

2024 PVSC

Goalie Wars





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Officiating

Each game is controlled by an official (PVSC coach or volunteer) who has full authority to enforce the rules of the tournament, including but not limited to the following:

- Ensures that the ball meets size and inflation requirements
- Ensures goalkeeper equipment requirements
- Ensures number of Ball Handlers
- Responsible for maintaining the score and provide it to the registration table
- Able to terminate the game, at his/her discretion for any rule infringements, safety precautions, goalkeeper injuries, unsportsmanlike conduct from participants, parents and/or fans

All game related decisions are determined by the referee and are considered final once a game 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

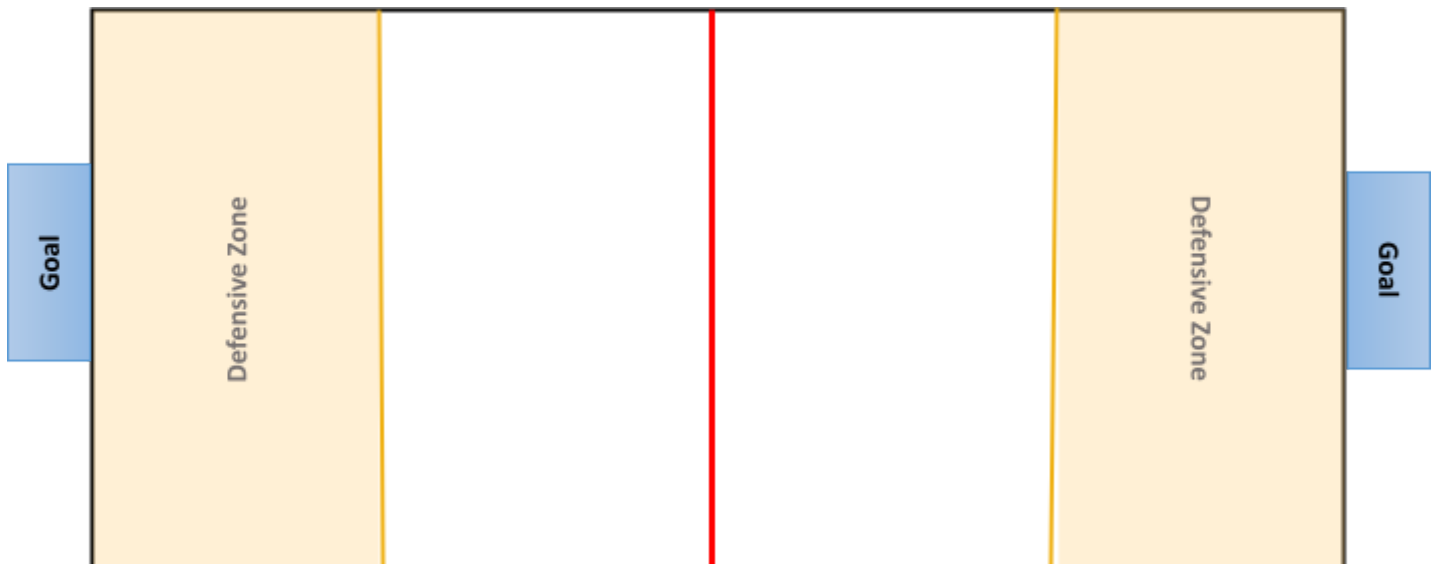
The 2 fields will run side by side on the same running clock, both beginning and ending at the same time. No stoppage time will be added for any reason.

Field of Play

A field is approximately 20 - 28 yards long by 22 - 30 yards wide, depending on the goalkeeper's age. The field is divided into two halves by a halfway line.

Below is an example of what the field will look like (colors will vary to actual field lines).

