

COPPELL YOUTH SOCCER ASSOCIATION
POST SEASON TOURNAMENT RULES

For U9 Age Groups

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 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 center circle to goal.”

Overtime Playing Rules:

Play two (2) five minute overtime periods.
Switch ends of the field after the first five minute half after a suitable rest time
(usually just 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. (Refer to overtime coin toss rules)
Switch ends of the field after the first five minute half after suitable rest time.

First team to score a goal wins. “Golden Goal”

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 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 center circle to goal”.

There will be an open net with no goalkeeper.

One by one, 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 one team has scored a goal more than the other using the same number of kicks.

Tiebreakers are to be used for every game up to the final game. The FINAL game in the tournament can end in a tie.