

Kicks From The Mark (KFTM)

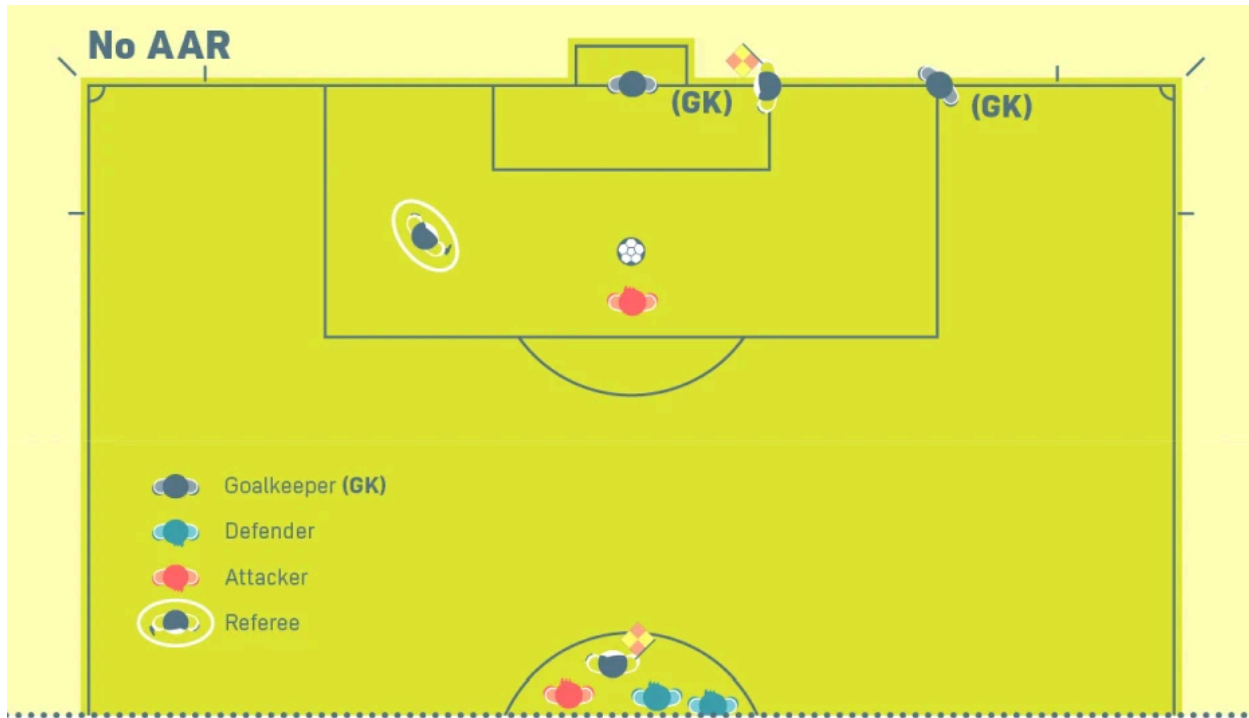
Summary

- Usually used in tournaments and play-offs.
- Not considered part of the match (rules re: substitutions don't apply).
- Referee calls the captains to the middle of the center circle, to determine goal to use and who kicks first:
 - Referee decides which goal to use (can also decide via coin toss)
 - Coin toss for who kicks first. Winner of that coin toss chooses whether their team kicks first or second.
- One AR to center circle and the other AR to goal line (intersection of goal line and goal area).
- GK for non-kicking side waits at intersection of goal line and penalty area on same side of goal as AR.
- Only players on field at end of play (or extended play if applicable) are eligible to participate (see exceptions in Area 10E notes below - if no overtime, roster of kickers can include any player).
- Need to have equal number of kickers on each team so if one team is short (e.g. send off) the other team must sit player(s) out ("reduce to equate").
- AYSO - players, subs and coaches can sit in or just behind center circle.
- Teams DON'T have to provide order of kickers. No kicker can take a second kick until ALL kickers have taken a kick (including goalkeepers).
- Kicks alternate, each team takes 5 kicks.
- Kick is complete when the ball stops moving, goes out of play, or the referee stops play; the kicker may not play the ball a second time
- If before both teams have taken five kicks one team has scored more goals than the other team could score, even if it were to complete its five kicks, no more kicks are taken.
- If still tied after 5, 1st to score when the other side misses, wins game.
- When the ball is kicked, the defending goalkeeper must have at least part of one foot touching, in line with, or behind, the goal line. (IFAB 2023/2024)
- Referee signals a successful goal by pointing to the center circle.
- AR signals a successful goal in whichever way the Referee has instructed. One example is for the AR to hold the flag in the on-field hand (typically left hand) and if an infraction is seen, shift the flag to the other hand. Another is for the AR to gesture toward the back of the goal.
- GK can be replaced with another eligible player (one of the other players taking kicks; NOT a substitute) at any time
- GK injured - can bring in sub or use another player, but if GK already kicked then replacement cannot kick until next round
- GK sent off - can replace with eligible player but cannot substitute.
- Player sent off - DO need to even teams.
- If all players on field at end of play have kicked, start over, in any order. Again, each kicker must kick once before a kicker can take a second kick in that round.
- Game card to AR at center circle - back of game sheet to keep track of kicks.
- Example below:

