



RULES

- 1) **Field of Play** – Players that play 9v9 or younger (U11 or younger) will play on 20x22 yards field with 6 ½ x 18 goal (7v7 size). Players that are 11v11 (U13 or older) will play on a 28x30 with a full size goal. Each field will have a line dividing fields in half in which each keeper will be required to stay on their half.
- 2) **The Ball** – There will only be one ball allowed on the field at a time. Players and divisions will use the appropriate size ball for their age groups. U9-U12 will play size 4, U13 and older will play a size 5 ball. A new ball may be introduced if a ball goes out of the field of play. The ref will be in charge of distributing the new ball. If a ball is scored a new ball will not be introduced and the keeper will need to get the ball out of the net to continue play. This will also be at the referee's discretion if it slows play dramatically.
- 3) **Start of play** – Game Official will flip a coin before the start of each round to determine who will start with the ball. The keeper can designate whether they want the ball on the ground or in their hands. At the start of the match they can play normally and do not have to play from where they started the ball.
- 4) **Methods of scoring** – When making an attempt to score a goal the ball can be played in any way. The ball can be served with hands, feet, or any part of the body. Some methods of scoring include Throwing, shooting with the feet from the ground, punting the ball, half volley, bowling, etc. In the event of multiple missed shots as a result from a punt or side volley the officials can ban these serves for the remaining duration of the match, but they will be restored at the start of each new match. The ball must completely cross the line to be counted. Any discrepancies will be ruled by an official. The Officials decision is final and will make calls based on what they can see.
- 5) **Off sides** – Off sides occurs when a keeper crosses the half way line into the opponent's side at any time during play regardless whether they have the ball or not. If this happens a goal that would be scored as a result will be disallowed. Also if a keeper steps past the line the ref may either ask the keeper to hold their shot and step back completely onto their half, or they may award the other player the ball after multiple offenses. If a shot is deflected by the other keeper or the goal posts then it is considered live and can be shot again by the same keeper. The ball will be played by whoever side the ball lands on while on the field.
- 6) **Out of play and restart**- One ball may be used at a time. If a ball is served and sent out of bounds a new ball can be introduced. Keepers will trade serves each time regardless of who the ball touches before going out. The only exception to this rule is if a ball rebounds off the opposing keeper, or the goal post, and lands back in your half that the ball can be played again.

- 7) **Match duration** – Each match will last 3 minutes. Match officials will control the time. They may stop the time if they feel that time is being wasted.
- 8) **Delay of game and time allowed before releasing the ball** – Keepers have 8 seconds before they have to release the ball. Any violation of this rule will result in the clock being stopped and the ball be awarded to the other keeper.
- 9) **Equipment** – All traditional goalkeeper equipment is recommended but is not required. We will not be providing any equipment to keepers as they will need to bring their own. Shin guards are recommended but not required as this is a non-contact tournament.
- 10) **Scoring** – A win will count as 3 points, a draw 2 points, and a loss 1 point. Each keeper will play everyone in their division at least twice, maybe 3 times depending on the division size.
In order to win a round you must outscore your opponent.
- 11) **Tie breaker** – In the event 2 keepers are tied for first place in their division we will go to a first to 3 goals match with no time limit.