

If you shall administer a yellow card during KFTM, that player(s) would have to miss the next play (which would be the next kick).

Not an issue if this is kicks 1- 4 since they have not given you an order of kickers, but if the YC occurs during kick #5, my recommendation would be to substitute that 5th kicker with someone from the bench.

Where does the goalkeeper of the kicking team stand?

They must be outside of the penalty area, off the field, behind the goal line.

I recommend they be opposite where the goal line referee is standing so the ref can still see them.

Can the kicker stutter-step?

Yes! As long as there is continuous motion towards the ball. Stutter-stepping is not considered an interruption of movement.

Referee Positioning for 2 man system in KFTM

My recommendation for two man system is to base it upon what is going on in the game.

If the game has been calm and relatively non controversial:

Lead referee can be on goal line judging goalkeeper encroachment and ball in/out of net.

Trail referee can look for any violations from the kicker.

If the temperature of the game is elevated, I recommend one ref in center circle and the other referee on goalline looking for GK encroachment and looking at the kicker. Just keep a wider view to be able to see everything.

When is the penalty kick complete?

The ball is in play until its momentum is spent, it goes out of bounds, or is retouched by the kicker.

For your viewing pleasure: Momentum not spent: <https://youtu.be/c00b3876vHE?si=0Hudi-UOTwGCB6oB>

Make sure you fully understand the procedure before your game.
Please do not hesitate to reach out if you have any questions or concerns.

Good Luck!

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See everyone at the banquet tonight!

Monday, November 4, 6pm, Mulligan's Bar & Grill

(1208 White Horse Pike, Oaklyn, NJ 08107)

Annual banquet: Elections, Service Awards, Dinner.

Michelle Lind
President, SJSOA