

Mercy Rule:

- A 10-goal differential will be used in all regular season, section, sub-state and state tournament matches.
- A match shall be ended anytime after the end of the first half when one team has gained the 10-goal differential.

AHSAA Overtime procedure:

- Five minutes between the end of regulation and the first overtime period.
- Two five-minute sudden victory overtime periods will be the only overtime periods used.
- Two minutes between the two overtime periods.
- If still tied, five minutes between the end of the overtime periods and the kicks from the penalty mark as outlined below:

Kicks from the penalty mark (KFTPM):

- 1) During the interval between the end of the overtime periods and the beginning of the KFTPM, all coaches, officials and team captains shall assemble at the halfway line to review the procedure as outlined below:
- 2) The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
- 3) 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.
- 4) A coin toss shall be held as in Rule 5-2-2d. The team winning the toss shall have the choice of kicking first or second.
- 5) Teams will alternate kickers. There is no follow-up on the kick. The ball remains alive until its momentum is spent, it goes out of bounds, or it is retouched by the kicker.
- 6) The defending team may change the goalkeeper prior to each penalty kick.
- 7) Following five kicks for each team, the team scoring the greatest number of these kicks shall be declared the winner.
- 8) 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.
- 9) If the score remains tied after each team has had five kicks:
 - a) Each coach will select five different players than the first five who already have kicked to take the kicks in a sudden-victory situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken. 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 choose additional players from the first five kickers to ensure that five different players participate in the second set of kicks.
- 10) If the score remains tied:
 - a) Continue the sudden-victory kicks with the coach selecting any five players to take the next set of alternating kicks. If a tie still remains, repeat 9-a
- 11) During all tie-breaker penalty kicks, the ball remains alive until its momentum is spent, it goes out of bounds, or it is retouched by the kicker.