

TASO/UII 2025 Playoffs Best Practices

GENERAL INFORMATION

Tim Sonnier
TASO Soccer – Director of Training and Assessment
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Remember.....

- ▶ Every District, Play-off, and Regional game is a part of the Journey to the State Championship for the teams, players, coaches and even the spectators. We must enforce the rules correctly and consistently, beginning with the first game (or scrimmage) of the season.

Now the Playoffs begin....

A Few Things...

- ▶ We would ask that you show up at least an hour before kickoff – these ARE playoff games
- ▶ In large cities, keep in mind rush hour traffic and prepare for any potential delay.

A Few Things...

- ▶ Be SURE to be up to date on all RULES and tie breaking procedures!
- ▶ Be SURE to do the things you were supposed to do all year!
(That some of you might not have)

A Few Things...

- ▶ Introduce yourself to the coaches. Ask them if they have any questions.
- ▶ Ensure you have a pre-game discussion with the captains and coaches. Get rosters and do coin flip.
- ▶ Ensure no one is illegally equipped. Stress this in the pre-game discussion! It would be unfortunate for a coach to potentially get dismissed because they get a caution for one of their players who is illegally equipped.

A Few Things...

- ▶ Have a thorough pre-game discussion with your referee crew. Another reason to arrive an hour before the game. Don't leave any stone unturned.
- ▶ BE PROFESSIONAL! Don't talk "smack" or be sarcastic when addressing or speaking to team officials or players. (There ARE ears around!)
- ▶ Wear a proper uniform.

A Few More Things...

- ▶ You need to be ready and available on a moments notice. (Especially if you have indicated you are available for out-of-town games)
- ▶ Many times, games are entered at the last moment. (mis-communications, etc.)
- ▶ ..Or a chapter needs to cover an out-of-town game that can't be covered.

A Few Reminders...

- ▶ Last 5 minutes of the second half – if the team in the lead participates in the substitution process, you **MUST STOP THE CLOCK!**
- ▶ If a coach is being unruly, utilize the Ask / Tell / Dismiss process.
- ▶ Meet with the clock operators and ball handlers and inform them of the procedures and expectations.

A Few Reminders...

- ▶ When setting a wall, know where the 10-yard wall is to be set.
 - ▶ ESPECIALLY ON A MARKED FOOTBALL FIELD!
- ▶ **A player CAN NOT lay down behind (or in front of) a defensive wall! Don't allow this to happen.**

A Few Reminders...

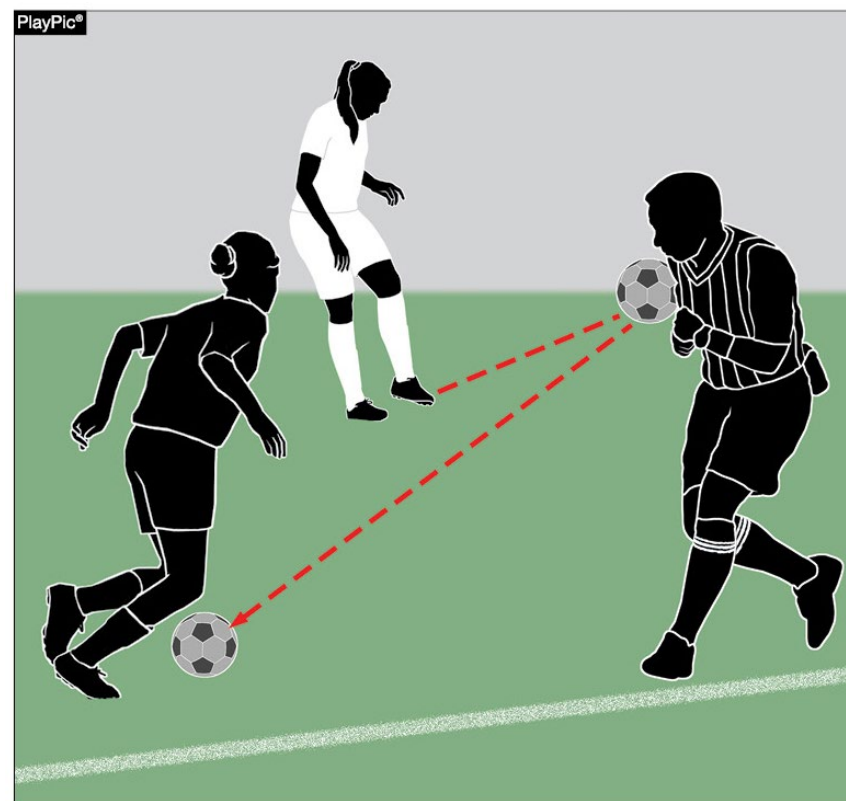
- ▶ SITUATION 5: Team A is awarded a free kick and multiple players from Team B line up for a wall at appropriate distance from the spot per the official, and then another player from Team B (the defending team) lays down behind the wall. Before allowing the play to start the official instructs the player from Team B to stand up. RULING: Correct procedure. COMMENT: A player may play the ball while on the ground providing their action does not create a danger to that player or any other player. Laying down behind the wall of defensive players creates a dangerous situation to both the player on the ground and those defending in the wall. (12-6-1)
- ▶ **So, in high school, an athlete CAN NOT lay down behind a wall.**

