

Beach FC Keeper War Rules/Procedures

1. Keeper Wars is a 1v1 & tournament distribution game designed for goalkeepers both boys and girls of all ages.
2. Field size will vary per age grouping. Each space will be divided in half by a midline. Offsides will be called when the keeper crosses over the midline. This will result in the possession to the other keeper.
3. 6 Second Rule: Each keeper has 6 seconds to “attack” the opposing goal. The timing starts as soon as they have control of the ball with their feet or hands. If they do not attack the opposing goal in this time, the referee will cancel the play and possession of the ball will be given to the opposing keeper.
4. Each goalkeeper must stay in their own half of the field and they are not allowed to cross the midline. They defend their own goal while trying to score in the opposition’s goal by throwing, bowling, side volleying, punting & kicking the ball into the goal.
5. “Rock, paper, scissor” will determine which keeper gets the ball first.
6. Matches will be 4 minutes long. Each goalkeeper will get a minimum of 4 matches with the possibility of more with semi-finals and finals.
7. The winner is determined by the goalkeepers who has the most goals after the game is complete.

Points for games:

1. Winners: 3 pts
2. Draw: 1 pt
3. Loss: 0 pt.

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 opponents 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.

