



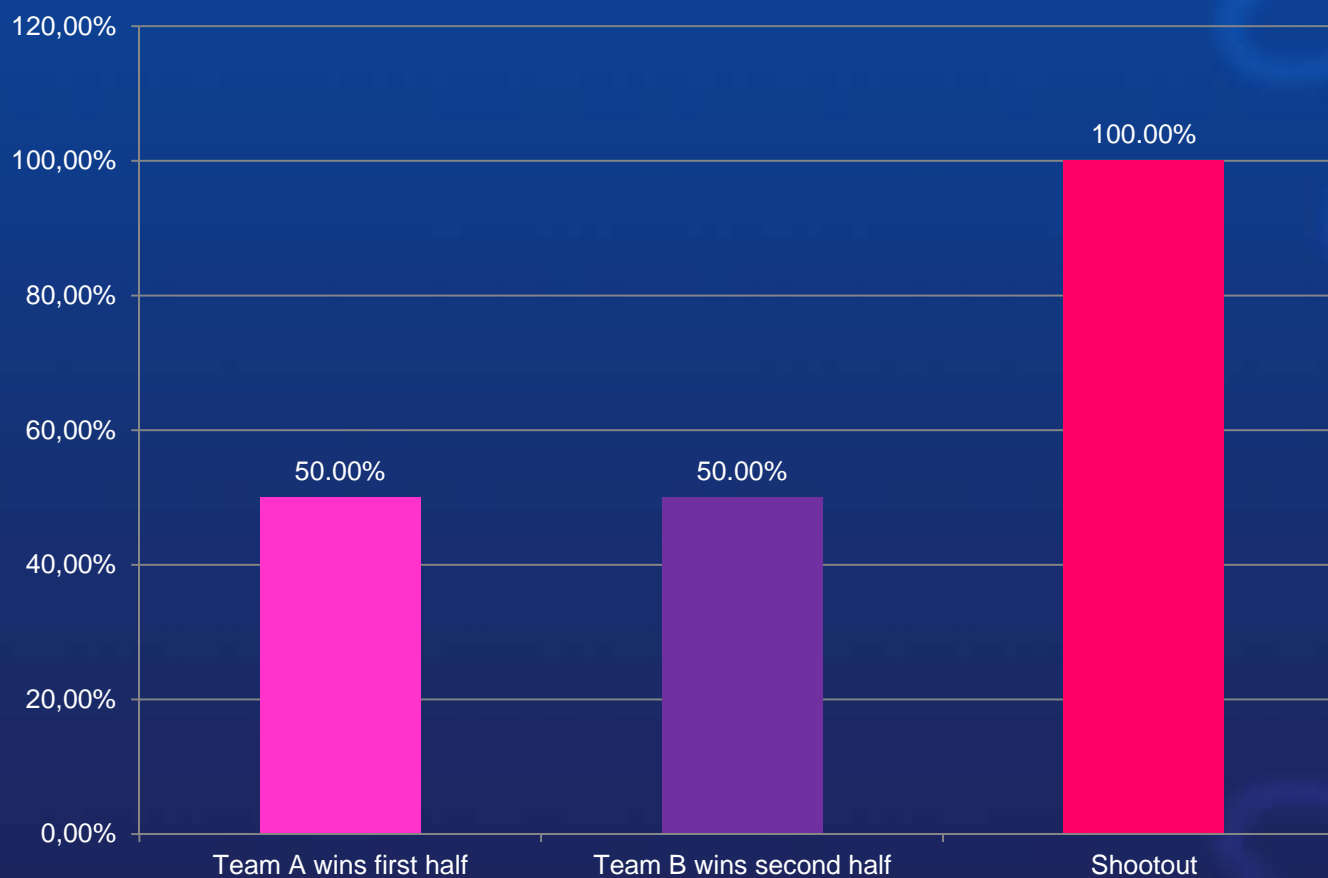
# Shoot outs

Georgiana DOANA  
Ana Maria GOCIU  
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# When is used the Shoot out



# Presentation Topics

A photograph of a beach soccer game. A player in a blue jersey with the number 19 is jumping high in the air, his arms raised, in front of a goal. A goalkeeper in a green jersey is diving on the sand in front of the goal, attempting to block the shot. The goal has a blue frame and a yellow net. The background shows a white fence and a clear blue sky.

**How to handle shootouts**

**How to act if a goalkeeper leaves his/hers area**





# How to handle Shootouts





# Shootouts

## How to handle Shootouts



When both teams win a half the result is a tie and a Shootout is used to establish the winner.

Each team has 5 chances with 5 different players eligible to play. Both goalkeepers and one player can play one chance and then teams take turns. If the number of players drops below 4 in one round, this team will have correspondingly fewer throwing opportunities, because no player is allowed to throw a second time.





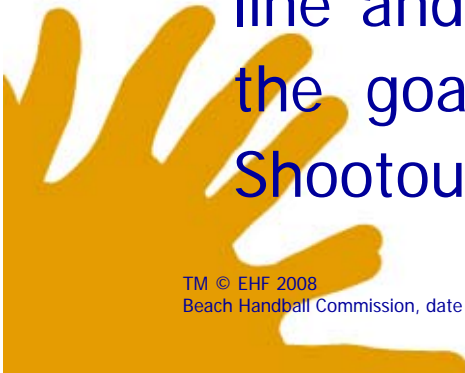
## How to handle Shootouts (continue)



What are the options (all within 3 seconds)?

- goalkeeper attempts a shot at goal;
- goalkeeper passes to player running towards the opponent's goal;
- player attempt a shot at goal;

The goalkeeper must have one foot on goal line and the court player must have one foot where the goal-area line and the side line cross. During Shootouts the ball can not touch the ground.







# How to handle Shootouts



Gk tries to catch the ball

Clear 2 points shoot

Clear 2 points shoot

Shoot over the goal

Shoot over the goal

Gk score



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# How to act if a goalkeeper leaves his/hers area



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## Shootouts

How to act if a goalkeeper leaves his/hers area



If during a Shootout the defending goalkeeper commits a rule violation, causing a physical contact, both 6m throw and a disqualification shall be awarded.

Any player who is eligible to play is allowed to execute this 6-meter throw.





## How to act if a goalkeeper leaves his/hers area (continue)



The goalkeeper is fully responsible for any contact outside his goal area. This means that if the attacking player has no time or space to see the goalkeeper, during the shootouts, a 6-meter throw and disqualification will be called by the referees.

On the contrary, if the player has time and space to see and avoid the goalkeeper, a free-throw will be awarded in favour of the goalkeeper's team.





# How to act if a goalkeeper leaves his/hers area



Almost collision

Almost collision

Gk steals the ball

Steps

Collision

Attacker's fault







# Shootouts

## During Shootouts

is very important to decide who is guilty of any violation of the rules, who had time and space to avoid any kind of bad action.

However, the defending goalkeeper always bears the responsibility of this kind of actions.



