

**HCRP ADULT SOCCER**  
**TIE GAMES and PENALTY KICKS**

In the Playoffs, **TIE GAMES** go to an immediate penalty-kick shoot-out. The Team that **makes the most of 3 penalty kicks wins.**

The lights on the fields will go OFF at a certain time and that is why we can only allow 3 penalty kicks in the first round of PK's.

Please finish your Games and your PK's quickly.

**Shoot-outs (modified/simplified due to time constraints):**

1. During playoffs, a game ending in a tie will be immediately decided by an overtime shootout/penalty kicks. Each team shall select **3 Kickers/Shooters** that were playing on the field when the game ended for a shootout round. Each team alternates kicks. Co-Rec Leagues must alternate gender throughout the entire shootout. **The Team making the most out of 3 shots wins.** At the end of the shootout round, if still tied, the teams will move into an alternate one shot sudden-win situation (each Team sends one player, 1 v 1, to kick pk until one Team makes and one Team misses). All players on the field at the end of regulation must shoot prior to any player from the bench. Co-Rec must still alternate genders (Female players may shoot more than once as a team works through all the male players). Once all players have shot once, and if still tied, the Team will re-start the order and players will be able to shoot a second time.

2. Once a player who is taking a penalty kick begins his/her approach to the ball, they may not interrupt their movement by faking a kick, stopping or hesitating, then proceeding to kick the ball. Failure to oblige to this rule will result in a loss of turn and no point. The goalkeeper may move laterally along the goal line during the kickers approach (but not forward towards the kicker). If the goalkeeper violates the provisions of the penalty kick such as moving forward off the goal line before the kicker contacts the ball, a point will be awarded to the kicking team.