

FIELD & GOAL SIZE

7V7	U9 & U10	18 YARDS 6 YARDS OF PLAY	6 X 12 GOALS
9V9	U11 & U12	17-18 YARDS 3 YARDS OF PLAY	6.5 X 18.5 GOALS 7 X 21 GOALS
11V11	U13 & U14	19-20 YARDS 3 YARDS OF PLAY	8 X 24 GOALS
11V11 HS	U15-U18/19	19-22 YARDS 3 YARDS OF PLAY	8 X 24 GOALS



SOCCKER BALLS

7V7	SIZE 4	8 BALLS IN EACH GOAL
9V9	SIZE 4	8 BALLS IN EACH GOAL
11V11	SIZE 5	8 BALLS IN EACH GOAL
11V11	SIZE 5	10 BALLS IN EACH GOAL

GAME PROCEDURES

- Each goalkeeper must report to the field marshal 2 minutes prior to their scheduled match to check-in. The referee will use "paper, scissors, rock" to select the winner to choose if they want to start with the ball or decide which side they want to start on.
- If you miss your check-in within the grace period of 5 minutes from the game time, the referee will award a 1-0 forfeit win to the opponent who was present at check-in. 3 points will be awarded to this winner. No clean sheet point will be awarded.
- After a match ends, both goalkeepers will shake hands and then proceed to stay for next match to be ball shaggers.

REFEREE / FIELD MARSHAL / DIRECTOR

Each match is controlled by a referee who will enforce the rules of the tournament.

- Referees will score each goal and conclude with the winner of the match.
- Referees will check to make sure ball meets size and inflation requirements.
- Referee will ensure and inspect goalkeepers attire/equipment.
- Shin guards are optional, not mandatory
- Referee is the timekeeper and scorekeeper for each match
- Referee stops, suspends, or terminates the match, at his/her discretion for any rule infringements, safety precautions, player injuries, unsportsmanlike conduct from participants, parents and/or fans
- Referee decisions are considered final once a match has ended.
- Referee will report scores to the info tent where all updates will be displayed on a board

- The Tournament Director reserves the right to modify the tournament rules should he/she deem it necessary.
- No protests and no videos to protest will be accepted.

MATCH TIME

- The match duration is 1 minute and 30 seconds.

EVENT FORMAT & POINTS

Each goalie is guaranteed a minimum of 4 games, dependent on event registrations.

3 points are awarded for a win / 1 point for a tie / 1 point for a clean sheet / 0 point for a loss

A 0-0 score results in a tie with both keepers being awarded 1 point but no points for clean sheet

A tie in semi-finals or championship game results in a penalty shootout. 3 penalties each and if still tied, 1 penalty added to determine winner to advance.

Point Tiebreaker Protocol within Bracket in order:

- Head to Head winner (only if there are 2 ties as first place in bracket)
- If 3 or more ties in a bracket:
- Clean sheet points
- Least Goals Conceded (Goals Against)
- PK Shootout (for competition that only has 1 bracket and top 2 enter final match)

Scoring Points

Goalkeepers receive points by scoring on the opposing goalkeeper. 1 point for each goal scored. Goals can be scored by only 2 methods:

1. Any type of Throw
2. Kick (rolling or stationary)

There is no drop kicks, side volleys or any volleys. All throws and kicks must be within the 3-yard box markers.

Tied Game Rules

Semi-Final and Finals: All Playoff games will not be allowed to end in a tie. In the event of a tie during playoff competition, PK shootout will determine the winner. 12 yards out 11v11. 10 yards out 9v9. 8 yards out 7v7.

SIX-SECOND SHOOTING RULES

- Goalkeepers must distribute the ball within 6 seconds of taking possession of the ball. Possession means that goalkeeper firmly maintains control of the ball by catching it, stopping it, or picking up a ball from inside the goal.

- In the event that the ball is not distributed within 6 seconds the designated goalkeeper will be called for a delay of game. A delay of game violation results in a change of ball possession. If the result is a goal from the delayed goalkeeper, it will not count. If keeper violates the 6 second rule twice in a given match, loss of possession and 1 point will be awarded to the opposing goalkeeper.
- 7v7 goalkeepers can go all the way to their 6 yard play area and shoot within 7 seconds.

OUT OF PLAY

The ball is out of play when:

- It has entirely crossed the goal line or touch line whether on the ground or in the air.
- If a goalkeeper saves or deflects the ball out of bounds it remains your ball. If goalkeepers are scored on, the ball will restart in your hands to continue play.
- Ball shaggers are to place balls that are out of bounds quickly right next to the goalpost 1 yard back. *Ball shaggers are not allowed on the field.

