



How to carry out the shoot-out correctly? Positioning, things to observe, goalkeepers' cases.

Jaworski Kacper, Rogala Maciej

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Presentation topics

- About us
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- How to execute shoot-outs? - step by step
- Positioning
- Things to observe
- Goalkeepers' cases





About us

Kacper

- Age: 24
- Referee since: 2012
- Glogow

Maciej

- Age: 22
- Referee since 2013
- Tomaszow Mazowiecki

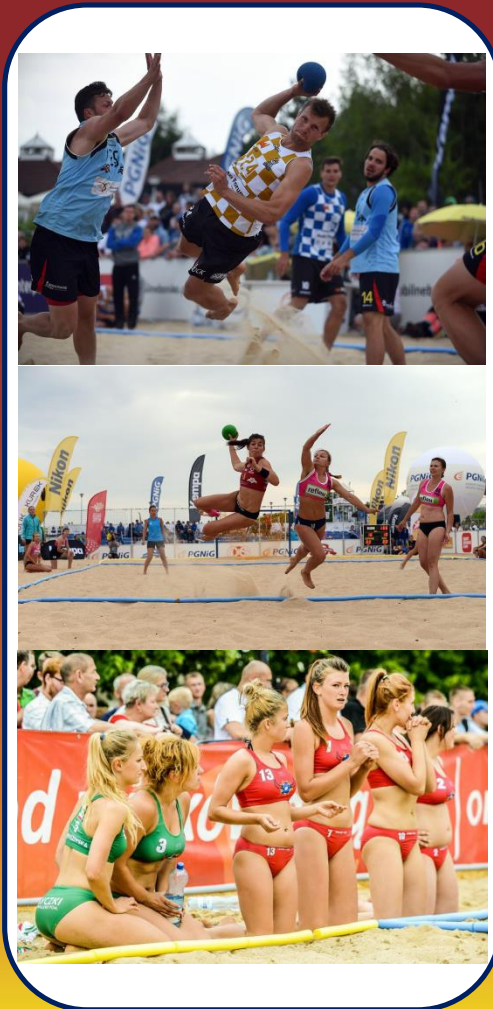


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Basic informations

9:8 If both teams have won a period, a "Shoot-out" is used.



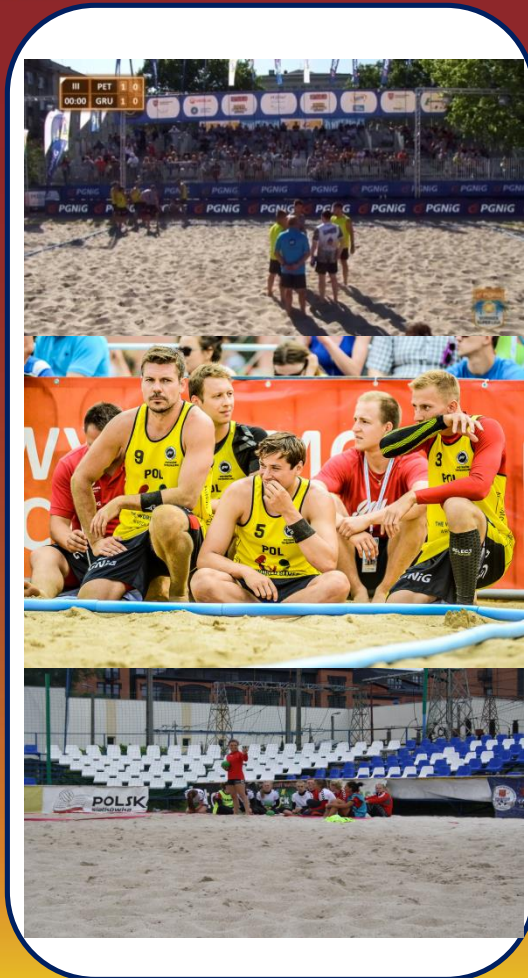
- Who is eligible? - five players for team, who are not disqualified
- Who is the winner? - The winner is the team that has scored more points after five throws.
- What if there is still a tie? - Again five players who are eligible to play take throws alternatively with the opposing team. Now the other team goes first.

