

PRESIDENTS CUP 2020: KEEPER WARS RULES AND REGULATIONS

Game Objective:

Keeper Wars is played by 2 players, each trying to score as many goals as possible upon the opposing player while simultaneously defending his/her own goal.

Field of Play:

Is dependent upon age division:

U10: ~30 yards

U12: ~35 yards

U14: ~40 yards

A player may play anywhere within his/her own half, but may not cross into the opposing player's half.

Game Procedures:

All participants must report to Field #1 prior to the start time for their gender. The Keeper Wars Captains will proceed to instruct players where to go and in which order they will play.

Time Limit:

Each match will be 3 minutes long with no half time or switching of goals.

Tournament Format:

Each goalie will participate in single-elimination matches. No matches can end in a tie. If there is a tie at the end of the 3 minute time period, the participants will play golden goal until a winner is determined. Participants will be grouped off of their age division and gender.

Distribution:

The method by which a participant can start or restart lay and score goals. The ball can be distributed in the following ways:

Throw

Dropkick (all age groups)

Stationary kick

Roll and kick

The six-second rule will be in effect meaning that the participant has 6 seconds to distribute the ball after taking possession. If a participant does not distribute the ball in the 6 seconds, there will be a change of ball possession.

Starts/Restarts:

The participant who starts with the ball, as well as the sides that the players will be defending, will be determined by a coin toss.

Offsides:

A participant can be offside when they cross into the opponent's shooting area. After an infringement, the participant will lose possession of the ball.

Modifications:

Any or all rule modifications may be made at the Tournament Director's discretion including but not limited to:

Field Size

Game Duration