1. Halfway line indicated in red.
2. The orange line to the goal is the goalkeeper's defensive zone
3. Black outside lines are considered the Goal Line or Touchline





Goals

- High School - 2011 will play on 11v11 size goals
- 2012- 2016 will play on 9v9 size goals

Number of Players

Two goalkeepers play each game. Each goalkeeper may have one coach and up to six Ball Handlers to retrieve and supply balls for distribution.

Ball

- Only one ball is permitted on the field of play during the game.
- Standard size 5 soccer balls will be used for all U12 and older.
- Size 4 balls will be used for all U11 and younger players.
- Players must bring 4 balls marked clearly to identify as their own.

Rules of Engagement

Game Length

- Each game will have a 3-minute running clock.

Start of Play

- Each game starts with a coin flip to see who starts with the ball. The sides will already be designated on the schedule.

Game Play

- There will be about 1 minute for the goalkeepers and their helpers to get set up on their side. One of the helpers should distribute the ball to the goalkeeper in case the ball goes out of play, and the other helper(s) should collect soccer balls to give back to the first helper.
- The goalkeeper must stay within the Defensive Zone behind when shooting on the other goalkeeper.
- Goalkeepers can use any method to score on opposing goalkeepers.
 - Most goalkeepers use the following:
 - Punting/dropkick
 - Sling throw
 - Playing the ball from the ground
- Goalkeepers cannot cross the half-field line to collect a ball, but they can collect a ball on any part of their half
- A goalkeeper can make a save on any part of their half
- If a goalkeeper catches the ball cleanly, he/she plays from that position.
- If a goalkeeper mishandles the ball in a “positive” direction (closer to the opponent’s goal), he/she must return to his/her goal line and play from there.
- If a goalkeeper mishandles a ball to a disadvantageous position, he/she must play from that position



Method of Scoring

- Distribution is the method by which goals are scored. A goalkeeper may distribute the ball in the following ways: throwing, punting, rolling, kicking, or drop-kicking.
- The Goalkeeper may only distribute the ball once during their possession.
- The Goalkeeper must distribute the ball within 6 seconds of taking possession.
- A goal is scored when the whole of the ball goes in the goal and passes over the goal line, provided that no infringement of the Rules of Engagement has been committed.
- The goalkeeper scoring the greatest number of goals during the game is the winner.

Six Second Rule

Goalkeepers must distribute the ball within 6 seconds of taking possession of it. Possession means that the goalkeeper firmly maintains control of the ball. In the event that the ball is not distributed within 6 seconds, the designated goalkeeper will be called for a delay of the game. A delay of the game violation results in a change of ball possession.

Ball In and Out of Play

- The ball is out of play when it has completely crossed the goal line or the touchline, whether on the ground or in the air.
- If the ball goes out of play, it is awarded to the goalkeeper who did not touch it last.
 - Examples are as follows:
 - Goalkeeper 1 makes a save on a shot from goalkeeper 2, but the ball goes out of bounds. Goalkeeper 2 will get possession of the ball.
 - Goalkeeper 1 takes a shot on Goalkeeper 2, and the ball goes off the post and out of bounds. Since goalkeeper 1 was the last to touch the ball, possession of the ball would go to goalkeeper 2.
- The ball is in play at all other times, including when it rebounds from a goalkeeper, referee, goalpost, crossbar, or corner flag, and remains on the field of play.

Game Scoring

Each game will be based on the 3-point system

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

Each goalkeeper is guaranteed at least 3 games.

Tiebreakers

If the goalkeepers have the same number of points going into the final game, a one-minute game will serve as a tiebreaker, and the winner will advance.

The tiebreaker will go into a golden goal round if the game is still tied.

Golden Goal Round:

Under this round, the game ends when a goal or point is scored; the Goalkeeper who scores the point during extra time will be the winner.



Finals

The top 2 goalkeepers in each bracket with the highest total score will advance to the finals, which will follow the same Rules of Engagement as previous games.

Modifications

Any or all rule modifications may be made at the tournament director's discretion, including but not limited to the following:

- Field size
- Ball size
- Goal size
- Game duration