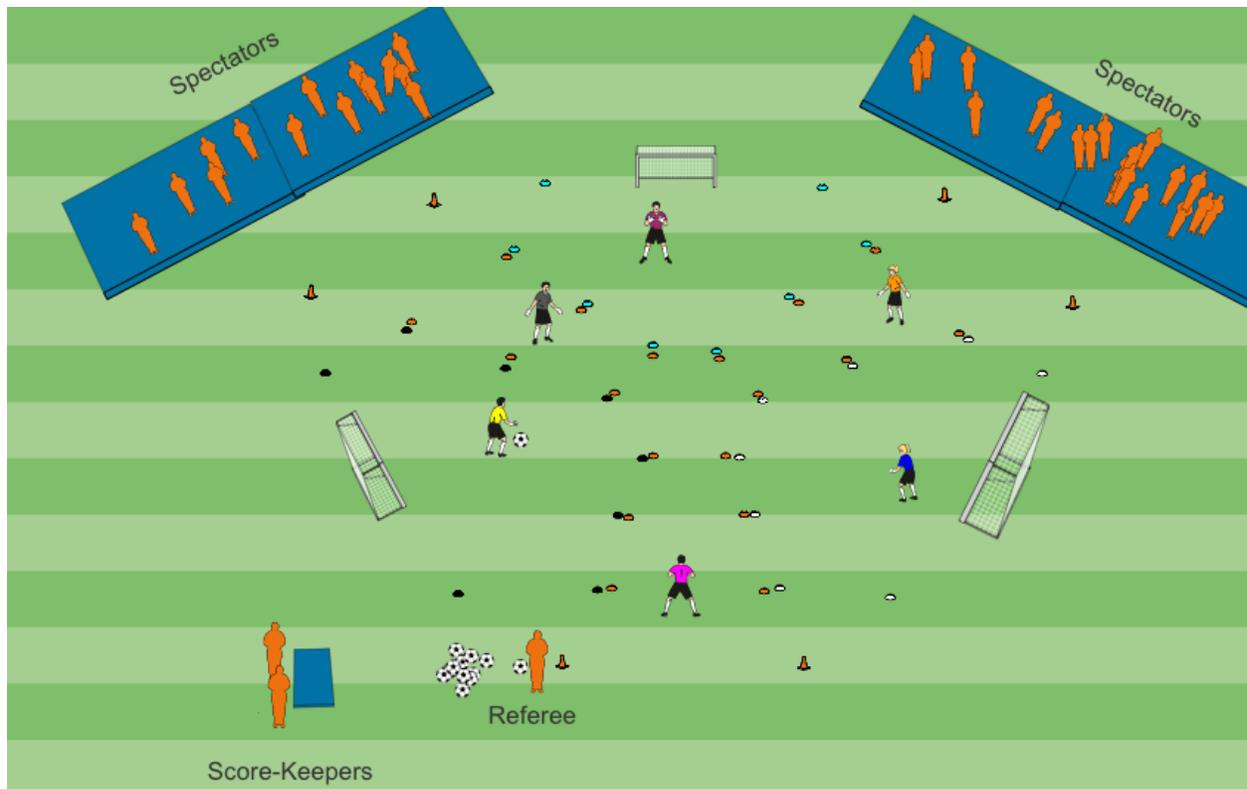


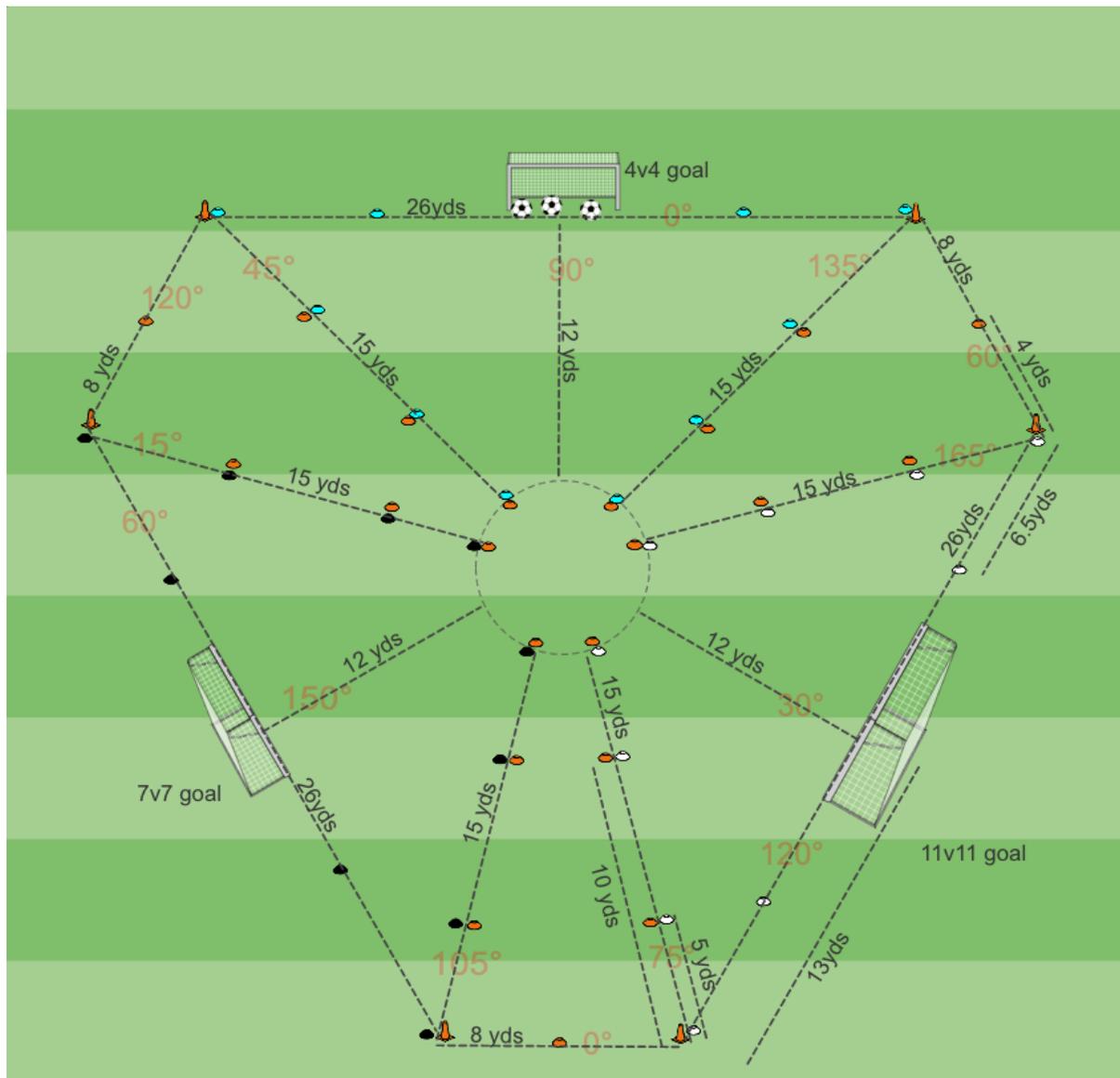


**Goalie Wars EXTREME
Rulebook
Logan Kovach 12/21/2022**

HSC's Dome: Layout



Field Dimensions:



Grouping:

U10: ages 9 & under 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

+18: Ages 18 and over compete against one another

Structure:

All players participate in initial rounds of play. Scoring results determine players in the finals.

Game Duration:

Each round will be 8 minutes in length.

King of the Hill - Hierarchy / Rotation:

The King protects the largest goal (11v11). If scored on, The King is dethroned & steps into the 8's position.

