

GOALIE WARS

EXTREME

THE NEW ERA



DECEMBER 17, 2022

12:00 - 2:00 PM
AGES U9-U18, CO-ED

GRAND PRIZES

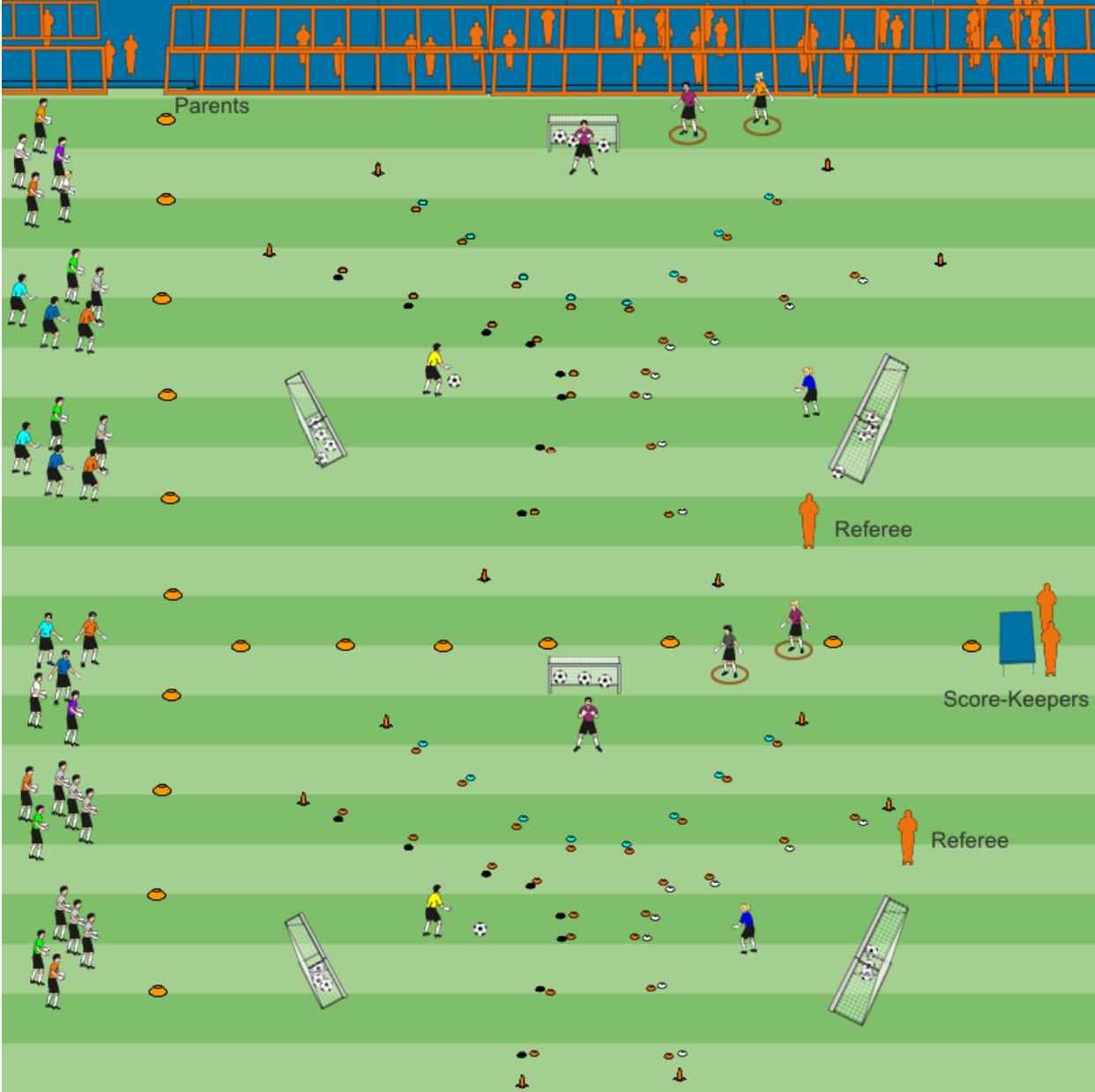


SIGNED JERSEYS OF
