

Coppell Youth Soccer Association
U9 and U10 Post Season Tournament Rules
(Updated Spring 2012)

For U10 and above 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 the two 10 minutes halves, the game goes to “kicks from the penalty mark” to decide the winner.

The referee selects which goal will be used.

The visiting team calls the coin toss and the team winning the coin toss gets to decide 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 penalty mark.”

Overtime Playing Rules:

Play two 10 minutes halves. (No Golden Goal)

Switch ends of the field after the first 10 minute half.

Score as many goals as possible

The team in the lead at the end of the second half wins.

If still tied, have a FIFA style “kicks from penalty mark”.

Only players on the field when overtime play has ended can participate in the first round of “kicks from the penalty mark.”

Use a goalkeeper.

Use five players from each team.

Teams alternate shots, five shots per team, 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 FIFA style golden goal “kicks from penalty mark”.

Use a 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 penalty kicks until all players have had an opportunity to take a kick – if needed. Every player on the team should take a penalty kick before a player shoots a second time. No exceptions.

Kicks continue to be taken in the same order until one team has scored 1 goal more than the other using the same number of kicks.