TEAM 1		TEAM 2	
Player#	Y N	Player#	Y N
10	X	12	X
15	X	6	X

Positioning (from Guidelines for Match Officials in the LOTG)

One AR must be positioned at the intersection of the goal line and the goal area. The other AR must be situated in the centre circle to control the players.



KICKS FROM THE MARK - Region 42 Specifics

Below are the procedures for administering Kicks from the Mark (KFTM) to determine the winner of a match where the match is drawn (tied) after regulation play and/or any overtime periods for AYSO Region 42. In addition to the procedures specified in the LOTG set forth below, the following modifications are in force for Region 42 play-offs:

1. With the permission of the referee, the head coach and assistant coach may be on the field of play, in the center circle, on their team's side, with their team to coach their players in a responsible manner (P.I.E.).
2. No spectators shall be allowed to be behind the goal line, on the field of play or outside of the touchline closer to the goal line than the Penalty Area (18 yard) line extended to the touchline.
3. Any members of the team (substitutes, substituted players and/or injured players) not eligible to participate in KFTM because they were not a player on the field of play at the end of regulation or overtime may, within the discretion of the referee and if they act in a responsible manner, be seated with their team just outside the center circle, on their team's side of the field and behind the half-way line away from the goal used for the taking of KFTM. The referee team is to ensure none of these members of the team participate in taking KFTM.

Laws of the Game (LOTG) and Other References (read this for more info!)

IFAB 2022-2023

Kicks from the penalty mark

Kicks from the penalty mark are taken after the match has ended and unless otherwise stated, the relevant Laws of the Game apply. A player who has been sent off during the match is not permitted to take part; warnings and cautions issued during the match are not carried forward into kicks from the penalty mark.

Procedure

Before kicks from the penalty mark start

- Unless there are other considerations (e.g. ground conditions, safety etc.), the referee tosses a coin to decide the goal at which the kicks will be taken, which may only be changed for safety reasons or if the goal or playing surface becomes unusable
- The referee tosses a coin again, and the team that wins the toss decides whether to take the first or second kick
- With the exception of a substitute for a goalkeeper who is unable to continue, only players who are on the field of play or are temporarily off the field of play (injury, adjusting equipment etc.) at the end of the match are eligible to take kicks
- Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is not informed of the order
- If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below)
- A goalkeeper who is unable to continue before or during the kicks may be replaced by a player excluded to equalize the number of players or, if their team has not used its maximum permitted number of substitutes, a named substitute, but the replaced goalkeeper takes no further part and may not take a kick
- If the goalkeeper has already taken a kick, the replacement may not take a kick until the next round of kicks

During kicks from the penalty mark

- Only eligible players and match officials are permitted to remain on the field of play
- All eligible players, except the player taking the kick and the two goalkeepers, must remain within the center circle
- The goalkeeper of the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line
- An eligible player may change places with the goalkeeper
- The kick is completed when the ball stops moving, goes out of play or the referee stops play for any offense; the kicker may not play the ball a second time
- The referee keeps a record of the kicks
- If the goalkeeper commits an offense and, as a result, the kick is retaken, the goalkeeper is warned for the first offense and cautioned for any subsequent offense(s)
- If the kicker is penalized for an offense committed after the referee has signaled for the kick to be taken, that kick is recorded as missed and the kicker is cautioned

