

# GRIFFIN'S GUARDIANS

## Team Penalty Kick Shoot-Out



### 2018 Tournament Format and Rules

The format of the tournament is similar to the FIFA World Cup in that there is first a **Round-Robin Group Stage** where teams compete against one another in their groups, accumulating points to be used for criteria in advancing to the second stage, the **Knockout Stage**. Ideally, there are 16 teams in a division, which is broken down into 4 groups of 4 teams each during the Round-Robin. *ALL TEAMS* from each group advance to the bracket Knockout Stage, where they compete in a traditional single elimination bracket tournament, with the losing semi-finalists competing in a 3<sup>rd</sup> place consolation game.

Divisions are available for:

- Coed: U6, U8, and U10;
- Boys and Girls Separate: U12, U14, and U16;
- Coed Men's and Women's.

*NOTE: Depending on registration, divisions may be reasonably combined. For example, U14 and U16 Boys may be combined, or even resorted into U13 and U15 depending on the average age of the team.*

The age on April 1<sup>st</sup>, 2018, of the oldest player on the team determines the division.

If a team is short a player, they forfeit the shot; they may not have a player take a second shot in their absence.

### Round Robin Stage

The teams in the division are divided in to Groups of teams where they compete in a round-robin schedule. The number of teams in the division determines the number of groups and teams in each group based on the table below. During round-robin play, the teams earn points and all teams from each group advance/qualify to the Knockout Stage, filling up the brackets. All 10 players (5 each team) will shoot once in each round-robin match-up. Matches may end in a tie. The points are used to determine the knockout bracket seeds.

#### Points in the Round-Robin play are earned as follows:

- 300 Points for each win;
- 100 Points for each tie;
- 10 Points for each goal scored;
- 1 Point for each time the opponent does not score due to:
  - Goalkeeper save;
  - Missed shot.

Teams in Division	Groups	Total Matches
3	3	6
4	4	6
5	5	10
6	6	9
7	4+3	12
8	4+4	12
9	4+5	16
10	5+5	20
11	5+6	19
12	4+4+4	18
13	4+4+5	22
14	4+4+6	18
15	4+4+4+3	24
16	4+4+4+4	24







### Kicks from the penalty mark

#### Procedure

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick
- The referee keeps a record of the kicks being taken
- Subject to the conditions explained below, both teams take five kicks
- The kicks are taken alternately by the teams
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle
- The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line
- Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken



#### TOURNAMENT EXCEPTION:

Determining who kicks first may be done at the Head Table during match check-in.



#### ROUND-ROBIN GROUP EXCEPTION:

In Round-Robin Groups, both teams take 5 alternating kicks, and the score is recorded.

If after both teams have taken five kicks, both have scored the same number of goals, the match ends in a tie. There is no sudden victory.



#### TOURNAMENT EXCEPTION:

If a team is short 1 or more players, they forfeit each turn.



## Preparing for the penalty kick

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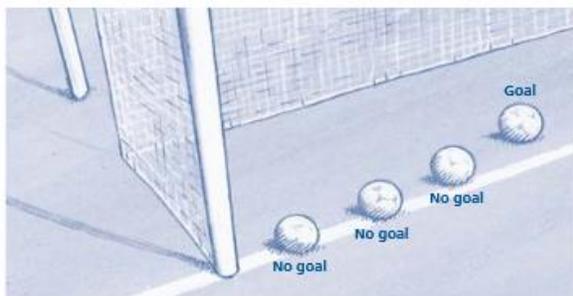
The referee must confirm the following requirements before the penalty kick is taken:

- the kicker is identified
- the ball is properly placed on the penalty mark
- the goalkeeper is on the goal line between the goalposts and facing the kicker
- the team-mates of the kicker and the goalkeeper are:
  - outside the penalty area
  - outside the penalty arc
  - behind the ball

## Goal scored

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A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.



## Celebration of a goal

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While it is permissible for a player to demonstrate his joy when a goal has been scored, the celebration must not be excessive.

Reasonable celebrations are allowed, but the practice of choreographed celebrations is not to be encouraged when it results in excessive time-wasting and referees are instructed to intervene in such cases.