NEW YORK RED BULLS
& CHARLOTTE FC
GOALKEEPERS

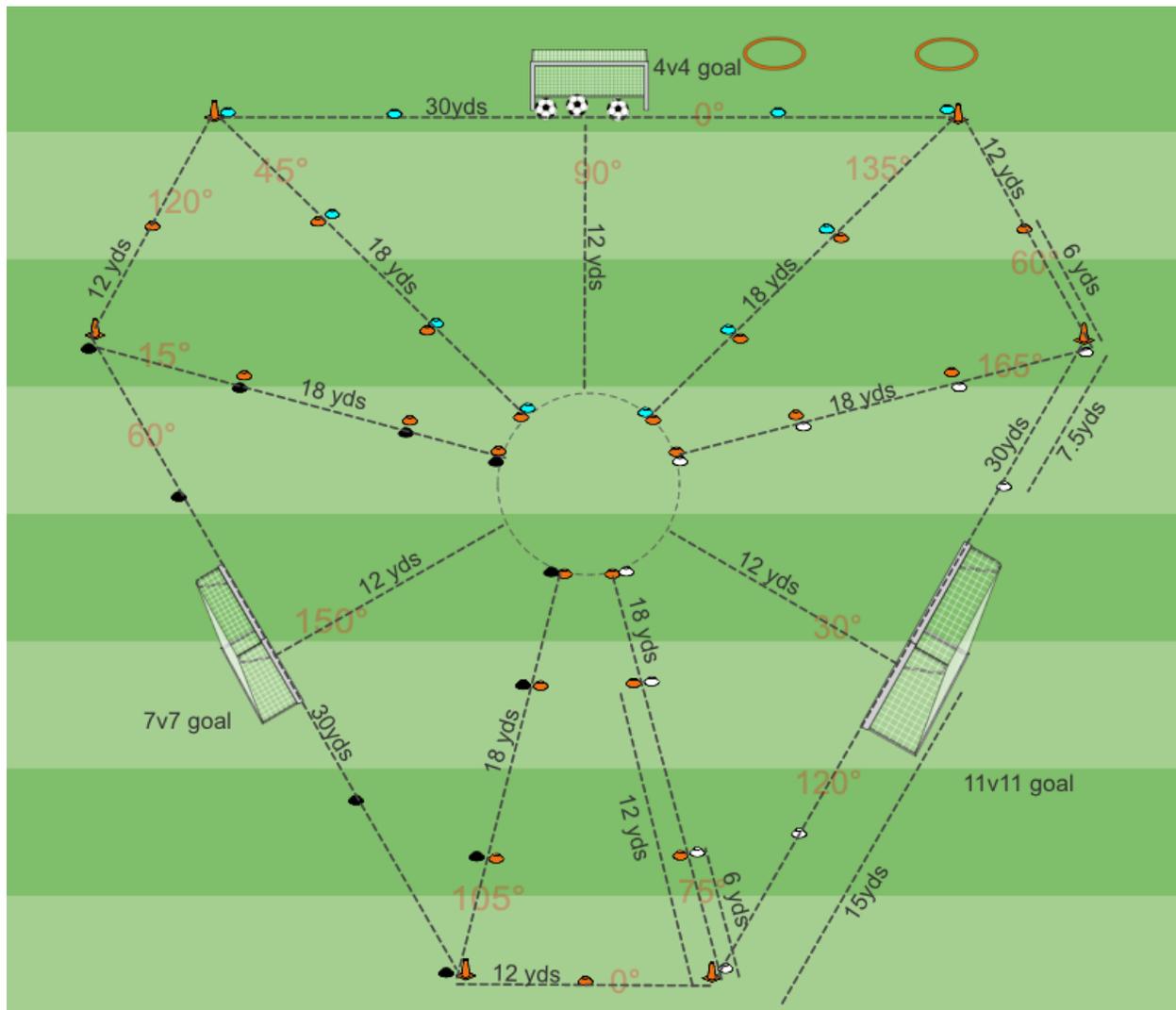


Goalie Wars EXTREME
Rulebook
Logan Kovach 11/16/2022

HSC's Dome: Layout



Field Dimensions:



Grouping:

- U10: ages 8-9 compete against one another
- U12: ages 10-11 compete against one another
- U14: ages 12-13 compete against one another
- U18: ages 14-17 compete against one another

Structure:

All players will participate in an initial round of play. Scoring results from the initial round will determine the players involved in the finals (3-7 players per age group).

Game Duration:

The amount of minutes in each round is equivalent to the amount of players involved in each round. The amount of players in each round will be determined by the amount of players who sign-up for their age group. EX: 6 players = 6 minutes.

King of the Hill Hierarchy / Rotation:

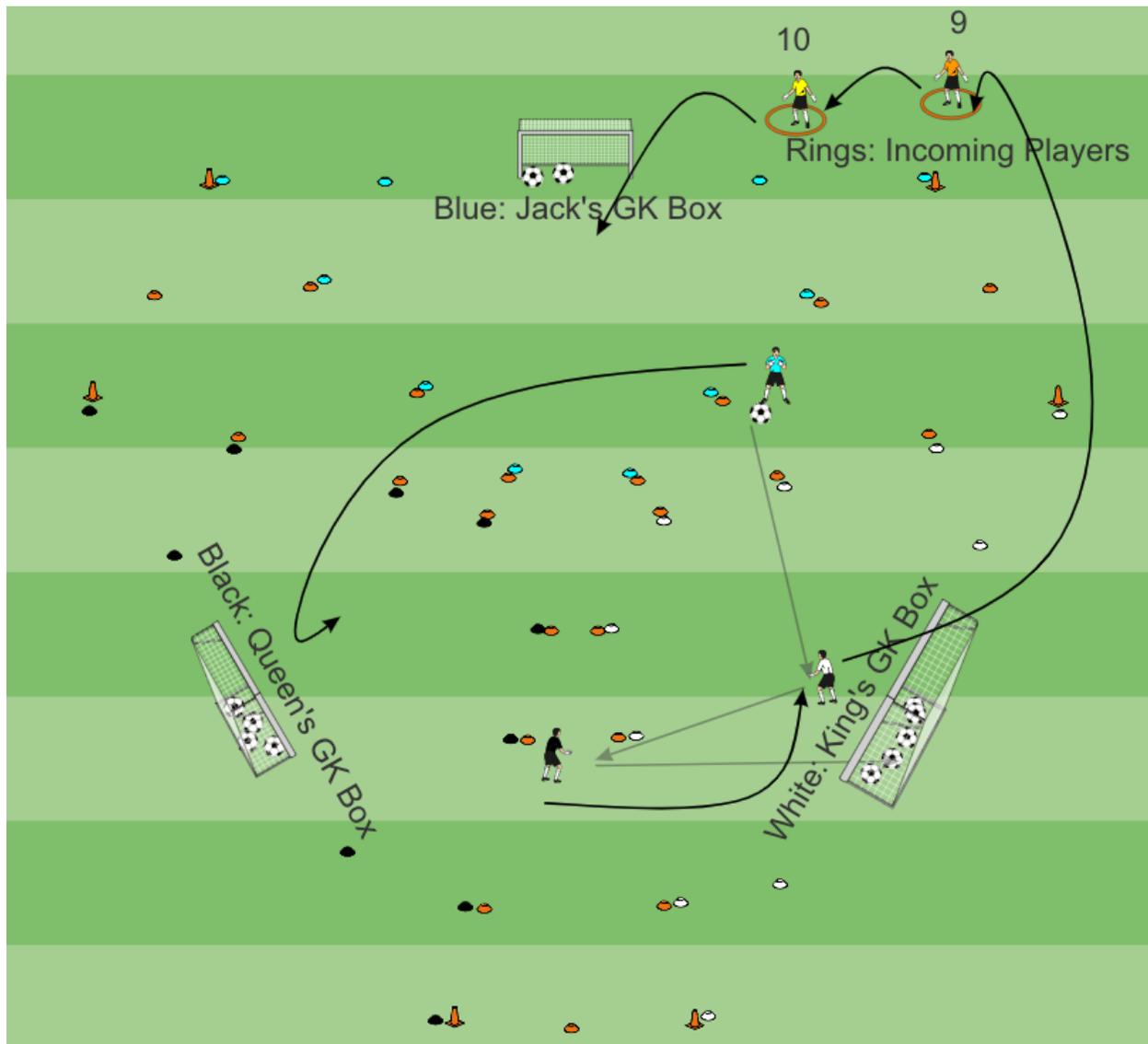
The King protects the largest goal (11v11). If scored on, The King is dethroned & steps into the 9's position.