- If both the goalkeeper and the kicker commit an offense at the same time, the kick is recorded as missed and the kicker is cautioned

Subject to the conditions explained below, both teams take five kicks

- The kicks are taken alternately by the teams
- Each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick
- 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, the scores are level, kicks continue until one team has scored a goal more than the other from the same number of kicks
- The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers
- Kicks from the penalty mark must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick

Substitutions and sendings-off during kicks from the penalty mark

- A player, substitute, substituted player or team official may be cautioned or sent off
- A goalkeeper who is sent off must be replaced by an eligible player
- A player other than the goalkeeper who is unable to continue may not be replaced
- The referee must not abandon the match if a team is reduced to fewer than seven players

KFTM Scenarios

Where the ball hits the crossbar and bounces slightly forward, then the ball...

A. Hits the blue team's goalkeeper in the back of the head and rebounds directly into the goal. What should the referee do? *Answer: Award a goal for red team and continue with the kicks from the penalty mark. The referee determines when the kick is completed.*

B. Hits the ground and is accidentally deflected into the goal by the blue team's goalkeeper. What should the referee do? *Answer: Award a goal for red team and continue with the kicks from the penalty mark. The referee determines when the kick is completed.*

The ball rebounds from the goalkeeper's back to the kicker who kicks the ball directly past the goalkeeper into the goal. What should the referee do? *Answer: No Goal. Continue with the kicks from the penalty mark.*

The ball rebounds from the upright or crossbar to the kicker who kicks the ball directly past the goalkeeper into the goal. What should the referee do? *Answer: No Goal. Continue with the kicks from the penalty mark.*

Potential Gamesmanship by coaches or players:

Feigned injury or intentional misconduct. As noted below, the “reduce to equate” only applies before the actually taking of the KFTM, the only substitution allowed during KFTM is for an injured goalkeeper (cannot continue) and there can be misconduct(s) or injuries which reduce the number of players taking KFTM during KFTM for either or both teams. Thus, the possibility of gamesmanship is always present. Two examples of these types of gamesmanship: (1) a weak player becomes the goalkeeper and fakes an injury allowing for a substitute of a stronger player who was off the field at the end of regulation or overtime because of substitution rules or poor planning by a coach and (2) a weaker player(s) intentionally commits misconduct to be sent-off so that stronger players will be able to kick earlier and/or paired against the other team’s weaker players (assuming a coach is aligning players strongest to weakest in kicking order). Referees must be alert to these possibilities and be prepared to take measures to determine the seriousness of injuries, etc.

Keeper-generated distractions. A certain amount of gamesmanship is allowed and the referee must determine what is appropriate for the age and skill level of that match on that day. As noted below, kickers are prohibited from making any motion of the hand or arm which in the opinion of the referee is clearly intended to confuse or misdirect the attention of the ‘keeper (ATR 14.9). Keepers who engage in similar tactics, and, in the opinion of the referee, are acting unfairly, should be verbally warned to cease and desist such activity. If the keeper persists, he or she should be cautioned and shown the yellow card for USB. The possibility of a send-off also exists if the actions of the keeper are offensive, insulting or abusive with language or gestures. That being said, generally more leeway is given to keepers and the referee must measure the words, actions and/or conduct of a keeper; e.g., clapping vs. rapid, loud clapping. Remember, keepers who engage in such activity may well be placing themselves in poor position to execute a stoppage.

Player (kicker) exchanged on a re-take. Goalkeeper fails to remain on the goal line until the kick is taken (encroachment) and stops the kick from entering the goal. Referee awards a re-take. The coach substitutes the player with another player who has not taken a KFTM. This is permitted.

Goalkeeper interference while waiting turn in goal. To avoid this situation, the goalkeeper not participating in play should be stationed at the intersection of the Penalty Area (18 yard) line and the goal line, off the field. The Assistant Referee should be placed at the intersection of the Goal Area (6 yard) line and goal line (subject to pre-game instructions) – effectively blocking line of sight between the two (2) goalkeepers.

Placement of the ball. Referees are to hand the ball to the kicker, instruct the kicker to wait for the referee’s signal and to ensure the kicker places the ball on the Penalty Mark.

