

Procedure of the 'shoot-out' competition

'Shoot-out' Rules and procedures

Five players (these players do not have to be pre-nominated prior to the shoot-out phase) who are eligible to play take throws alternating with the opposite team (a goalkeeper can also be a thrower). If the number of players drops below 5 in one round by punishments of the referees, the team in question will have correspondingly fewer opportunities.

The winner is the team that has scored more goals after 5 throws.

If the outcome has not been decided after the first round, the "shoot-out" is continued. For this purpose, the ends shall be changed and then the other team goes first. Again 5 players ...etc. In the second round and any subsequent rounds the match is decided as soon as one team takes the lead once, there have been an equal number of attempts by each team.

In the "shoot-out" the referees use a toss to determine the choice of ends and which team starts. If a team has won the toss and elects to start in the "shoot-out", then the opponents have the right to choose the end. Alternatively, if the team that wins the toss prefers to choose ends, then the opponents ...

The passing (attacking) goalkeeper starts off standing on the goal line at least with one foot. The court player with the ball must stand in the playing area with one foot on the 9 metre-line (The player decides where).

When the referee whistles the player plays back the ball to the goalkeeper on the goal line. During the pass or the catch of the goalkeeper, the ball is not allowed to touch the ground. Once the ball has left the player's hand, the defending goalkeeper may move forward, however both goalkeepers must remain in their goal area. The attacking goalkeeper must pass the ball to her teammate, who is running towards the opponent's goal. Also during this pass or the catch of the attacking player, the ball is not allowed to touch the ground.

The attacking player must catch the ball and try to score a goal without dribbling or any other rule violation. If the attacking goalkeeper or the court player commits a rule violation, the attack is over.

In case of the defending goalkeeper committing a rule violation by leaving her goal area during a shoot-out attempt of an attacking player, the following rule specification concerning "progressive punishment" shall apply:

1) defending goalkeeper not touching the attacking player:

1.1. in case of a regular goal scored by the attacker - goal decision and warning (yellow card) for the defending goalkeeper

1.2. in case of no goal scored by the attacker - 7m penalty for the attacking team and warning (yellow card) for the defending goalkeeper

1.3. any repeated leaving of the goal area by the defending goalkeeper during a shoot-out attempt by the attacking player shall be penalized by disqualification (red card)

(any player eligible to play can replace the goalkeeper in that case)

2) defending goalkeeper touching the attacking player

2.1. in case of a regular goal scored by the attacker - goal decision and disqualification (red card) for the defending goalkeeper

2.2. in case of no goal scored by the attacker - 7m penalty for the attacking team and disqualification (red card) for the defending goalkeeper (any player eligible to play can replace the goalkeeper in that case).

*) At younger age category events the Tournament Management may decide that the attacking goalkeeper is allowed to pass the ball from within the 9m zone instead of from within the 6m goal area.

