

## GENERAL RULES FOR GOALIE WARS

1. Goalie Wars is a 1v1 distribution game designed for goalkeepers both boys and girls of all ages.
2. Field size is approximately 30 yards X 20 yards which is divided in half by a mid-line.
3. A goal sits at on each end-line. (Goal size is 7' X 18').
4. Each goalkeeper must stay in their own half of the field and they are not allowed to cross the mid line. They defend their own goal while trying to score in the opposition's goal by throwing, bowling, punting or kicking the ball into the goal.
5. A coin toss will determine which keeper gets the ball first.
6. Each goalie has 6 seconds to get rid of the ball. They may take unlimited steps in their own half of the field. When a successful save is made, play continues immediately. Goalkeepers may play rebounds as long as the ball is in their own half of the field. A goal is scored only when the ball completely crosses the goal line. If the ball goes out of bounds, play restarts by the goalie that has the rights to the ball and the play must start on their own end line.
7. Goalies may have helpers feed them balls during the game. The ball retrievers will stock the balls at either side of the goalies net.
8. Games consist of two 2 minute halves with a 1 minute break for half time.
9. The winner is determined by the goalie who has the most goals after the game is complete.

### Points for games:

1. Winners: 3 pts
2. Draw: 1 pt

### Series Format:

1. Each goalie is guaranteed 3 games during regulation and a possible semi-final and final.
2. During the Championship Round if there is a draw, the following will be used to determine the winner:
  - a. A two minute overtime period will be played.
  - b. If the score remains tied, there will be a penalty kick shoot out to determine the winner. Goalies will take alternate kicks until one gains the advantage after a complete round. A PK round consists of each keeper taking one penalty shot from a spot 12 yards from goal, as in regulation play. All FIFA rules apply during the penalty shoot out.