



Keeper War Rules

THIS IS A SHOWCASE EVENT, NO SCORES WILL BE POSTED TO OUR WEB SITE

The Field of Play

A Keeper War field is 20-28 yards long by 22-30 yards wide depending on the player's age. The Keeper War field is divided into two halves by a halfway line.

The Ball

Player must bring 4 balls marked clearly to identify as their own. Only one ball is permitted on the field of play during Keeper War match. Standard size five soccer balls will be used.

The Number of Players

A Keeper War is played by two players. Each player may have a coach and no more than size (6) Ball Handlers to retrieve and supply balls for distribution.

The Duration

At the end of 3 minutes the keeper with the most goals wins.

The Start of Play

A loss of the coin will determine who picks one of the two goals or the ball to start. The keeper who starts with the ball must play within 6 yards of the goal line

Method of Scoring

Distribution is the method by which goals are scored. A player may distribute the ball in any of the following ways: throwing, punting, rolling, punching, kicking, drop kicking or heading. A player may only distribute the ball during their possession. A player must distribute the ball within 6 seconds of taking possession. A goalkeeper is not allowed in the opposing players half of the field. If a successful save is made, play continues without hesitation or pause. A goal is scored when the whole of the ball goes in the goal and passes over the goal line, provided that no infringement of the Rules of Engagement has been committed. The player scoring the greater number of goals during the Goalie War is the winner.

Rules of Engagement:

1. All attacking moves must take place within 4 yards of original position.
2. If a goal is scored the ball is played from that end.
3. A ball that has deflected off the post, crossbar or the keeper and returns to the other

keeper, that keeper plays from that position.

4. If a keeper catches the ball cleanly, he/she plays from that position.
5. If a keeper mishandles the ball in a “positive” direction (closer to opposing goal) then he/she must return to his/her goal line and play from there.
6. If a keeper mishandles a ball to a disadvantageous position he/she must play from that position.
7. Deflections to the halfway line must be played by one touch kick or he/she can pick the ball up and return to the goal line.
8. Deflected balls out of play from a keeper touch (over the bar, parry wide) the attacking keeper receives the ball.
9. In the event of a tie at the end of the round, the ball will be placed in the center of the field and the match will be restarted. The first goal wins the round.

SILVER STATE SOCCER LEAGUE