A Few Reminders...

- ▶ **FIND THE ADMINISTRATOR!** (Ask the coach if you can't find the Administrator)
- ▶ **DO NOT BEGIN THE GAME** IF YOU HAVEN'T IDENTIFIED THE **ADMINISTRATOR**
- ▶ Don't start the game until you have the filled-out rosters in hand.
- ▶ Don't allow spectators who are being disrespectful ruin the playoff atmosphere for the student athletes.
- ▶ Deal with it as soon as you hear it!

Rule 9 - Ball In and Out of Play

- ▶ A team should not gain an advantage when the ball touches the referee and stays on the field, including when it goes to an opponent (as shown), goes into the goal or starts a promising attack.
 - ▶ Changes possession
 - ▶ Goes into the Goal
 - ▶ Starts a promising attack
- ▶ Restart with a drop ball to a player of the team last in possession at the spot where it struck the referee.



Tie Game Procedure for 2025 Playoffs

- ▶ TIE GAME PROCEDURE - When the score is tied at the end of regulation time, the referee will instruct both teams to return to their respective team areas. There will be five minutes during which both teams may confer with their coaches, and the head referee will instruct both teams as to proper tie-breaking procedure.
- ▶ (Pages 91-92 in this year's book)

What is the “Procedure”?

- ▶ 2 x 10 minute overtime periods
 - ▶ **(play the full 2 x 10 minute periods, there is NO golden goal or sudden victory in UIL)**
- ▶ If still tied, then use KFTM

Overtime Periods

- ▶ 5 minute break from the end of regulation time to the start of the first 10 minute overtime period
- ▶ During the 5 minute break - the head referee will instruct both teams as to the tie-breaking procedure.
- ▶ A coin toss shall be held as per Rule 5-2-2(d)

Overtime Periods

- ▶ Play the first 10-minute overtime period
 - ▶ **(play the full 10 minute period, there is NO golden goal or sudden victory)**
- ▶ There shall be a two-minute interval between periods. Teams shall switch ends of field
- ▶ Play the second 10-minute overtime period
 - ▶ **(play the full 10 minute period, there is NO golden goal or sudden victory)**

We are still tied after the overtime periods. Now what?

- ▶ 😊
- ▶ **Kicks From The Mark (KFTM)**

Preparing for KFTM

- ▶ All coaches, officials and team captains shall assemble at the halfway line to review the KFTM procedure
- ▶ The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken**, but...
- ▶ **We **STRONGLY** recommend asking the goalkeepers which goal they prefer. If they agree to one, chose that goal. If not, then the referee chooses.

Who is eligible for KFTM?

- ▶ Anyone on the roster who has not been disqualified
(ALL misconducts carry forward to the KFTM procedure)
- ▶ They do not have to be on the field of play when the game is over
- ▶ Players can be added to the roster at ANY time
- ▶ Be sure ALL the referee crew notes who is NOT eligible!

Preparing for KFTM

- ▶ Each coach will select any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks
- ▶ The 5 kickers from each team will remain in the center circle, (Except goalkeepers, if GK's are identified as kickers by the coach)
- ▶ No one else is allowed on the field

Preparing for KFTM - 1

- ▶ A coin toss shall be held, as in Rule 5.2.2(d) and the team winning the toss shall have the choice of kicking first or second.
- ▶ The home team shall provide three game balls
- ▶ Coaches, bench personnel, and players other than the kickers and goalkeepers participating in each kick must remain in their team bench areas

