

## Clintonville Youth Soccer League 2023 Tournament Rules Modifications

The tournament rules for a tie match at the U8/U9 and U10/U13 bracket will be as follows:  
In the case of a tie at the end of the match, the teams will play **two ten-minute** overtime periods (following rule 6.2.1 for the start of OT). If the match is still tied after the tow-ten minute overtime periods, then the match will then move to PKs following the (modified) rules below:

6.2.1 Via a coin flip, the away team calls the flip. The winner of the flip picks whether they want to kick first, defend first, selects a goal to kick at or defend or defers to the opponent to make the first choice.

6.2.2 ~~2 The coach for each team will pick the 5 players whom will kick at the goal and a goalie to defend the goal.~~

The players on the field, including the goalie, will be the ones to participate in the PKs when the overtime period ends. The coach will pick the order in which the PKs are taken.

6.2.3 Teams will alternate kicks.

6.2.4 Once the kickers are selected, they cannot be changed; the coach can change the goalie at any time.

6.2.5 The kick is made from the penalty kick line; if no penalty kick line exists, the kick shall be made from the outside of the penalty box.

6.2.6 If after the first round of 5 kicks a tie exists, a single kick sudden death shootout is held; ~~each coach picks one player to kick and each coach picks a goalie~~ continuing **the original kickers lineup order**; if needed, for each successive round of one kick, the coach can change ~~the kicker~~ (removed not to confuse-the kicker will change after each shot) and goalie, if desired.

6.2.7 No player is to take a second kick until all team players, including the goalkeeper, have taken a kick. If there is no decided winner after all previous players have taken kicks, the same players will kick again.

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### The tournament rules for a tie match at the U6/U7 bracket will be as follows:

-In the case of a tie at the end of the match, the teams will play one ten-minute overtime period.

-The game will start via a coin flip, the away team calls the flip. The winner of the COIN flip picks whether they want to kick first, defend first, selects a goal to kick at or defend or defers to the opponent to make the first choice.

-The team with the most points at the end of the overtime period will win the match.

-If the score is still tied at the end of the ten minutes of OT, you will move on to PK's with **no goalie**.

-For each team the **players on the field when the overtime period ends will participate kicking at the goal from the center-field line**. The coach will pick the order in which the PKs are taken.

-Once the order of kickers are selected, they cannot be changed.

-The start of PKs is a coin flip, the away team calls the flip. The winner of the COIN flip picks whether they want to kick first, defend first, selects a goal to kick at or defend or defers to the opponent to make the first choice.

-Teams will alternate kicks.

- If after the first round of 5 kicks a tie exists, a single kick sudden death shootout is held; going in the original line-up order. First team to start PKs will also start sudden death shootout where left off in the order of kickers. First team to score wins the match.