

End of Season Tournament
Rules of Competition

1. The Top 4 teams invited by TSA to participate in the U9 and above divisions.
2. Each division will have a total of four games
 - a. 1st place versus 4th place
 - b. 2nd place versus 3rd place
 - c. Losers of the above will play for 3rd Place Trophy
 - d. Winners will play for Championship
3. All games must have a winner!
 - a. Games described in 2a-2c above go to Kicks from the Mark to determine a winner
 - b. Championship game will do the following
 - i. 2 10-minute overtime periods
 1. No Golden Goal
 2. If still tied then do the following
 - ii. Kicks from the Mark
4. Overtime Period
 - a. Coin toss to determine who kick-offs (the same as beginning a game)
 - b. 5 minute break between end of regular time and start of overtime (do coin toss during this break)
 - c. Switch sides at the end of first 10 minute overtime.
 - i. No break
 - ii. Allow substitutions after you switch sides
5. Kicks From the Mark (KFTM) - Beginning
 - a. Remind coaches at half time and AR on coach's side that only the players on the field at the end of regular time / overtime may participate in KFTM. (If the game is not close, then reminder is not necessary!)
 - b. Do NOT let players leave the field at the end of time if you are going to KFTM! Have them all go to center circle – GK as well. All referees also come to the center circle.
 - c. Allow the coach to come out to the players to set up kicking order – you do not need this. Remind coach that GK is part of the shooting order.
 - d. Reduce to equate if necessary – both teams will have the same number of kickers. This covers send-offs, injuries and unable to participate, and teams playing shorthanded (not enough players to field a team – not shorthanded simply because they chose to play that way).
6. KTMF Procedure
 - a. With team captains you will have TWO coin tosses
 - i. Coin toss #1 – you determine which goal (simply tell them heads we go to that goal and tails to the other goal). NOTE: You may choose a goal if one goal is clearly unplayable or unfair to the goalkeepers – e.g. sun in their face).
 - ii. Coin toss #2 – to determine who goes first. The winner of the toss has choice of going 1st or 2nd.

- iii. The AR whose goal line will be used for the goal will take the goalkeepers to the goal. Give them instructions just like PK. The GK waiting must be behind the AR and off the field when not facing a kick.
- iv. The other AR stays with the players in the center circle
- v. The Referee takes ball to spot (insure that the penalty mark is halfway between goal area and penalty area – if not, adjust and use a card for a temporary mark if necessary)
- vi. During the kicks
 - 1. ALL referees record number of kicker and kick result
 - 2. Referee must whistle before each kick; must signal good goal (point to the center circle)
 - 3. Referee determines if the kicker violated the procedure (stopping and starting for example is not allowed)
 - 4. AR on goal line at the intersection of the goal area determines if the GK violated the procedure (off the line before the kick according to instructions from the center referee)
 - 5. NO ONE may repeat as kicker until ALL players have kicked. The second and subsequent times do NOT have to follow the same order.
REMINDER: The GK is one of the kickers.
- vii. Ending the kicks
 - 1. When one team has an insurmountable lead
 - a. 3-0, 4-2, 4-1, 5-3 examples
 - b. The other kicks remaining are not necessary
 - 2. If tied after 5 kicks continue with 1 kicker each side until one team scores and the other team fails to score