

End of Regular Play:

All players in game remain on field

All others must remain off field

Preparation for kicks phase:

(Before the 1st kick)

Determine eligible players per team

1. On field at end of play
2. Players temporarily off-not yet subbed
3. Player declared injured after play ended, before 1st kick, can be subbed if subs available

Reduce to Equate

- Captain of larger team identifies players to exclude
- Excluded players join rest of team in their technical area
- Eligible players can receive water, treatment at touchline
- Equal number players required only at start of kicks

Referee Decides Goal to Utilize

- Coin toss-winner chooses 1st or 2nd kick

Positions

- Referee- standard for PK
- AR1- goal line and goal area line. Assists with determination of goal scored or keeper movement
- AR2- center circle. Assists with management of eligible players and orderly movement out and back to center circle.
- Fourth Official-technical area
- Defending GK- at goal, on goal line
- Non-defending GK -goal line and penalty area line, behind AR1
- Eligible players- center circle

Execution of kicks phase:

(After the 1st kick)

Initial set of 5 pair of kicks

- in pairs, one kick from each team
- Kicks are stopped if one team has scored more than the other, and remaining number of kicks cannot makeup the difference
- Kicks proceed after 5 pair if score is still tied

Initial round of all eligible players

- Kicks proceed in single pairs
- Kicks are stopped if 1 team scores in pair, other has not
- All eligible kickers per team must kick before a team's player takes subsequent kick
- Players are not required to kick in same order as previous rounds

Procedures

- All players must conform with uniform and equipment requirements of Law 4
- All players and substitutes under authority of referee
- A foul cannot be committed, misconduct applies
- A caution during kicks is added to caution from game (2nd caution=send off)
- Team officials are required to behave in a responsible manner
- An eligible player sent off or injured after 1st kick does not cause opposing team to reduce to equate
- Substitutions are not permitted, however:
 1. Injured GK may be subbed if team has remaining subs
 2. If GK had kicked before substitution, sub will be considered to also have kicked
 3. The GK may change places with an eligible teammate at any time per Law 3
- Kicks per Law 14, however:
 1. Once ball is in play, kicker may not play ball again in anyway (rebound)
 2. A goal is scored only if per Law 10
 3. If kicker or GK violates Law 14 and a goal is not scored, kick must be retaken
 4. Retaken kick may be taken by different eligible player, who has not already kicked in same round. Original kicker is not counted as having taken a kick.
- If the number of eligible players on a team falls below 7 (injury, misconduct, other)kicks continue so long as the team has 1 eligible player.
- Unless otherwise specified by competition, final match report indicates tie score and final tally of kicks which determined the winner.

- If the end of the field being used for kicks becomes unplayable, referee may change to other end of field, but should only do so upon equal number of kicks by each team.