

## **Keeper Wars is a 1 vs 1 player setup, similar to how Kicks From The Mark are completed.**

For U16/U19 Third place determination, a Keeper Wars method will be applied to determine which team will be awarded the 3rd place award. This is being done primarily as there have been many games, and the risk for injury at this level is high.

### **Scoring:**

- Each team is given 5 attempts to score
- The team with the most goals after 5 attempts will be determined as the winner.
- If after 5 attempts, the goals remain tied, the play continues 1v1 until the tie is broken.

### **Keepers:**

Each player is deemed to have all the rights and privileges of regular match Keeper, except for the following:

- They may handle the ball as many times as they wish as long as the ball remains on their side of the mid-way line/cones/markers
- They cannot strike or retrieve a ball that fully crosses over the mid-way line.
- The player does not have to stay within the penalty area to handle the ball.
- The keeper may change to another player only when he is in possession of the ball.

### **The Setup:**

- For 16U/19U the Goals are placed 40 yards away from each other. (20 yards from the Mid-Way Line), This distance can be changed at the discretion of the Field Marshall.
- One Keeper per team will be designated to start the match.
- The non-keeper team member will participate behind their defending goal providing balls to their keeper if one goes out of play.
- A Mid-way line may be painted, marked with cones, or designated in any way.
- One or more adjudicating officials (Referee or Tournament) will assess goals scored or violations from the Mid-Way Line.
- A coin flip will determine, side or ball.

### **The Rules:**

- The ball may be propelled in any way that is legal to a keeper in regular match play
- The adjudicating official (Referee or Tournament) will determine any violation of the mid-way line.
- If a ball crosses the mid-way line, it is considered an attempt at scoring a goal.
- Only one ball can be in play at any time.
  - If from an out of play event, multiple balls are put into play, the first one the keeper touches or collects is in play.
  - All new balls must come from behind the defending goal.
- A keeper will have 30 secs to attempt to score.
  - In the official's judgment, if they are wasting time, that time violation will result in an attempt and turn-over of the ball.
- Any player can become a keeper with the following guidelines.
  - A keeper may only change when they have possession of the ball.
  - The change must occur within the 30 seconds allowed or turnover will be declared.

- Disciplinary actions are at the discretion of the adjudicating official.