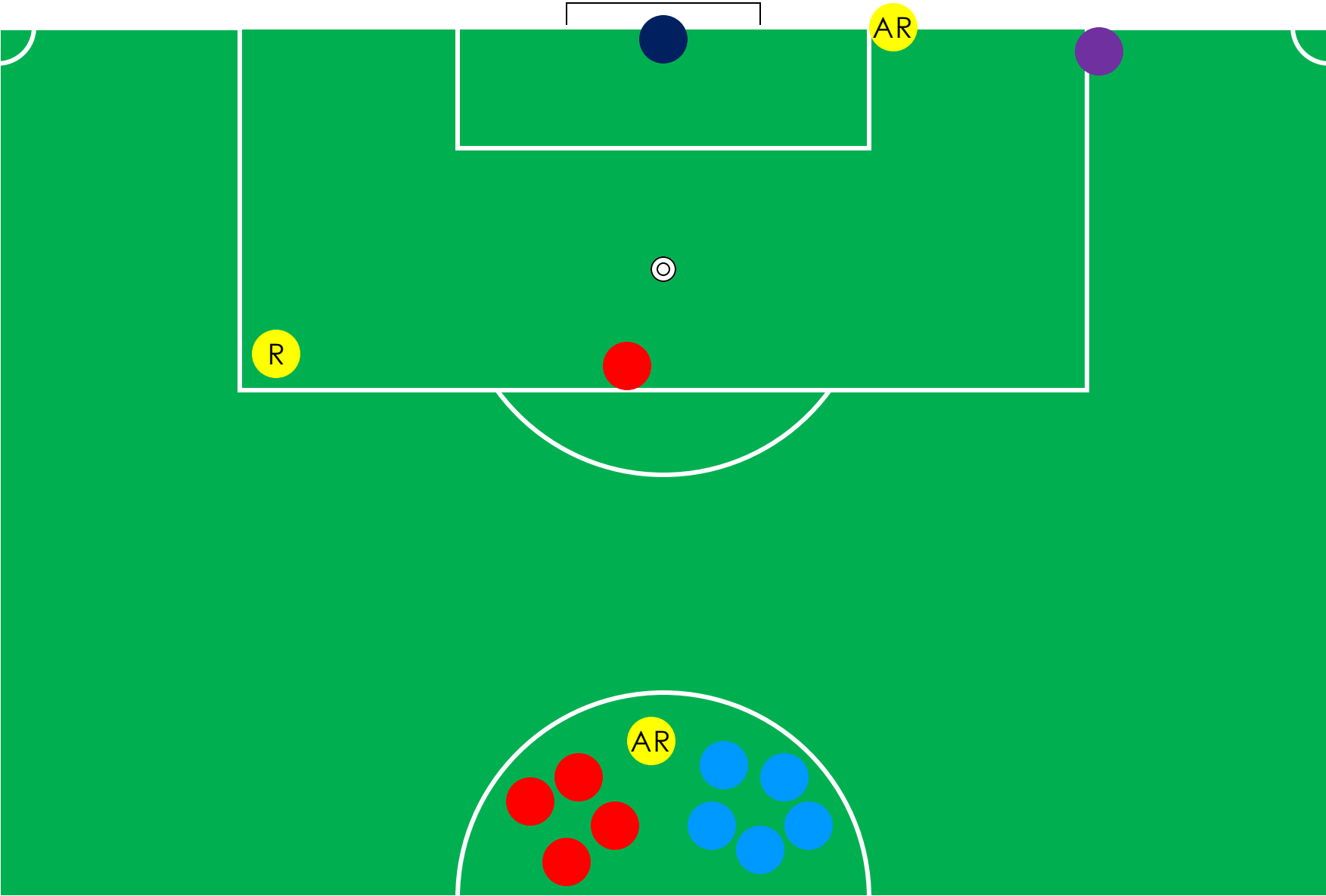
Preparing for KFTM - 2

- ▶ Once a player has reported to the official at the center circle, that player may not be replaced unless s/he is injured, cautioned or disqualified.
- ▶ Teams will alternate kickers.
- ▶ There is no follow-up on the kick.
- ▶ The defending team may change the goalkeeper prior to each penalty kick

Positions of Referees and players at the taking of KFTM

- ▶ Referee position is per Rule 14
- ▶ AR1 manages the center circle
- ▶ AR2 is at the intersection of the goal area line and the goal line, across the goal from the referee
- ▶ Keeper – at least one foot on the goal line, facing kicker
- ▶ Other Keeper – at the intersection of the penalty area line and the goal line (behind AR2)

Positions for KFTM



Prior to Each Kick

- ▶ AR1 will check each group of 5 to assure no ineligible player participates in the KFTM.
- ▶ AR1 records each player who leaves the center circle to take a kick.
- ▶ AR2 and Referee will both double check to assure this kicker may participate at this time.
- ▶ Referee will hand the ball to each kicker with instructions to wait for the whistle.
- ▶ Referee will remind the keeper to stay on the line until the ball is touched by the kicker.

