



KEEPERMAX GOALIEWARS RULES AND REGULATIONS

Sportsmanship and Conduct:

Good sportsmanship is expected of all teams, officials and fans. Coaches are responsible for the conduct of their players, staff, parents and affiliated spectators.

Injuries and Medical Assistance:

Any injuries must be reported to a tournament official so that an accident report form can be completed. A tournament official will call 911 for an injury at the coach's or parent's request.

Tournament Committee:

The tournament committee shall consist of the Tournament Director and any other pre-designated Tournament Officials.

THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO ESTABLISH POLICY AS DEEMED NECESSARY IN REGARD TO PROBLEMS AND CIRCUMSTANCES THAT ARE NOT SPECIFICALLY COVERED. THE DECISIONS OF THE TOURNAMENT COMMITTEE ARE NOT SUBJECT TO APPEAL.

FIELD OF PLAY

Minimum Length 26 yards, Maximum Length 30 yards

Minimum Width 20 yards, Maximum Width 26 yards

GOALS

U8-U12 Age Groups - 6' x 12' Goals

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

U15-U19 Age Groups - 8' x 24' Goals

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.

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 prior to their scheduled match and provide their name. The referee/field marshal will advise each player what goal they will be defending to start the match.

All other bracket participants will be required to act as ball retrievers and feeders.

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.

TIME LIMIT

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

TOURNAMENT FORMAT

Each goalie is guaranteed a minimum 3 games

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

Tie breaker for playoffs:

- Head to Head
- Least Goals Conceded
- Goal Differential

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 golden goal rule.

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.

STARTS/RESTARTS

Ball is placed on the center of the field.

Both keepers must have one foot on the goal line.

On the referee whistle both keepers attempt to win first ball by using his/her feet only. No diving permitted.

Keeper who wins first ball must retreat to his/her shooting area before the first shot is taken.

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 deflects the ball out of bounds the possession remains with the goalkeeper who initially distributed it.

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 keeper or crossbar/post and enters the neutral zone following can happen:

One time shot is allowed from the neutral zone only by initial shooter.

Either keeper can enter the neutral zone to regain possession. Upon regaining possession of the ball he/she must return to the shooting area in order to continue play.

Keepers are allowed to make a save in the neutral zone only on the one time shot off rebound.

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 opponent shooting area. 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

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