Scoring during shoot-outs

- Creative or spectacular goals are awarded with two points
- Two points are awarded when a goal is scored by the goalkeeper.
- A goal scored in "in-flight"
- A goal scored by a 6-metre throw is awarded with two points.



How to execute shoot-outs correctly - step by step



1. In the "Shoot-out" the referees use a coin toss in order to determine the choice of ends and which team starts.
2. Taking the correct positions by players.
3. Court player passes ball to his goalkeeper after referee whistle.
4. Goalkeeper's direct throw or pass to court player.



Positioning

Another players (9:10)

During the “Shoot-out”, all the court players involved must remain in their substitution area. Players who have taken their throw go back to their substitution area.

Position of court player and goalkepeer. (9:8 comment)

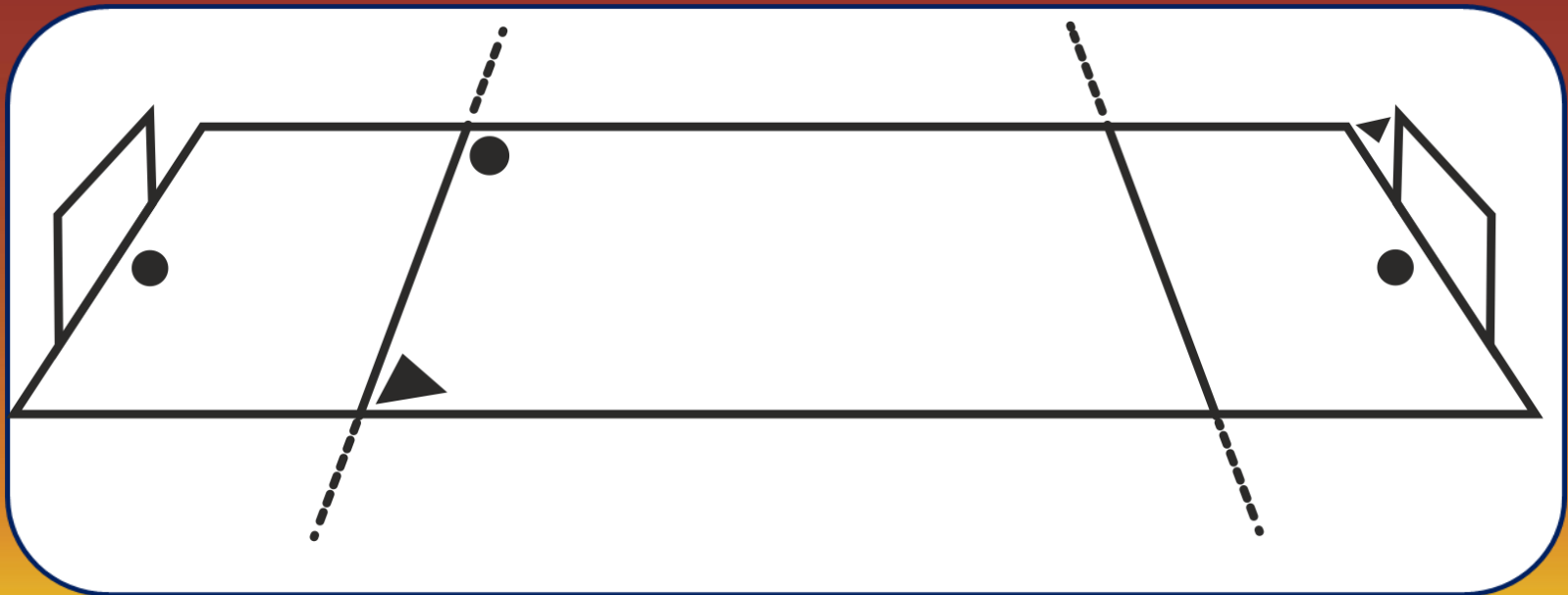
- Both goalkeepers start off standing on the goal line at least with one foot.
- The court player must stand in the playing area with one foot on the right or left point where the goal-area line and the sideline cross.

