

GOALIE WARS RULES

Goalie Wars is a tournament designed to focus on a player's ability to service the ball in various ways and stop shots and make saves. This event is 1v1, Goalkeeper vs. Goalkeeper, with 6-minute games (3-minute halves and 1-minute halftime). Each keeper must stay on their side of the field and attempt to score on the other keeper using any goalkeeper allowable distribution. Every goal is a point. The goalie with the most points at the end of the game wins.

Each participant is guaranteed a minimum of 3 games, depending on registration numbers. A semi-final and final match are possible as well.

All group play games award a goalie points towards their standings:

Win = +3 Points

Tie = +1 Point

Loss = 0 Points

Game Duration

The duration of each game is 2 halves of 3 minutes with keepers changing goals during 1-minute halftime.

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
- Roll
- Punt
- Dropkick
- Stationary kick
- Roll and kick
- Half Volley

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, stopping, or receiving it from the sideline.

If the ball is not distributed within 6 seconds or if the goalkeeper is taking significant time receiving the ball from the sideline the goalkeeper will be called for a delay of game. A delay of game violation results in a change of ball possession.

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 may pick which side of the field they start the game on.

Keepers switch sides at the half. (1-Minute Halftime)

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 a goalkeeper scores, the ball will restart in the hands of the opposing keeper to continue play.

Ball retrievers are allowed to toss or roll the keeper the ball when needed.

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 section they will be given possession.

Any rebound that goes into the initial shooter's 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 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 has been committed prior to the goalkeeper distribution.

A goal cannot be scored from an opponent's side of the field (see offside rule below).

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 he/she goes past the center line into the other keeper's half. After infringement, he/she loses possession of the ball. Play resumes with both keepers starting on their own goal lines.

Tiebreaker for playoffs

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

Games during group play can end in a tie. Elimination rounds cannot end in a tie.

During the elimination rounds, all tied games at the end of regulation will require a 1-minute overtime (no golden goal).

If after Overtime, the game is still tied, keepers will go to Sudden Death PK Shootout.