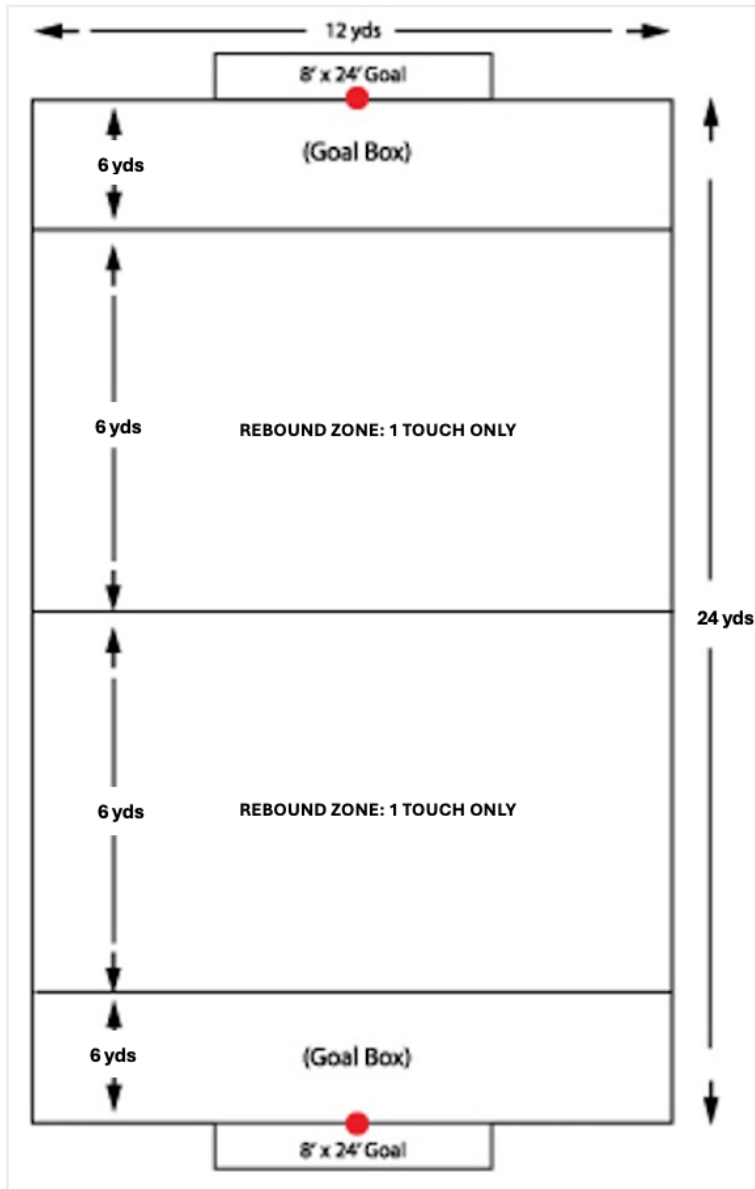


GOALKEEPER RULES



FIELD OF PLAY BY AGE GROUP

- Large Fields (12 yards wide x 24 yards long) / U13 & Older Age Groups / 8' x 24' Goals / Field divided into halves with goal boxes

*Tournament Directors may combine age groups if the numbers combined provide better competition for both groups. (Ex: 10U & 11U may be combined to 10U-11U.)

*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 = U14 and under
- Size 5 balls = U13 and older

(If age groups are mixed, the ball size for the older age group will be used.)

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 the ball or decide which side they want to start on.
- If you are not at your field within the grace period of 5 minutes from the game time, the referee will award a 1-0 forfeit win to the opponent who was present.
- 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:

- Referees will score each goal
- Ensures that the ball meets size and inflation requirements
- Ensures player equipment requirements
- Shin guards are not required
- 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 the 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 and no videos will be accepted.

TIME LIMIT

- The match duration is 2 halves of 3 minutes each, with keepers changing goals during a 1-minute half-time.
- When the timer sounds end of half, if the ball was already touched, kicked, thrown, etc. the play will be allowed to finish.

EVENT FORMAT

Each goalie is guaranteed a minimum of 4-7 games, dependent on the event registration

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

Tiebreaker Protocol:

- Points
- Head to Head (In the event of a 3 way tie, head to head is taken out of consideration.)
- Least Goals Conceded (Goals Against)
- Goal Differential
- Sudden Death PK Shootout

SCORING

Competitors receive points by scoring on the opposing goalkeeper like in a full sided game. 1 point for each goal scored. (There is no max goals allowed.)

TIED GAME RULES

Playoff Games: All Playoff games will not be allowed to end in a tie. In the event of a tie during playoff competition, the players will go to Sudden Death PK Shootout. (PK's are 12 yds for U13 and up.)

DISTRIBUTION

Distribution is the method by which a goalkeeper starts or restarts play and scores goals. The shots must be taken within the 6 yard box unless there is a one touch rebound on their half of the field.

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

- Throw
- Volley
- Dropkick
- 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 the 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.
- *Older groups have 6 seconds and 6 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 the ball first or pick which side of the field they start the game on.
- Keepers switch sides at the 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 on their half of the field 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 shaggers are not allowed on the field.

BALL IN PLAY

- After the keeper makes a 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 shooter's 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. (Rebound Rule is for a rebound that comes off the opposing keeper, not yourself.)
- Any rebound that goes into the initial shooter's goal is counted as a goal. The initial shooter will just restart after the own goal.

GOAL SCORE

- A goal is scored when the entire ball passes completely 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 prior to the goalkeeper distribution.
- A goal cannot be scored from the opponent's shooting area.

PENALTY 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 scissors, 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 the referee's signal; the referee's whistle or verbal signal.
- One referee will stand at the goal line to observe for encroachment and watching the ball cross the line.
- Encroaching goalkeeper that makes a save will result in the kick being re-taken.

MATCH WINNER

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

OFFSIDE

A keeper is offside when he/she enters the opponent's 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's discretion including but not limited to:

- Combining Age Groups
- Field size
- Ball size
- Goal size
- Game duration
- Adjustment of the total number of matches

WEATHER RELATED STOPPAGE OF PLAY

If the weather stops playing during a match. For the match to count, the match must make it to half time to stand as an official match played. If a weather-related issue stops the match prior to making it to half time the match will be postponed. If the match is not able to continue due to weather, the game will not officially count as played.

If weather stops the event from completing and a minimum number of 3 games have been played, the event will be considered final. Standings will determine the winners.

If fewer than 3 games have been played, then a partial refund will be given or a

transfer of the full registration fee to another event will be offered.

INJURIES

- Keepers must complete the match in order to win the match. Once a serious injury takes place, an Athletic trainer must state they are safe to continue to play the game. Once this takes place, parents and injured players are able to decide if they would like to continue.
- If a player drops out leading up to finals matches (quarterfinals, semifinals, or finals) the next highest ranked player in their bracket will be moved up in the injured player's position. *We strongly advise not leaving our event early if you are close to moving on to finals games due to this possibility.

CANCELLATION/REFUND POLICY

- If the Keeper Wars event or the tournament Keeper Wars Ink is partnered with gets canceled due to forces beyond our control including: inclement weather, health related events or the like, the participant registration fees may be transferred to another Keeper Wars Ink event or a 100% credit may be issued to the participant's account. A partial refund may be given as well, depending on the circumstance.
- For participant withdrawals, a credit/transfer of registration will only be given with advanced notice, 2 weeks before the event. 50% refunds for player withdrawals will only be issued for certain circumstances. Approved partial refunds are issued within 30 days of approval.
- Refunds or credits will not be given without prior notification or if the player is a "No Show" on game day.