



Using the Rule-of-6 in a Penalty Shoot-out

The Rule-of-6 provides an easy way to determine if one team has an insurmountable lead before both teams have taken their first five kicks.

- Players not eligible to participate should be listed in the space provided
- As each player steps up to take their turn the referee will record the player's number (#)
- If the attempt is successful the referee:
 - Indicates the result of the attempt next to the player's number with a 1
 - Adds a tally mark to that player's team's **Rule-of-6 tally**.
 - Adds a tally mark to that player's team's goals
- If the attempt was unsuccessful the referee:
 - Indicates the result of the attempt next to the player's number with a 0
 - Adds a tally mark to the **opponent's Rule-of-6 tally**.
- If either team gets 6 tally marks in their **Rule-of-6 tally** any time before the 6th round, that team wins.
- Once the 6th round begins the **Rule-of-6** no longer applies and a team with a lead at the end of a round is the winner

Refer to *The Laws of the Game* and any applicable league rules or rules of competition

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1st team			2nd team			1st team			2nd team		
Rd.	#	1/0	#	1/0	Rd.	#	1/0	#	1/0	2nd team's subs:	
1					12						
2					13						
3					14						
4					15						
5					16						
					17						
					18						
Rule-of-6 Tally			Rule-of-6 Tally			Goal Tally			Goal Tally		
6					19						
7					20						
8					21						
9					22						
10					23						
11					24						

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Rule-of-6 Tally: Each team gets 1 tally mark each time they score and 1 tally each time their opponent misses. The first team to get 6 tallies in the first 5 rounds wins. If the teams are tied after 5 rounds then rounds continue until one team leads in goals at the end of a round.

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1st team			2nd team			1st team			2nd team		
Rd.	#	1/0	#	1/0	Rd.	#	1/0	#	1/0	2nd team's subs:	
1					12						
2					13						
3					14						
4					15						
5					16						
					17						
					18						
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