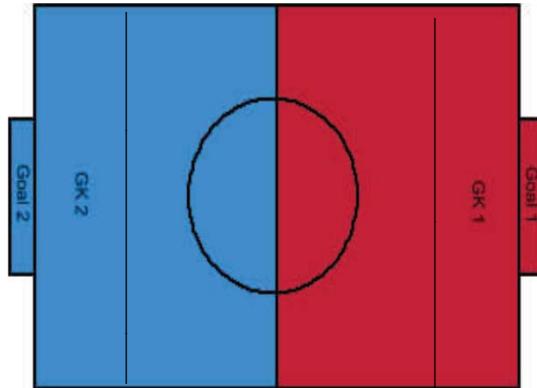




## 2v2 Keeper War Rules



- Keeper Wars is played on a 24-25 yard long by 16-yard-wide field divided in half by a midfield line. (**SS Field is 20 x 15**)
- A full-size goal sits at both ends of the field. The goalkeepers play in one half of the field defending their goal, while trying to score on the goal of the opposing goalkeeper.
- **For example:** GK1 defends the **Red goal** while attempting to score past GK 2 in the **Blue goal** and may not enter the blue portion of the field.
- Attempts on goal may come from a punt, throw, roll, dropkick, or shot from the ground. (any form of distribution)
- Just like in a normal game of soccer, the goalkeeper must distribute within **6 seconds** of receiving the ball (**1st time: a warning - 2nd time: time will be added - 3rd time: is a turnover**)
- **"Play Line"**- GK has many steps as they want within their "play line". **If the ball was saved in front of the "Play line" they **MUST** get behind it to distribute the ball.** (Play will be waived off)
- The goalkeepers are not allowed in the opposing players half of the field. If a successful save is made, play continues without hesitation or pause.
- In the event of a save deflected out of bounds, (wide of the goal or above the goal) the ball is awarded to the opposing goalkeepers. (comparable to saving it for a corner kick in the real game, opposing team ball)
- **REBOUNDS:** If a rebound occurs and crosses the midfield line, only the goalkeeper whose half of field the ball is on, has rights to the ball. GKs can't cross the mid line. **This will be the only time a GK can hit the ball beyond the "Play line" (They can pick it up and throw/kick it within ONE STEP. Or they may shoot it, first time off the ground.)**
- A goal is awarded when the entire ball crosses the goal line, then play is restarted by the scored upon goalkeeper. (Each goal restart must start between goal line and the "play line")
- In the event of a goal or out of bounds, play is resumed from behind the "Play line" by the goalkeeper owning the rights to the ball.
- Games last for two halves – each 2 minutes – with a 30-45 second break between halves to change sides.
- GK Assistants may be used in ball recovery and are allowed to hand or toss new balls in to their goalkeepers.
- Competitions will be in a 3-game guaranteed, Pool-play system. The teams will then be seeded and will begin the Knockout rounds (Brackets that have 6 teams or less will only have a 1st/2nd place game)
- During "Pool Play" there will be a point system in place: Win = 6 pts. Tie = 3 pts. Loss = 0  
1 point = for every goal scored , up to 3 goals, Shut outs = 2 pts \*  
**Max points per game would be 11pts.\***
- During Knockout rounds, all games must have a winner. An overtime period of one-minute will be played to determine the winner. If the score remains tied after the overtime period, you will switch sides and play another one-minute overtime. If still tied, penalty kicks will decide the winner until one shooter has an advantage (3 shots, then sudden death).