

Sat Aug 22 @ 5:30pm

DIVISIONS
09U - 14U

\$40



Only for players registered
in BATTLE AT THE BEACH



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GOALIE WARS

August 22, 2026
Tournament Field 7

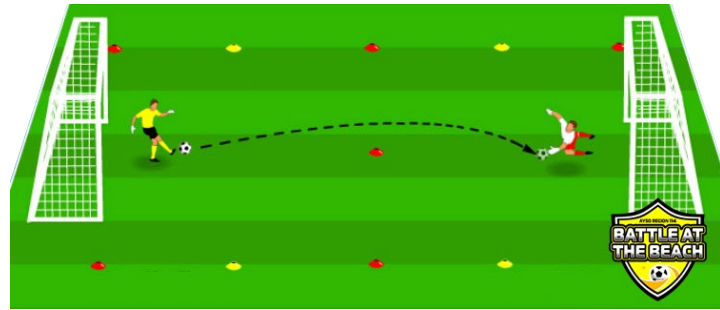
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How to play Goalie Wars

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 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).

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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 points advance to medal rounds. Points are awarded: 3 points for a win, 1 point for a draw. Pool play games may end in draws.

Ties in point standings within a group shall be broken in the order of these steps:

1. Head to Head (only if evaluating two keepers)
2. Most Wins
3. Fewest 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.

Scoring a goal

If the ball was in the opponent's half when kicked or released, a goal shall **NOT** be awarded. (Just like in soccer – the keeper must release the ball before crossing the penalty area.)

If the ball was not wholly across the goal line when time expired, a goal shall **NOT** be awarded. (Just like in soccer—when the whistle blows, everything is dead, even if a ball is mid-flight.)

The ball

Standard ball sizes shall be used (Size 4 for U09 – U12, Size 5 for U13-U14). 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.