A player must be cautioned if:

- in the opinion of the referee, he makes gestures which are provocative, derisory or inflammatory
- he climbs on to a perimeter fence to celebrate a goal being scored
- he removes his shirt or covers his head with his shirt
- he covers his head or face with a mask or other similar item

Leaving the field of play to celebrate a goal is not a cautionable offence in itself but it is essential that players return to the field of play as soon as possible.

Referees are expected to act in a preventative manner and to exercise common sense in dealing with the celebration of a goal.



### ADDITIONAL EXPLANATION:

The goalkeeper may move from side to side before the kick as long as he or she does not come forward of the goal line. If the goalkeeper violates this and makes a save, the kick is retaken, but if a goal is scored, it counts.

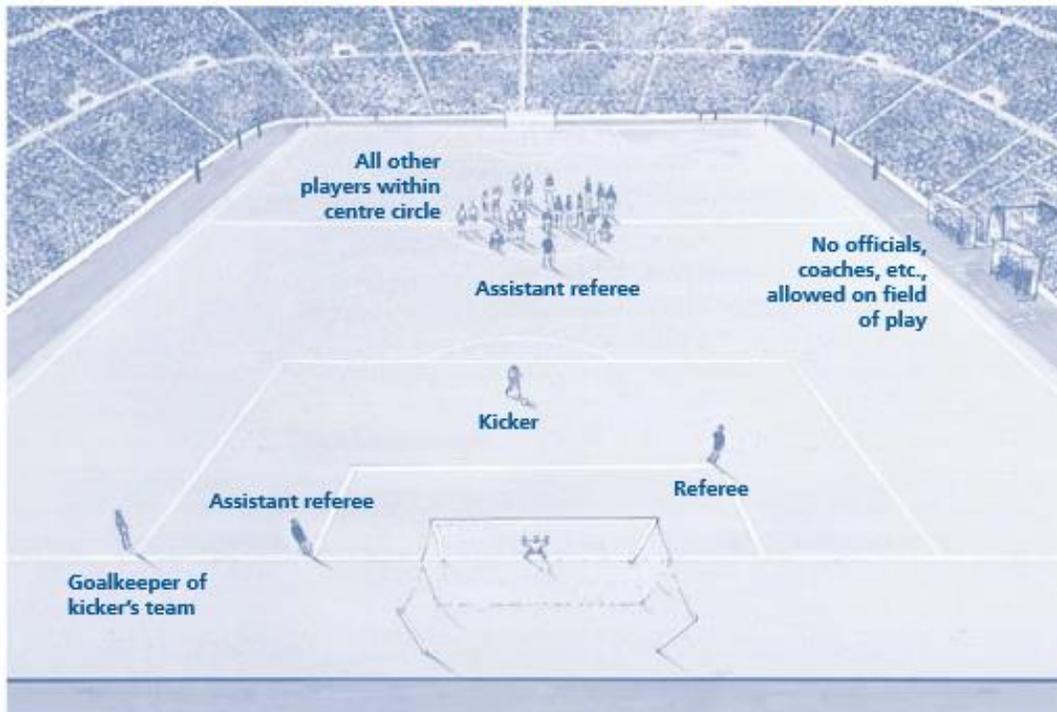


### TOURNAMENT EXCEPTION:

In the U6 Division, the ball must at least make one complete revolution to be considered a kick. If the U6 player has a faulty kick in which the ball does not travel one complete revolution, they make take the kick again.



## TAKING KICKS FROM THE PENALTY MARK



### SPECTATORS

- Please view from the sidelines and not from behind the goal/end lines.

### PLAYERS and COACHES

1. When your team is called, a player or coach must promptly report to the head table to check in and pick up your bout sheet.
2. Report to the center circle of the field on which you'll be playing immediately and wait for the game in progress to finish.
3. Give the bout sheet to the Ref and make sure he knows which team is which.
4. During the match, all players except the goalkeeper and kicker are to remain outside of the goalkeeper box and arc.
5. Take kicks alternating with the opposing team.
6. After the match, the winning team must return the bout sheet to the head table so the scores can be recorded.

### REFEREES

7. Team 1 on the bout sheet shoots first.
8. Record the goals and misses on the bout sheet.
9. Keep play moving quickly, but ensure goalkeeper and kicker are ready before allowing kick.