Position of referee's



One of the referees stands opposite attacking player on the place where sideline crosses goal line.

The second referee takes the position just behind the goal of the defending team, on the side of the player making the throw.



Things to observe

- uniforms of players
- position of players
- behaviour of players in substitutions area
- technical mistakes
- correctness of the spin shot execution

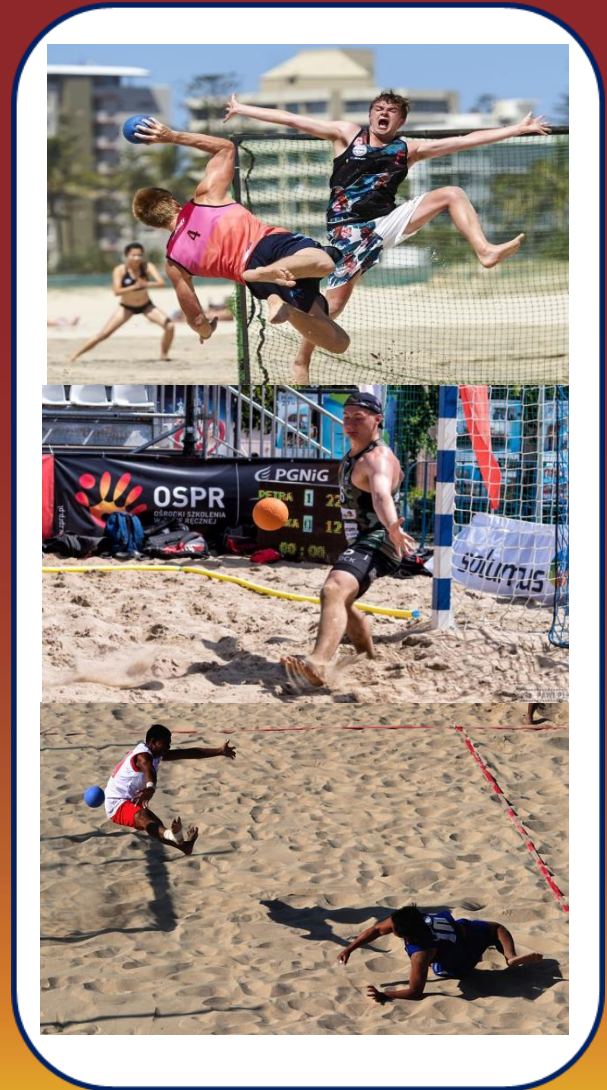


Goalkeeper cases



Goalkeeper of the attacking team

- The goalkeeper must stay in his goal area during shoot out
- Within 3 seconds goalkeeper must take a shot at the opposing goal or pass the ball to his teammate
- During the pass the ball is not allowed to touch the sand.



Goalkeeper of the opposing team

- The goalkeeper can leave his goal area, then he is allowed to go back into his goal area at any time.
- The goalkeeper can touch the ball with any part of his body while in the act of defence inside the goal area.
- The goalkeeper is fully responsible for any contact with an opponent outside his goal area.





Goalkeeper in playing area

1. 6m throw + disqualification

- Any collision or contact before the attacking player received the ball
- When the attacking player is in possession of the ball and he doesn't have enough time to avoid the goalkeeper

2. Disqualification

- Unsportsmanlike goalkeeper conduct
- When there is a collision or contact but the attacking player scored the goal



3. 6m throw

- When there is small foul of the goalkeeper.

4. Offensive foul

Goalkeeper is standing and attacking player has a possibility to avoid the goalkeeper and there is a collision or contact.



Defending goalkeeper in goal area

- 6m throw + disqualification
- Any foul which is directed on attacking player during shot

In these situations is very important to wait for shot result, only after that we can take a decision.





Thanks for your attention

