



Oregon School Activities Association
Soccer State Championships
Tie-Breaking Procedures



If a contest is tied at the end of regulation time, the following procedures shall be used to determine the winner:

The referee shall instruct both teams to return to their respective team areas. There will be five minutes during which both teams may confer with their coaches and the referee shall instruct both teams as to the proper procedure.

1. There shall be two, full 10-minute overtime periods – not sudden victory:
 - A. A coin toss shall be held as in Rule 5-2-2d(3).
 - B. At the end of the first 10-minute overtime period, teams shall exchange ends of the field.
 - C. There shall be a two-minute interval between the 10-minute overtime periods.
 2. If the score still remains tied, all coaches, officials, and team captains shall assemble at midfield to review the kicks from the penalty mark procedures:
 - A. The referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
 - B. Each coach shall select any five players on their roster who have not been disqualified to take part in the kicks. Any player on the roster is eligible. Players do not have to have been on the field of play at the end of overtime, nor are they required to even have played at all during the game; players may be added to the roster at any time per Rule 3-1-3. The list of kickers is to be provided to the nearest official.
 - C. A coin toss shall be conducted. The team winning the toss shall have the choice of kicking first or second.
 - D. Teams will alternate kickers. There is no follow-up kick; the kicker can only kick the ball once. The kick is over once the ball's momentum is spent, it goes out of bounds, or it is retouched by the kicker.
 - E. The defending team may change goalkeepers prior to each kick.
 - F. Following five kicks for each team, the team scoring the greater number of goals from these kicks shall be declared the winner. If, before both teams have taken five kicks, one team has scored more goals than the other could score even if it were to complete its five kicks, no more kicks are taken.
 - G. Add one goal to the winning team's score and credit the team with a victory. An asterisk (*) may be placed by the team advancing to indicate the advancement was the result of a tie-breaker system.
 3. If the score remains tied after each team has taken five kicks from the penalty mark:
 - A. Each coach shall select five players, different from the previous five kickers who already have taken a kick, to take kicks in a sudden-victory situation. The list of kickers is to be provided to the nearest official. Kicks continue as in the procedures in step 2 above; however, if one team scores and the other team does not within the same pair of kicks, the game is ended without more kicks being taken.
 - B. If the score still remains tied, continue the sudden-victory kicks as in 3.A with the coaches selecting any five players from their team to take the next set of alternating kicks. If a tie remains, repeat 3.A and 3.B until there is a winner.
- During the taking of kicks from the penalty mark, all eligible players from both teams (not including any player disqualified from the game) and their coaches, other than the kicker and the defending goalkeepers, shall be in and around the center circle.
 - If a team has fewer than 10 players available to participate in the tie-breaking kicks from the penalty mark, all available players for that team shall take kicks, as necessary, until all players have done so. If it is necessary for players to take a second kick or more, they may do so in any order. The IFAB "reduce to equate" principle does not apply in NFHS tie-breaking procedures.
 - Refer to the next page for misconduct procedures to be used during the taking of kicks from the penalty mark.

MISCONDUCT PROCEDURES:

1. Cautioned Players

- A. One of the five players listed to take a kick is cautioned **after** they take their kick. That player is not eligible to kick again until one complete set of five kicks has been completed beyond the set of kicks in which the caution was issued. E.g.:
 - (1) Player "X" is one of the first five kickers and is cautioned after taking their kick. Player "X" is not eligible to kick again until the set beginning with the 11th kick.
 - (2) Player "Y" is one of the second set of five kickers and is cautioned after taking their kick. Player "Y" is not eligible to kick again until the set beginning with the 16th kick.
- B. One of the five players listed to take a kick is cautioned **before** they take their kick. That player is not eligible to kick until the next set of five kicks. Another eligible player not listed in that set of kicks must take the cautioned player's original turn.
- C. When a goalkeeper who is defending a kick is issued a caution before the kick is taken during any set of five kicks, they cannot defend against that kick that has yet to take place and are eligible to defend against the next kick by their opponent. If a goalkeeper is issued a caution after defending a kick that has already taken place during any set of five kicks, they are not eligible to defend a kick until after the next opponent completes their kick. A substitution is permitted for a cautioned goalkeeper.

2. Disqualified Players

- A. Any player, including the goalkeeper, who is disqualified may not participate any further and must leave the field of play and return to their respective team area. If their kick is not already completed, an eligible substitute is permitted.