

## GOALIE WARS RULES

### FIELD OF PLAY

- \* Minimum Length 18 yards, Maximum Length 24 yards
- \* Minimum Width 12 yards, Maximum Width 24 yards

### AGES / GOAL SIZES

Age Groups: Players register by birth year and the age group that they will be in at the time of the event.

- \* 2011-2013 - 6.5 x 18.5 Goals
- \* 2009-2010 - 7' x 21' Goals
- \* 2008- and over - 8' x 24' Goals
- \* Younger age groups may use either 6.5' x 18.5' or 7' x 21' goals depending on location/facility

### SOCCER BALLS

- \* Only one ball is permitted on the field of play during match play.
- \* If two or more balls are on the field during match play, the referee, at his/her discretion may stop the game until the excess balls are removed. (There will be 8 balls at each field.)
  - \* Size 4 balls = 2009 and under
  - \* Size 5 balls = 2008 and older

### GAME PROCEDURES

- \* Each goalkeeper must report to the referee/field marshal 5 minutes prior to their scheduled match and provide their name. The referee/field marshal will oversee "rock, paper, scissors, shoot" in lieu of a coin toss. The winner will choose if they want to start with ball or decide which side they want to start on.
- \* All other bracket participants will be required to act as ball retrievers and feeders. (We request that each keeper bring 1-2 ball boys/girls to shag.)

### REFEREE / FIELD MARSHAL / DIRECTOR

Each match is controlled by a referee who has full authority to enforce the rules of the tournament director including but not limited to the following:

- \* Ensures that the ball meets size and inflation requirements
- \* Shin guards are not required for our event
- \* Acts as timekeeper and scorekeeper for each match
- \* Stops, suspends, or terminates the match, at his/her discretion for any rule infringements, safety precautions, player injuries, unsportsmanlike conduct from participants, parents and/or fans
- \* All match related decisions are determined by referee and are considered final once match has ended.
- \* Tournament Director reserves the right to modify tournament rules should he/she deem necessary.
- \* All decisions are final, no protests will be accepted.

### TIME LIMIT

- \* A match duration is 2 halves of 3 minutes with keepers changing goals during 1 minute half-time.

### EVENT FORMAT

Each goalie is guaranteed a minimum 3-7 games, dependent on the event.

3 points awarded for a win / 1 point for a tie / 0 points for a loss

Tiebreaker for playoffs:

- \* Points
- \* Head to Head
- \* Forfeits
- \* Least Goals Conceded (Goals Against)
- \* Goal Differential
- \* Sudden death PK Shootout

Games during match play (round robin) can end in a tie.

All Playoff games (Wildcard, Champ & Finals) will not be allowed to end in a tie. In the event of a draw during playoff competition an overtime period will be played with 3 minutes of extra time, no sudden death.

Overtime: Overtime wins are scored with 1 more goal being given to the winner. (Actual goals scored during overtime will be documented in the public notes of that game.)

ShootOut: If after 3 minutes Overtime, the game is still tied then the players go to PK sudden death.

## DISTRIBUTION

Distribution is the method by which a goalkeeper starts or restarts play and scores goals.

A goalkeeper may distribute the ball in the following ways from their hands or the ground:

- \* Throw
- \* Volley
- \* Drop kick
- \* Stationary kick
- \* Roll and kick

## SIX SECOND SHOOTING RULES

\* Goalkeepers must distribute the ball within 6 seconds of taking possession of the ball. Possession means that said goalkeeper firmly maintains control of ball by catching it, stopping it or receiving it from the sideline.

\* In the event that the ball is not distributed within 6 seconds the designated goalkeeper will be called for a delay of game. A delay of game violation results in a change of ball possession.

\* \*Younger groups can go all the way to first line on their fields and shoot within 6 seconds.

\* All small KW Fields will have a center section (dead zone) that neither keeper can go into during game play to shoot or save the ball.

\* \*Older groups have 6 seconds and 4 yards from their own goal line to try and score.

## STARTS / RESTARTS

\* The referee will oversee "rock, paper, scissors, shoot" in lieu of a coin toss. Whoever wins will decide if they want ball first or pick which side of the field they start the game on.

\* Keepers switch sides at half.

\* The keeper that did not start with the ball at the beginning of the match starts with the ball in the second half.

## OUT OF PLAY

The ball is out of play when:

\* It has entirely crossed the goal line or touch line whether on the ground or in the air.

\* If a goalkeeper saves or deflects the ball out of bounds it remains your ball. If you are scored on the ball will restart in your hands to continue play.

\* Ball shaggers are allowed to toss or roll the keeper the ball when needed.

## BALL IN PLAY

- \* After keeper makes save he/she can attempt to score within the designated shooting area, using any type of distribution within 6 seconds.
- \* Rebound Rule: After the ball is deflected off the keeper or crossbar/post and enters the other players half they will have the chance to shoot a one time finish on any rebounds given up but ONLY if it enters their half of the field. Once the ball enters back into the original shooters half of the field, the keeper can either shoot it one time up to the half line of the field OR bring it back to their original shooting area and not have to use one touch to score. If they bring it back to their original shooting area they have to shoot from the original shooting zone and not up to half.
  - \* 9U-11U ages do not have a half line for their fields but must stay in their own 3rd of the field at all times (marked by cones or painted lines). These keepers also do not have to use one touch to score off of a rebound, they can stop the ball and re kick it if it comes back into their 3rd of the field.
- \* Any rebound that goes into the initial shooters goal is not counted as a goal. This is played as an out of bounds and given to the opposing keeper as a restart. The keeper must have possession and follow all other rules in order to score on their opponent.

## GOAL SCORE

- \* A goal is scored when the entire ball passes over the goal line, between the goal posts and under the crossbar, provided that no infringement of the laws of the game have been committed prior to the goalkeeper distribution.
- \* A goal cannot be scored from the opponent's shooting area.

## PENTALTY KICKS

- \* All spectators will be behind the halfway line on the opposite side of where the kicks from the mark will take place.
- \* All soccer balls will be at the halfway line.
- \* Rock paper scissor, 1st win, no best of 3, one and done, to determine who will shoot first.
- \* PK will be sudden death; each keeper will get one possession minimum to shoot against the opposing keeper.
- \* Gk will shoot at referees signal; referee's whistle or verbal signal.
- \* Referee will line up closer to the defending gk goal to observe for encroachment.
- \* Encroaching goalkeeper that makes a save will result in the kick being re-taken.
- \* All recordings of the gk penalty shoot outs must be captured behind the halfway line no exceptions.

## OFFSIDE

A keeper is offside when he/she enters the opponents half. After infringement he/she loses possession of the ball. Play resumes with both keepers starting on their own goal lines.

## MATCH WINNER

The goalkeeper earning the greater number of goals by the end of the match is the winner.

## MODIFICATIONS

Any or all rule modifications may be made at the Tournament Director discretion including but not limited to:

- \* Field size
- \* Ball size
- \* Goal size
- \* Game duration
- \* Adjust the total number of matches