The Queen protects the middle-sized goal (7v7/9v9). If The King is scored on, The Queen moves into The King's position, becoming The King & protecting the largest goal.

The Jack protects the smallest goal (4v4). If the King, or the Queen, is scored on, the Jack moves into The Queen's position, becoming The Queen & protecting the middle-sized goal.

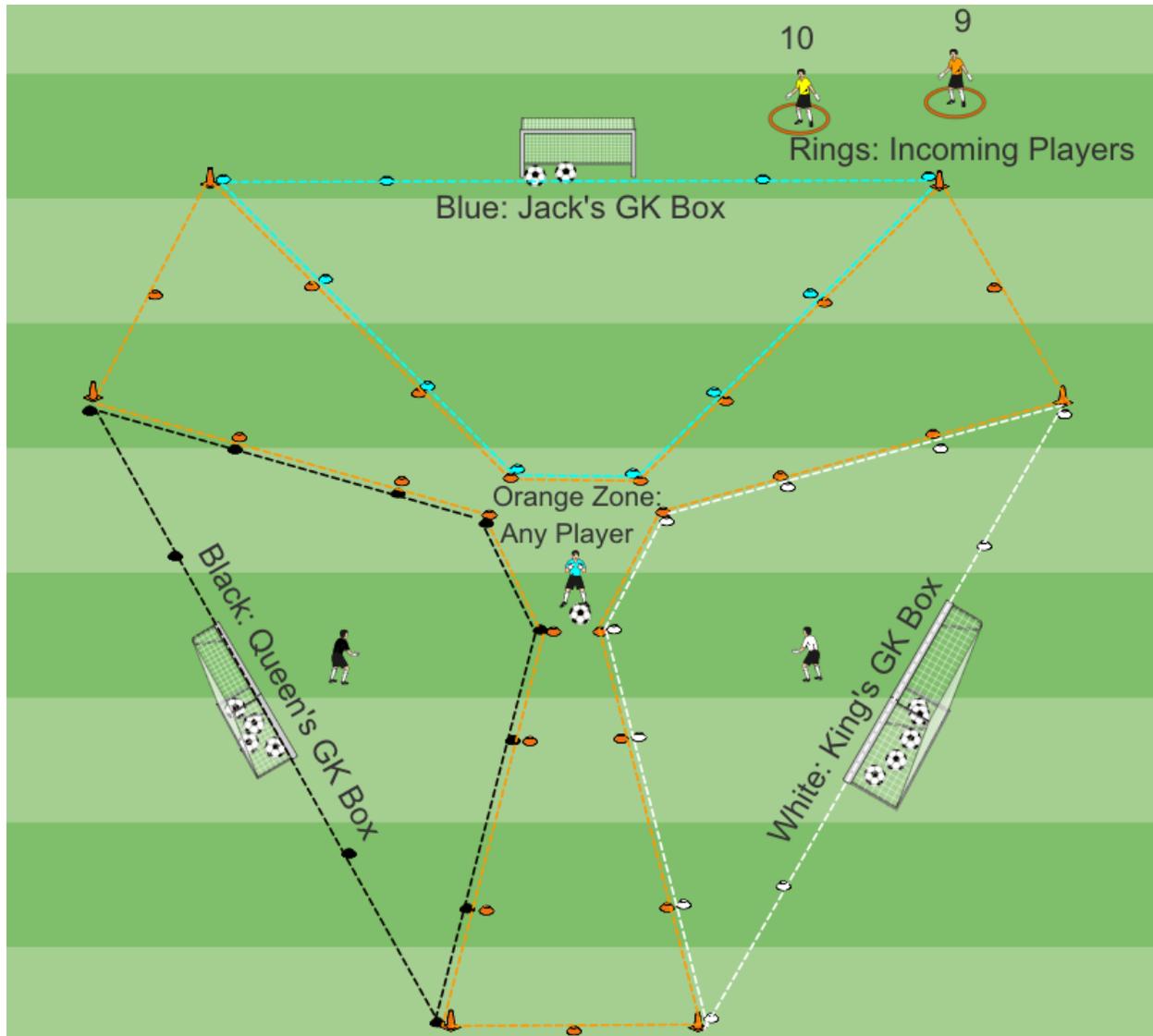
The 10 is an incoming player, waiting on deck to enter into the Jack position following any goal.

