

Golden Goal

This applies only during the Championship game of each division.

(Semi-Final games go directly to a Shoot-out) Should the Championship game end in a tie; a five-minute sudden death overtime period will be played. There will be a three-minute intermission during which time a coin toss will be conducted to determine whom kicks off and the direction of the teams. This coin toss shall be conducted in the same manner as the pre-game coin toss. Five minutes will be allotted on the clock. The first team who scores is the winner of the match. The game is over immediately after the first score. If no team scores in the five-minute golden goal overtime, the winner shall be determined by shoot-out.

Shoot-out Information

Semi-final games that end in a tie will be decided by a shoot-out. If a Championship game is not decided by the Golden Goal overtime period then it will be decided by a shoot-out. LSSA operates shoot-outs similar to a direct penalty kick. Any team waiting for the field to play the next game shall not stand, sit or otherwise locate themselves behind the goal area where the shoot-out is occurring. Consistent with LSSA rules, coaches, players, parents and spectators are also prohibited from this area at all times.

Each team chooses five (5) players to perform the first round of the shoot-out. The remaining players may be on the field, but must be located near mid-field at least 15 feet behind the area where the ball is placed for the shot.

1. The order of the shoot-out is determined by a coin toss with the visiting team making the call.
2. Goalkeepers – any player may be the keeper and may be changed any time during the shoot-out.
3. Shooters – any five (5) players can be chosen to be shooters for the first round of the shoot-out. They do not necessarily need be playing when the regular game ends. The goalkeeper may be one of these five.
4. Teams alternate shots until all five (5) shooters have had their chance or until one team has the advantage.
5. In the event of a tie after all five (5) shoots have made their attempt, each coach shall choose one player for a sudden death shoot-out. The shoot-out continues, one player at a time until one team has the advantage. No player may take more than one shot, unless advantage has not occurred after all players have had a turn.
6. The ball is placed centered between the goal posts at a distance $\frac{2}{3}$ rd from the goal line to the top of the penalty area (e.g. 12 yards from the goal line on a full size field).
7. The keeper may shuffle from side to side before the shot, but must not leave the goal line prior to the shot.
8. The referee will signal (usually by whistle) prior to the shooter being allowed to shoot.
9. The shooter has one opportunity to shoot the ball and shall not touch the ball twice.
10. No player ejected (red carded) from the game may participate in the shoot-out
11. Advantage Rule Prevails
 - A. Shooter shoots before the whistle – in the event the referee determines the player shoots prior to the whistle, the shot shall not count, unless the shot is successfully defended by the keeper, the shot is wide of the goal post or does not cross the goal line.
 - B. Keeper leaves the goal line before the ball is in motion – In the event the referee determines that the keeper left the goal line before the shot, the shooter shall be granted another opportunity, unless the first shot crosses the goal line.

A NOTE TO ALL COACHES – shoot-outs are one of the most difficult aspects of tournament play for those players that are chosen to shoot and especially for the keepers. Serving as a keeper during a shoot-out can be very rewarding, but also can be very discouraging to a player. You **MUST** encourage your players to support the keepers and the shooters regardless of the outcome. This is a very difficult position for children to be in, and we need to support them for their courage and effort, regardless of the outcome.