The Taking of Kicks from the Penalty Mark (Shootouts) (from Section 10E All-Star Tournament Rules)

The following procedures shall apply if the taking of kicks from the penalty mark is necessary to decide the winner of a tied match as indicated by the Section 10 tournament tiebreaker rules:

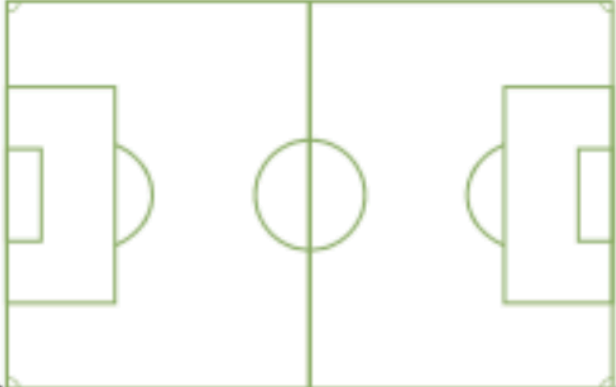
A. If the tournament rules do not provide for overtime periods, each coach may specify the players to be eligible for the shootout (7 players for 10U, 9 players for 12U, and 11 players for 14U) without regard to who was on the field at the end of regulation time. If the tournament rules provide for overtime periods and the match is still tied at the end of two full overtimes, only those players on the field of play at the conclusion of the final overtime may participate in the shootout. If, due to injury or send-offs one team has fewer players than the other eligible to participate, the opposing team must reduce its numbers, so it has the same number of players. The coach shall inform the referee of the name and number of each player excluded from participation in the shootout. The goalkeeper shall be one of the eligible kickers.

B. Except for Part A, the taking of kicks from the penalty mark will be conducted according to the IFAB Laws of the game.

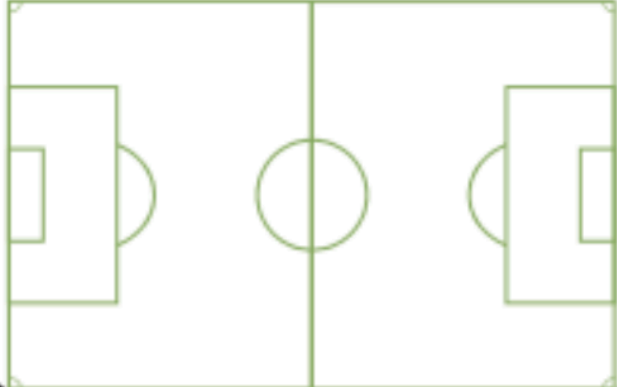
KFTM Worksheets

(These will fit in your Ref Wallet)

Kicks From The Mark							
color		color			Goal	No Goal	
#	✓/O	#	✓/O				
				Attacker Encroachment	Retake	IFK	
				Defender Encroachment	Goal	Retake	
				Keeper Offense	Goal	Retake YC Keeper	
				Kicked Backwards	IFK	IFK	
				Feinting	IFK YC Kicker	IFK YC Kicker	
				Wrong Kicker	IFK YC Kicker	IFK YC Kicker	
				Keeper & Kicker	IFK YC Kicker	Retake YC Both	



Kicks From The Mark							
color		color			Goal	No Goal	
#	✓/O	#	✓/O				
				Attacker Encroachment	Retake	IFK	
				Defender Encroachment	Goal	Retake	
				Keeper Offense	Goal	Retake YC Keeper	
				Kicked Backwards	IFK	IFK	
				Feinting	IFK YC Kicker	IFK YC Kicker	
				Wrong Kicker	IFK YC Kicker	IFK YC Kicker	
				Keeper & Kicker	IFK YC Kicker	Retake YC Both	



KFTM Worksheets

(These are smaller sized)

Home						Kickoff		Visitor					
#												#	
⌚												⌚	
#												#	
⌚												⌚	
Substitutions													
⌚												⌚	
#												#	
In												In	
#												#	
Out												Out	

Kicks From The Mark						
color		color			Goal	No Goal
#	✓/O	#	✓/O			
				Attacker Encroachment	Retake	IFK
				Defender Encroachment	Goal	Retake
				Keeper Offense	Goal	Retake YC Keeper
				Kicked Backwards	IFK	IFK
				Feinting	IFK YC Kicker	IFK YC Kicker
				Wrong Kicker	IFK YC Kicker	IFK YC Kicker
				Keeper & Kicker	IFK YC Kicker	Retake YC Both