The 9 is an incoming player, waiting in the hole, to move to the 10's position following any goal.



Zones:

No player may enter another player's GK Box. Players may use their hands in their own GK Box. GK Boxes are marked out by different colored cones. All players may enter the Orange Zone (feet only). More than one player may enter the Orange Zone at any time.



Starting the Match (initial round):

The youngest player in each age group will start in the King position, and starts with the ball. The second youngest player starts in The Queen position. The third youngest player starts in the Jack position. Etc.

Starting the Match (finals):

The player with the highest score from the initial round starts in The King position, and starts with the ball. The player with the second highest score from the initial round starts in The Queen position. Etc. If there is a tie in score, the younger player takes the higher starting position.

Scoring:

Scoring a goal as The Jack, or The Queen, gives that player 1 point.

Scoring a goal as The King, gives that player 2 points.

Finishing the round as The Jack gives that player an additional 1 point.

Finishing the round as The Queen gives that player an additional 2 points.

Finishing the round as The King gives that player an additional 3 points.

Should the Finals scoring result in a tie, the referee will add time to the round until ending the round supports breaking the tie.

Initiating Play:

Following a goal, the King initiates play.

Following an out of bounds over an opponent's goal line, in which would result in a goal kick in a match, the player's zone in which the ball went out initiates play.

Following an out of bounds over The King or Queen's own goal line, or any orange zone, in which would result in a corner kick in a match, the Jack initiates play.

Following an out of bounds over The Jack's own goal line, or any orange zone, in which would result in a corner kick in a match, The Queen initiates play.

Following a foul, the player who was fouled initiates play.

Following a hand-ball (orange-zones are feet only), a drop ball is offered in the orange zone for the player at the referee's discretion. EX: If the handball occurs as a block of The Queen's shot, the ball is dropped for The Queen to initiate play.

Once play is initiated, a player has 6 seconds to bring the ball out of their GK Box.

Once a ball enters the Orange Zone, a player has 6 seconds to play the ball into an opponent's GK box, or out of bounds.

If a player fails to bring the ball out of their GK Box, or into an opponent's GK Box/out of bounds in the allotted time, that player will be dethroned. No points are awarded for this infraction, and the player at the referee's discretion will initiate play.

Yellow/Red Cards:

Yellow & Red Cards will be given at the referee's discretion (fouls, intentional hand-balls, profanity, etc.). A yellow card results in a player being dethroned from their position at the time the card is presented. A red card removes the player from the round, and at the discretion of the tournament committee, possibly the tournament.

Spectators: Please remain in the area of the field reserved for spectators, and remain respectful to tournament directors, referees, your player's opponents, and your player.