

## Potential Shootout Game

- \*Confirm with TM how many umpires being used and if a scoreboard clock or hand held timer
- \*Discuss with TM Goal Circle to be used
- \* Advise Managers Pre-Game that it is a possible shootout game if score level at final whistle - they will have 5 Min's (Outdoor) or 2 Min's (Indoor) to get ready to begin the shootout
- \* Discuss Roles with Judges
- \* Ensure Umpires are aware of shootout possibility and their role in a shootout

## Shootout Flowchart

### Timing Judge

### Scoring Judge

### Technical Official

Remind Managers in final quarter if looking like a draw they will have 'X' minutes to be ready for shootouts at full time (per above timing)

## Game Finished, Scores level game goes to Shootouts

Start timer (5 or 2 min), keep TO updated on time

Reset scoreboard to zero

Stop time if scoreboard is automatic

If shootout clock on scoreboard being used ensure its ready to go. If hand held timer used take out onto field and stand facing goal with the extra umpire. Show umpire how to use timer as they hold it

Put hand in air to signal ready when ready to start each shootout

Update scoreboard if able with score (or TO asks an extra person to complete this)

Put match programme into Shootout

Ensure all other match details have been entered: goals, card reasons etc

Use 'Add Shootout' button to input each new shootout

As defender from each team steps up enter their number

As attacker steps up enter their number

Record outcome of attempt: goal (x) miss (o)

Once result achieved, put altius into complete and advise TO ready for signatures

Walk umpires in after full time siren. Ask them to call in captains for a toss to see who takes first shootout

Liaise with Scoring Judge to ensure all game information has been entered and ready for shootout

Direct players taking shootouts onto the field, GK's to stand over backline, one on each side, outside where circle intersects the baseline

Direct non shootout team members and officials to over half way outside line of sight of goals

Stand between both non participating players and record shootout manually on paper as backup. Put hand in air when all officials and teams are ready to commence

Once result achieved finalise program with relevant game signatures

## TO Questions?

Does Scoring Judge need help to update score board - If timing judge on the field with extra umpire to time shootouts?

Yes

Ask another tech to assist

No

Game Complete

Is there a result after first set of shootouts?

Yes

No

Sudden Death Shootouts: Ensure team who went last goes first in sudden death series. Alternate each series

## HOT TIPS

\*\* Once GK is recorded for a team, they will automatically be selected for future shootouts

\*\* If a PS is awarded during a shootout and someone other than the 3 or 5 take the PS, if converted, the person taking the shootout when the PS was awarded is recorded as the scorer

## \*\* Injured/Suspended GK

You should be able to change who is defending however if system doesn't allow, record original GK and note change due to incapacitated or suspension.

\*\* Injured GK can be replaced by any member of the team on the match sheet

\*\* Suspended GK can be replaced only by the 5 or 3 attacking players taking the shootout

## Outdoor:

5 Attackers, 1 Defender, 8 Seconds

## Indoor:

3 Attackers, 1 Defender, 6 Seconds

## IMPORTANT NOTE

- \*\* TD should not be involved in the shootout other than watching
- \*\* TM should assist based on the TO (still learning) or requirements