

## 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*

*Cut here second(3" from top margin)*

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

*Cut here first (7" from top margin)*

1st team			2nd team		1st team			2nd team	
Rd.	#	1/0	#	1/0	Rd.	#	1/0	#	1/0
1					12				
2					13				
3					14				
4					15				
5					16				
					17				
<i>Rule-of-6 Tally</i>			<i>Rule-of-6 Tally</i>		18				
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