Taking of Each Kick (Referee)

- ▶ Referee duties:
 - ▶ Blow the whistle to start the kick.
 - ▶ Assure the kicker takes the kick properly.
 - ▶ Allows the kick to proceed to its natural end;
 - ▶ the momentum of the ball is spent; or,
 - ▶ the ball goes out of bounds, or,
 - ▶ the ball is touched a second time by the kicker.
 - ▶ Determines if a goal is scored or if the kick is retaken.
 - ▶ Award misconduct as necessary for violations.
 - ▶ Keep a record of the outcome of each attempt (goal or no goal).

Taking of Each Kick (AR2)

- ▶ AR2 duties:
 - ▶ Assure the goalkeeper has remained on the goal line, with at least one foot, until the ball is touched by the kicker.
 - ▶ Provide the Referee with the agreed signal if the Keeper leaves the line early
 - ▶ Judge whether or not the whole ball crosses the whole goal line.
 - ▶ Keep a record of the outcome of each attempt (goal or no goal).

Taking of Each Kick (AR1)

- ▶ AR1 duties:
 - ▶ Manage players in the circle.
 - ▶ Keep a record of the outcome of each attempt (goal or no goal).

KFTM

- ▶ Kicks will be made by each team in alternating order until each team has taken a total of five kicks, unless one team has scored an insurmountable number of goals. (3 for team A v 0 for team B) or (1 for team A v 4 for team B)

KFTM - 2

- ▶ If there is no winner after each team has attempted five kicks, each coach will select five different players, other than the five in the preceding group. Teams will continue to alternate kicks until one team attains one more goal than its opponent after each has had an equal number of kicks. If a team has less than ten eligible players, a player who has previously kicked may be placed at the end of the order.

KFTM - 3

- ▶ Each coach will select five different players, other than the first five who already have kicked, to take the kicks in a **sudden-victory** situation. In the “second round” if one team scores and the other team does not score, the game is ended without more kicks being taken. **DO NOT CONTINUE TAKING KICKS WITH THE REMAINING KICKERS FROM THE SECOND GROUP OF FIVE!** If a team has fewer than ten available players at the end of the first set of kicks, from the penalty mark, due to either injuries or disqualification, the coach must use all players who have not participated in the first five kicks. The coach may then choose additional players from the first five kickers to ensure that five different players participate in the second set of kicks, but **they must kick LAST** in the second round.

KFTM - 4

- ▶ No “Reduce to Equate”, as in USSF.
- ▶ During the second (and subsequent) set(s) of 5 kickers, the scoring is now by individual kickers.
- ▶ If still tied after the second set of 5 kicks by each team, go to the third set of kicks (kickers).

KFTM - 3rd Set of Kicks

- ▶ Each team can now choose any 5 eligible players for round 3, without regard to the previous kickers or the order of the kickers.
- ▶ Kicker #10 can also be kicker #11.
- ▶ If still tied after the third set of 5 kickers by each team, go to the fourth set of kickers.

KFTM - Subsequent Sets of Kicks

- ▶ Continue with each round (Mano a Mano)
- ▶ Fourth Set rules are the same as Second Set
- ▶ Fifth Set rules are the same as Third Set
- ▶ Keep going until you have a winner

KFTM - Items to Know

- ▶ If a team has 11 or more eligible players remaining at the beginning of KFTM
 - ▶ The goalkeeper may or may not participate as a kicker. (Keeper is not required to participate)
- ▶ If a team has 10 or fewer eligible players remaining at the beginning of KFTM
 - ▶ The goalkeeper must participate as a kicker.

Examples: Red vs Blue

- ▶ Red finishes the game with 14 eligible players.
 - ▶ GK-1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14.
- ▶ Blue finishes the game with 9 eligible players.
 - ▶ 1, 2, 3, 4, 5, 6, 7, 8, GK-9.

