

## FHSAA 2018-19 OFFICIALS GUIDEBOOK

**2007.08 Overtime Procedure.** The overtime procedure to be used in the state series, as well as invitational tournament games, is as follows (Note: schools hosting invitational tournaments during the regular season may use this entire overtime procedure or go directly to penalty kicks as specified in s.2007.06(3):

(1) Following a five-minute interval, there shall be two 10-minute 'full' overtime periods. A coin toss as specified in NFHS Rule 5-2-2(d)(3) shall be held in advance of the first overtime period. After the end of the first 10-minute overtime period, the teams shall change ends of the field and play a second 10-minute overtime period, after a two-minute interval between the first and second periods

(2) If a tie still exists following the second overtime period, the head coaches and team captains for both teams will meet with the officials at the halfway line to review the procedure for penalty kicks as follows:

(a) The referee will choose the goal at which all of the kicks from the penalty line will be taken.

(b) Each coach will select any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the penalty kicks.

(c) A coin toss will be held as in NFHS Rule 5-2-2(d)(3). The team winning the toss will have the choice of kicking first or second.

(d) Teams will alternate kickers. There is no follow-up on the kick.

(e) The defending team may change the goalkeeper prior to each penalty kick.

(f) The team scoring the greatest number of these kicks will be declared the winner.

(g) Add one goal to the winning team 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 had five penalty kicks: (a) Each coach will select five different players than the first five who already have kicked to take the kicks 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 a team has fewer than 10 available players at the end of the first set of kicks from the penalty mark due to either injuries or disqualification, the coach must use all players who have not participated in the first five kicks. The coach may choose additional players from the first five kickers to ensure that five different players participate in the second set of kicks. (b) If the score remains tied, continue the sudden victory kicks

with the coach selecting any five players to take the next set of alternating kicks. If a tie remains, repeat s.2007.08(3)(a).