

COPPELL YOUTH SOCCER ASSOCIATION POST SEASON TOURNAMENT RULE

For U7& U8

Only one (1) throw-in, **No second chance.**

All other regular season rules are the same.

Overtime Coin Toss Rules:

The referee will call the captains to the field.

The visiting team will call the coin toss. The team that wins the coin toss will decide which end of the field to defend, the other team will take the kick off.

If still tied at the end of 1st overtime, game goes to golden goal overtime.

The referee will call the captains to the field.

The visiting team will call the coin toss.

The team that wins the coin toss will decide which end of the field to defend. The other team will take the kick off.

If this is the FINAL game of the tournament this overtime will END the game.

Two winners will be declared.

If this is not the final game proceed with the following tiebreakers.

If still tied at the end of golden goal, the game goes to “kicks from the TOP of the center circle to goal.” To decide the winner.

The referee selects which goal will be used.

The visiting team calls the toss and the team that wins the coin toss decides which team will kick first.

Only players on the field when regular (or overtime) play has ended can participate in the first round of “kicks from the **TOP** of the center circle to goal.”

Overtime Playing Rules for Tournament:

Play two (2) five-minute overtime periods

Switch ends of the field after the first five minute half after suitable rest time (usually a few minutes).

Score as many goals as possible.

The team in the lead at the end of both five-minute periods wins.

If still tied at the end of 1st overtime, play two (2) five-minute golden goal overtime periods.

Switch ends of the field after the first five minute half after suitable rest time (usually a few minutes)

First team to score a goal wins.

If this is the FINAL game this overtime will END the game.

Two winners will be declared.

If this is not the final game proceed with the following tiebreakers.

If still tied, have a “kicks from **TOP**** of center circle to goal.”

There will be an open net with no goalkeeper.

Use five players from each team. Teams alternate shots for a total of ten (10) shots.

Team in the lead at the end of the ten (10) shots wins.

If still tied, have a golden goal “kicks from the **TOP**** of the center circle to goal.”

There will be an open net with no goalkeeper.

One by one, all players from each team alternate shots. The players taking these shots cannot be the same players used in the first round of kicks. Every player should take a kick before a player shoots a second time. **NO EXCEPTIONS.**

Kicks continue to be taken in the same order until the team has scored a goal more than the other from the same number of kicks.

*****“Top of the center circle” is the portion of the center circle closest to the goal the players are shooting on.***