Examples: Red vs Blue - 2

- ▶ First Round of Kicks:
- ▶ Red: GK-1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14
 - ▶ Red plays 3, 4, 5, 6, 7
- ▶ Blue: 1, 2, 3, 4, 5, 6, 7, 8, GK-9.
 - ▶ Blue plays 1, 2, 3, 4, 5.
- ▶ If after 5 kicks from each team, the score remains tied, continue to the 2nd round

Examples: Red vs Blue

- ▶ Second Round of Kicks:
- ▶ Red: GK-1, 2, ~~3, 4, 5, 6, 7~~, 8, 9, 10, 11, 12, 13, 14
 - ▶ Red plays 8, 9, 10, 11, 12
- ▶ Blue: ~~1, 2, 3, 4, 5~~, 6, 7, 8, GK-9
 - ▶ Blue plays 6, 7, 8, GK-9, 1 (#1 is OK, but s/he must kick last in this set)
- ▶ If after 10 kicks from each team, the score remains tied, continue to the 3rd round

Examples: Red vs Blue

- ▶ Third Round of Kicks:
- ▶ Red: GK-1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14
 - ▶ Red plays 12, GK-1, 2, 3, 4
- ▶ Blue: 1, 2, 3, 4, 5, 6, 7, 8, GK-9
 - ▶ Blue plays 1, 2, 3, 4, 5
- ▶ Any eligible player is allowed, in any kicking order
- ▶ If after 15 kicks from each team, the score remains tied, continue to the 4th round

Examples: Red vs Blue

- ▶ Forth Round of Kicks:
- ▶ Red: ~~GK-1, 2, 3, 4~~, 5, 6, 7, 8, 9, 10, 11, ~~12~~, 13, 14
 - ▶ Red plays 5, 7, 9, 13, 14
- ▶ Blue: ~~1, 2, 3, 4, 5~~, 6, 7, 8, GK-9
 - ▶ Blue plays 6, 7, 8, GK-9, 2 (#2 is OK, but s/he must kick last in this set)
- ▶ Kickers must be different from round 3, if possible
- ▶ If after 20 kicks from each team, the score remains tied, continue to the 5th round (5th round is same rules as 3rd)

Final Score?

- ▶ Add one goal to the winning team score and credit the team with a victory. An asterisk (*) may be placed by the team advancing to indicate the advancement was the result of a tie breaker system. (You may add the results of the KFTM results as well, if wanted or requested).

Misconducts

- ▶ **All of the rules of the game apply, except:**
 - ▶ Violation by the goalkeeper
 - ▶ If a goal is not scored the same player must take the re-kick. If the kicker is unable to take the re-kick because of injury, caution or disqualification the next player, in the group of 5, will take the kick. This player may be replaced with a substitute.

Misconducts - 2

- ▶ All of the rules of the game apply, except:
 - ▶ Cautioned players prior to kick (*must leave the field to the team bench)
 - ▶ If a player is cautioned prior to a kick, that player is not eligible to kick in the current group of 5 and can't return until the next group of 5, beyond the set of kicks in which the caution was issued (may be replaced if s/he is one of current 5 kickers)

Misconducts - 3

- ▶ All of the rules of the game apply, except:
 - ▶ Cautioned players prior to kick (*must leave the field to the team bench)
 - ▶ If a goalkeeper is cautioned, the goalkeeper must be replaced and cannot re-enter as goalkeeper until the next opponent completes a kick. The goalkeeper is not eligible to kick until one complete set of five kicks has been completed beyond the set of kicks in which the caution was issued

Misconducts - 4

- ▶ One of the five players listed to take a kick is cautioned after he/she takes the kick. That player is not eligible to kick again until one complete set of five kicks has been completed beyond the set of kicks in which the caution was issued. Player must go to bench area.
 - ▶ Player “X” is one of the first five kickers and is cautioned after taking his/her kick. Player “X” is not eligible to kick again until the set beginning with the 11th kick
 - ▶ Player “Y” is one of the second set of five kickers and is cautioned after taking his/her kick. Player “Y” is not eligible to kick again until the set beginning with the 16th kick

Disqualified Players

- ▶ Any player, including the goalkeeper, who is disqualified may not participate any further. If his/her kick is not already completed, an eligible substitute is permitted. Any disqualified player must leave the field to the team bench.

Disqualified Players - 2

- ▶ Substitutions are permitted to round out the group of five, within the previously covered rules of eligibility.
- ▶ Keepers disqualified or sent off must be substituted

Substitutions

- ▶ Keepers may be substituted at any time prior to an opponent's kick
 - ▶ A team may change their keeper at every KFTM attempt, if they so choose
- ▶ Players having reported to the center circle may not be substituted

Injured Players

- ▶ A player injured prior to their kick may be substituted within the rules of player eligibility
- ▶ A player injured after their kick may return to their bench for medical attention without the need for a replacement

Good Luck!

- ▶ We know this is long, but it's comprehensive and should answer virtually all questions.
- ▶ Please let us know if you do have any questions.

Tim Sonnier – TASO Soccer
Director of Training and Assessment

tsonnier@att.net

+1 281 772 4511