



## **GOALKEEPER RULES OF WARFARE**

### **FIELD OF PLAY**

Minimum Length 26 yards, Maximum Length 30 yards

Minimum Width 20 yards, Maximum Width 26 yards

### **GOAL SIZES / BRACKETS**

U8-U10, U11-U12 Age Groups - 7' x 21' Goals

U13-U14 Age Groups - 7' x 21' Goals

U15-U17, U18-U19 Age Groups - 8' x 24' Goals

19+ to under U30 yrs 8' x 24' Goals

Over 30 age group 8' x 24' Goals

### **SOCCER BALLS (WEAPONS)**

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 = Under 12 and younger

Size 5 balls = Under 13 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. (Each keeper bring their own 2 ball boys 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

Ensures player equipment requirements

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 a match has ended.

The Tournament Director reserves the right to modify the tournament rules should he/she deem it necessary.

All decisions are final, no protests will be accepted.



## GOALKEEPER RULES OF WARFARE (CONT.)

### 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 5 games

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

Tiebreaker for playoffs:

Head to Head

Least Goals Conceded

Goal Differential

Sudden death PK Shootout

Games during match play can end in a tie.

In the event of a draw during playoff competition an overtime period will be played with an 3 minute extra time period and at end of time it is still tied then it is 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:

Throw

Drop kick

Stationary kick

Roll and kick

### SIX SECOND RULE

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.

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 half and shoot in 6 seconds

\*Older groups have 6 seconds and 4 steps 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.



## **GOALKEEPER RULES OF WARFARE (CONT.)**

### **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 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.

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.

We make the field in 2 halves and each keeper has their half. We then let them have a one time finish on any rebounds that enters their own half. One time shot is allowed only by initial shooter.

### **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 has been committed previously prior to the goalkeeper distribution.

A goal cannot be scored from the opponent shooting area.

### **MATCH WINNER**

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

### **OFFSIDE**

A keeper is offside when enters the opponents half. After infringement he/she loses possession of the ball.

Play resumes with both keepers starting on their own goal lines.

### **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

***2019 MIDWEST CORE KEEPER WARS / "ROCK, PAPER, SCISSORS, SHOOT!"***

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