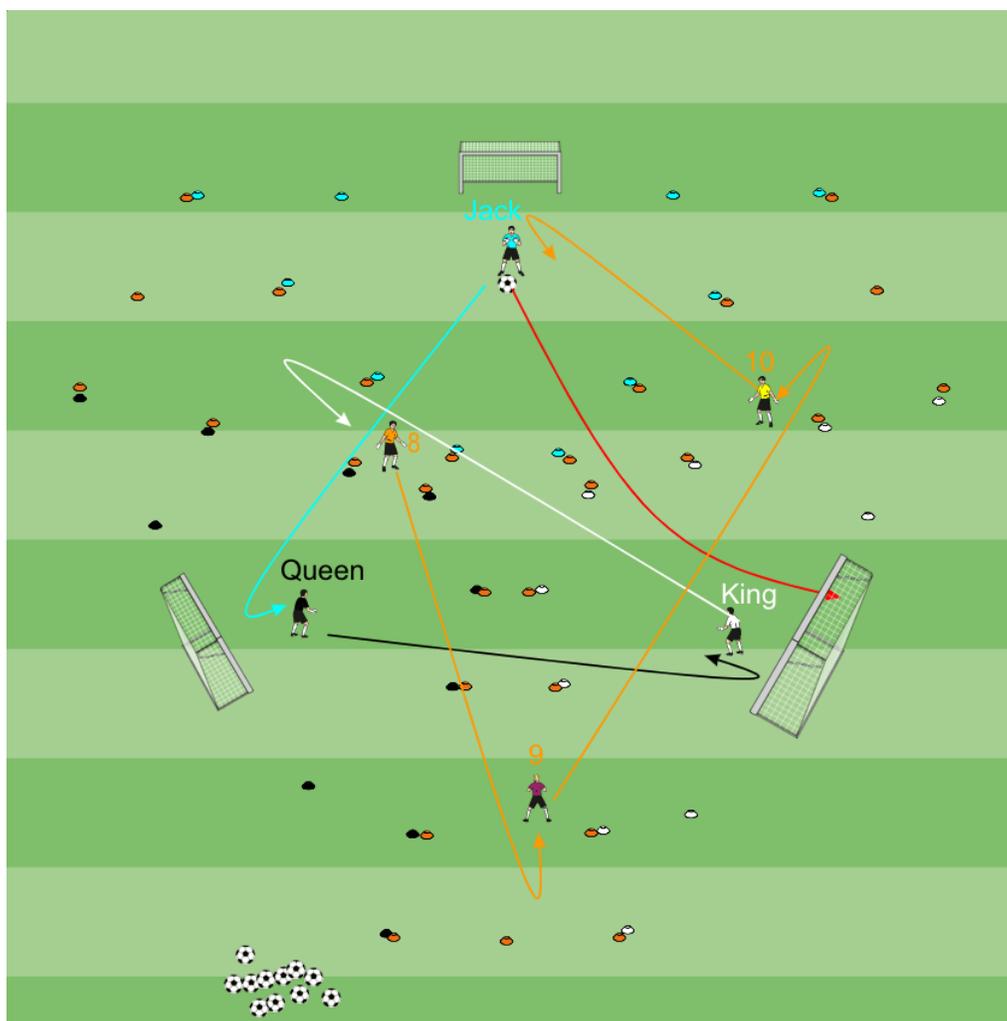
The Queen protects the middle-sized goal (7v7/9v9). If scored on, The Queen is dethroned & steps into 8's position. If The King is scored on, The Queen moves into The King's position, becoming The King & protecting the largest goal.

The Jack protects the smallest goal (4v4). If scored on, The Jack is dethroned & steps into 8's position. 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, 9, & 8 protects no goal, & chooses whether to help block, or to assist in scoring depending on the situation.

The 10, 9, & 8, rotate into higher positions, each time a goal is scored.

TIME: Double Rotation: If after one minute of play, no goals are scored, the King & Queen are dethroned. The Jack moves into the King's position, the 10 moves into the Queen's position, the 9 moves into the Jack's position, the 8 moves into the 10's position, the King moves into the 9's position, and the Queen moves into the 8's position.



