

**Sat. Aug 17 @ 5:30pm**

**BIRTHYEAR \$40**  
2009-2016



**Only for players registered  
in BATTLE AT THE BEACH**



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# **GOALIE WARS**

**August 17, 2024**  
**Tournament Field 7**

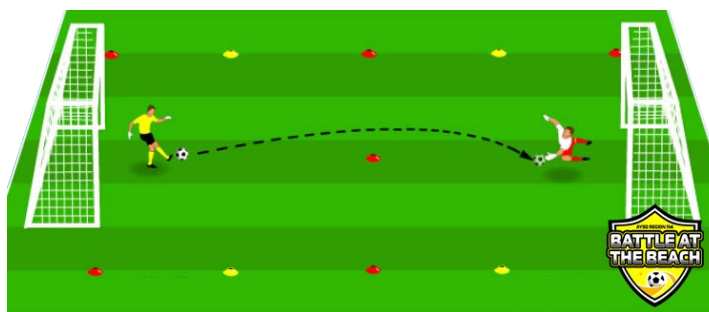
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### How to play Goalie Wars

Goalie Wars is a fast-paced 1v1 distribution game played by goalkeepers facing each other, on a small field. Each match lasts 90 seconds.



During the match, Goalkeepers alternate turns attacking from their own half, trying to score on the opponent's goal. This can be attempted through any legal soccer move –kicking, punting, throwing, rolling, and heading. A player must distribute the ball within six (6) seconds of taking possession. Players may defend or attack from anywhere in their own half, but no part of the keeper may cross the halfway line into the opponent's field of play. If an attacking keeper scores but violates the half-way line rule before releasing the ball, the goal does not count.

Play alternates after every attacking attempt, with one exception: if a ball deflects off the goal or the defending keeper across the halfway line back to the attacker's own half, then the attacker may take an additional turn. The attacker may not cross the halfway line to retrieve the ball. If a ball deflects off a spectator, the ball is considered to have gone out of play.

The winner of the game is the keeper with the greater number of goals after each match.

### Eligibility and Entry Fee

Goalie Wars is open to ALL players 2009-2016 whose teams are registered in, or on Standby for, the Battle at the Beach tournament. (Player must be listed on their team's roster.)

The entry fee to participate in the Goalie Wars tournament is **\$40**, payable via **Zelle** (use Zelle account [ayso114TournamentDirector@gmail.com](mailto:ayso114TournamentDirector@gmail.com)) or **Venmo** @BATB114.

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### **Tournament Format**

Each goalkeeper is guaranteed at least three matches. Players receive 3 points for a win, and 1 point for a draw. The bracket sizes and bracket format are determined by the number of participants. Keepers begin in pool play rounds, and then advance to the medal rounds.

Players should stay near the field. This is a fast-moving tournament– keepers will be called onto the field by the Field Scorekeeper. There is a 90 second window between matches. **If you are not in position on your field when time begins, you forfeit that match.**

### **Determining the Winner of Pool Play**

The goalkeeper(s) with the most number of tournament points (3 points for a win, 1 point for a draw) advance to medal rounds. Pool play games may end in a draw.

Ties in standings at the end of pool play shall be broken in the order of these steps:

1. Head to Head (only if evaluating two keepers)
2. Most Wins
3. Least Goals Allowed
4. Most Goals Scored
5. “Sudden Death” round (after both have taken an equal number of turns)

If three or more players are tied at the end of pool play, the above steps are followed starting at Most Wins. If one player is eliminated in any step, the tie-breaking steps restart at the top (Head-to-Head if only two players are remaining).

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### **Determining the Winner of Medal Rounds**

Should there be a tie after a medal-round game, the game will proceed with keepers alternating turns until one keeper has scored more goals than their opponent after both have taken an equal number of turns.

### **The Field of Play**

The Goalie Wars field is 20 - 28 yards long by 22 - 30 yards wide depending on the player's age. A goal sits on each end-line. The field is divided into two halves by a halfway line. Each goalkeeper must stay in their own half.

If a keeper scores a goal but crossed the halfway line in the process, the goal shall be called off at the discretion of the match official.

### **The ball**

Standard ball sizes shall be used (Size 4 for U9 – U12, Size 5 for U13 and up). One ball is permitted on the field of play at a time. Additional balls are held by teammates/spectators on the side of each goal, ready to quickly serve a ball for the next attack.

Having teammates to support the goalkeeper is critical—the non-stop rounds last only 90 seconds, so teammates should be stationed on either side of the goal, ready to feed the keeper immediately with a new ball when the previous ball is out of play. Invite your teammates to come out and feed balls to your keeper.