

Shoot-Out Procedure. - Mechanics Prior To Shoot-Out

1. Officials will select the goal at which the shoot-out shall take place. Any member of the team which is in good standing (has not been ejected) is eligible to participate in the shoot-out.
2. All players, coaches, and team attendants, with the exception of the shooter, next shooter, and goalkeepers participating in each shoot-out shall be in their team bench areas. No one, with the exception of the shooter and next shooter, who shall be stationed in the center circle, shall be closer to the goal line than 35 yards. The non-participating goalkeeper is also exempt.
3. There shall be a three-minute intermission between the second overtime period and the beginning of the shoot-out procedure.
4. The visitors shall attempt the first shot. The second shot will be attempted by a member of the home team. Thereafter, attempts will be made by each team in alternating order until each team has taken a total of five attempts, unless one team has scored an insurmountable number of goals. If there is no winner after each team has attempted five shots, teams will continue to alternate shots until one team attains one more goal than its opponent after each has had an equal number of attempts. No one may attempt a second shot until each team has made ten attempts.
5. The first shooter on each team shall report to the official at the center circle. The official will record the player's name, number and the order in his team's cycle. The next shooter shall be in the center circle before his attempt and during the attempt of the shooter who precedes him.
6. The goalkeeper who is to defend against the next shoot-out attempt shall be located outside the field of play at the intersection of goal line and penalty area boundary to the side designated by the officials.
7. Three game balls shall be provided by the home team. The balls will be located in the center circle. The home team is also responsible for providing ball persons to assist the game officials.
8. A stopwatch and audible sounding device shall be provided by the home team.

MECHANICS OF THE SHOOT-OUT

1. The ball shall be placed 35 yards from the goal line on the field of play anywhere the shooter desires.
2. The shooter shall be at least 35 yards from the goal line and goalkeeper shall be on the goal line between the goalposts. Neither may move before the official sounds audible device to start the attempt.
3. After the start signal, players may move anywhere within the field of play, but no further from the goal line.
4. The shooter must make the attempt within five seconds prior to the sounding of the audible signal ending the five-second period. One official is responsible for sounding the audible signaling device at the fifth second while the other official shall determine if the attempt was made prior to the audible signal, and if the attempt was successful.
5. The shooter may not replay the ball after it has been touched by the goalkeeper, goalpost or crossbar.
6. A shot taken before five seconds have elapsed continues in play until it is saved by the goalkeeper or becomes dead. Should a shot rebound into the goal after striking the goalposts, crossbar and/or the goalkeeper, the goal shall count.
7. Should the ball strike an official or other outside agent, the ball becomes dead and the attempt will be repeated.
8. Once a shooter has reported to the official to next attempt a shot, that player may not be replaced.
9. During the second cycle of the shoot-out, the order of shooters may be changed.

FOULS:

All the rules of the game shall apply with the exception noted:

1. A foul by the goalkeeper.
 - a. During an unsuccessful attempt: Penalty kick awarded to shooter who must make the attempt. If he is unable to attempt the penalty kick because of injury, any squad member may make the attempt.
 - b. During a successful attempt: the goal shall count.
2. A foul by the shooter.
 - a. During an unsuccessful attempt, attempt concluded.
 - b. During a successful attempt, nullify goal and attempt is concluded.