Zones:

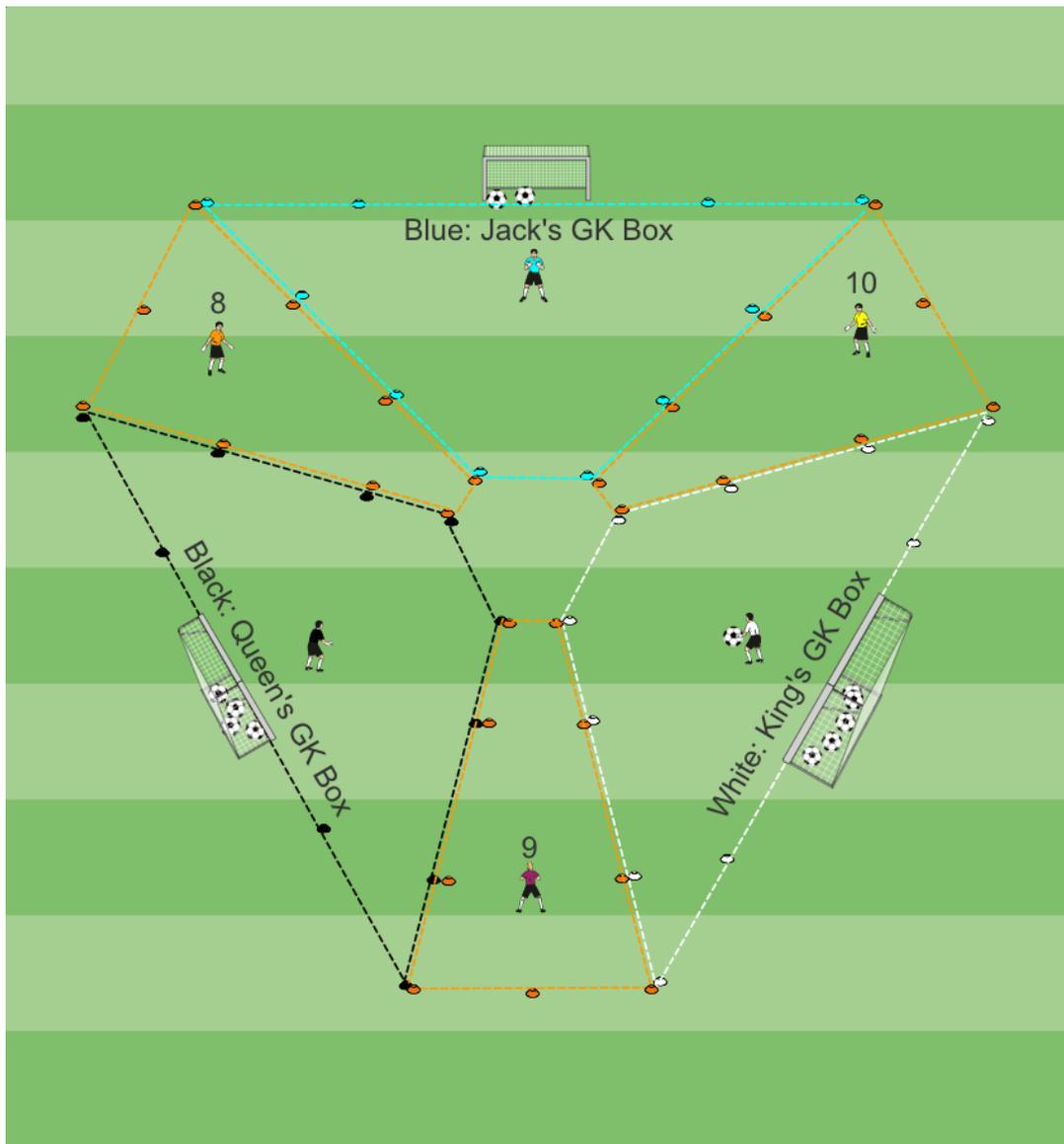
GK Boxes:

King, Queen, & Jack may travel anywhere on the field.

King, Queen, & Jack may use their hands only in their own GK Box.

10, 9, & 8, must remain in their respective orange zone.

10, 9, & 8, may not use their hands.



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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.

Scoring a goal as the 10, 9, or 8, offers no points.

Should the Finals scoring result in a tie, the younger player wins the round.

Initiating Play:

The Referee will distribute balls to players when it is their turn to initiate play.

Following a goal, the King initiates play.

Following an out of bounds over any player's goal line, and 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, and 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, and 10, 9, & 8 may not use their hands), 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 the ball is in a player's hands, they have 6 seconds to release the ball from their hands.

If a player fails to release the ball from their hands in the allotted time, it will result in a drop-ball for an opposing player at the referee's discretion.

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.