

KEEPER WARS INK

GOALKEEPER RULES OF WARFARE

*Modified for Team Tournament Tie-Breakers for:

AYSO UNITED ARIZONA CUP

September 29 - October 1, 2023



KEEPER WARS TIE-BREAKER MATCHES

No matches for teams in 11 v 11, outside of bracket play, will end in a tie.

In the event of a tie at the end of regulation, the coaches for each team will identify a single player to represent the team in a Keeper Wars match at a field designated by the tournament director as the Keeper Wars field.

KEEPER WARS MATCH PROCEDURES

- At the end of regulation, the Center Official (CR) or field marshal will approach each team and ask for the coach's selection for Keeper Wars. The coach may identify any rostered player on his/her team, (this can be a goalkeeper or field player) and the CR will circle the name on the match card.
- Upon receiving both signatures, the CR will turn over the match card to the field marshal, who will then take the card and escort the team to report directly to the designated Keeper Wars fields, to not delay!m l'm subsequent matches.

(Procedures Continued)

- The field marshal will hand over the player card to the Keeper Wars official who will supervise the match.
- Once the Keeper Wars match is complete, the match card with the winning team will be turned in to the AYSO United AZ Cup staff, for awarding points.
- The Keeper Wars official 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.
- Each team may select up to 4 team members to act as ball retrievers and feeders. (No coaches or parents may act in this capacity.)
- The remaining teammates, coaches and parents will be required to watch from the spectator area.

AGE GROUPS

The age groups participating in the Keeper Wars Tie-Breaker matches are:

- Boys & Girls: 13U-14U, 15U-16U, 17U-19U

FIELD OF PLAY

- Keeper Wars Fields will be 22yds long x 12yds wide.
- The goal sizes will be 8 x 24. With a goal box / shooting area of 4 x 10 yards.

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 match until the excess balls are removed. (There will be 8 balls at each field.)
- Size 5 balls = 13U and older

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
- 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 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 will be accepted.

EVENT FORMAT *(AYSO CUP TIE-BREAKER MATCHES)

- Matches will be 3 minutes long. (No half-time.)
- If after 3 minutes of regulation play, the match is tied, there will be a 1 min break, followed by a 1 minute Overtime.
- If after the 1 minute of Overtime, the match 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
- 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 match. A delay of match violation results in a change of ball possession.
- Keepers will 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 the ball first or pick which side of the field they start the match 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 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 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.

(Ball in Play Rules Continued)

- 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 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 match 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.
- The referee will line up closer to the defending gk goal to observe for encroachment.
- Encroaching the 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 with no exceptions.

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 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:

- Field size
- Ball size
- Goal size
- Match duration
- Adjust 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" (1:30) 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 match will officially count as a tie.

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 match. Once this takes place, parents and injured players are able to decide if they would like to continue.
- If a player cannot continue, a substitution may be allowed, provided that making the change will not unnecessarily delay the match.

*The Keeper Wars Ink rules above have been modified and approved by Keeper Wars Ink for the 2023 AYSO United Arizona Cup.

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