BALL IN PLAY

- After the keeper makes a save he/she can attempt to score within the designated shooting area, using the 2 types of distribution within 6 seconds.
- Rebound Rule: if the ball is deflected off the keeper or crossbar/post and enters the other goalkeepers half, that ball is considered dead. If the ball that is dead is around the field of play and goalkeeper strikes the ball causing a deflection from the dead ball, the same goalkeeper will have another opportunity to take play. Goal that is scored by deflection of dead ball will not result in a goal.

GOAL SCORE

- A goal is scored when the entire ball passes completely over the goal line, between the goal posts, and under the crossbar, provided that no infringement of the laws of the game has been committed prior to the goalkeeper distribution.

Penalty Kicks

- Rock paper scissors, to determine who will shoot first.
- Gk will shoot at the referee's signal; the referee's whistle or verbal signal.
- One referee will stand at the mark, a second referee will stand at the goal line to observe for encroachment and watching the ball cross the line.
- Encroaching goalkeeper that makes a save will result in the kick being re-taken once. If it happens again, the point gets awarded to the penalty taker.

MATCH WINNER

The goalkeeper earning the greatest number of goals by the end of the match is the winner.

MODIFICATIONS

Any or all rule modifications may be made at the tournament director's discretion including but not limited to:

- Combining Age Groups
- Field size
- Ball size
- Goal size
- Game duration
- Adjustment of the total number of matches

Weather related stoppage of play

If the weather stops playing during a match. For the match to count, the match must make it to 45 seconds to stand as an official match played. If a weather-related issue stops the match prior to making it to 45 seconds, the match will be postponed. If the match is not able to continue due to weather, the game will not officially count as played.

If weather stops the event from completing and a minimum number of 3 games have been played, the event will be considered final. Standings will determine the winners.

If fewer than 3 games have been played, then a partial refund will be given or a transfer of the full registration fee to another event will be offered.

Injuries

- Keepers must complete the match in order to win the match. Once a serious injury takes place, an Athletic trainer must state they are safe to continue to play the game. Once this takes place, parents and injured players are able to decide if they would like to continue.
- If a player drops out leading up to finals matches (quarterfinals, semifinals, or finals) the next highest ranked player in their bracket will be moved up in the injured player's position. *We strongly advise not leaving our event early if you are close to moving on to finals games due to this possibility.

CANCELLATION/REFUND POLICY

- If this tournament gets canceled due to forces beyond our control including: inclement weather, health related events or the like, the participant registration fees may be transferred to another tournament event or a 100% credit may be issued to the participant's account. A partial pro-rated refund may be given as well, depending on the circumstance and fees incurred for tournament.
- Injuries do happen prior to events. Understand it becomes difficult to replace goalkeepers in a short period of time. If doctors note is supplied due to a sickness, illness or injury, a prorated refund will be reviewed as well as a credit for future events.

- For participant withdrawals, a credit/transfer of registration will only be given with advanced notice, 2 weeks before the event. 75% refunds for player withdrawals earlier than 2 weeks of the event will be considered. Approved partial refunds are issued within 30 days of approval.
- Refunds or credits will not be given if the player is a "No Show" on game day.

SAFE ENVIRONMENT ORGANIZATION

- Our tournament does not tolerate staff, referee or player abuse, foul, abusive or offensive language, or discrimination of any kind.
- There is absolutely no alcohol of any kind or any tobacco of any kind at the facility. No pets or animals are allowed at the venue.
- For safety and insurance reasons, no parents or anyone other than tournament staff is allowed on the tournament field during tournament. (ball shaggers are excluded from this).
- Parents and spectators will have a designated area to watch and cheer their goalkeeper.

Winners of their Brackets will earn and receive:

Championship Winner

- **Free registration for a National Qualifier of Keeper Wars Ink (for ages approved)**
- 1st Place Medal
- Recognition on our social pages (Parent Approval)
- Free Increase Your Vertical Jump Home Program (for ages 14 and older)
- \$100 off ALL-OUT GK Camp 2026 (must be approved to attend)
- \$75 off ALL-OUT JR GK Camp 2026

Runner Up

- 2nd Place Medal
- Recognition on our social pages (Parent Approval)
- Free Increase Your Vertical Jump Home Program (for ages 14 and older)
- \$50 off ALL-OUT GK Camp 2026 (must be approved to attend)
- \$50 off ALL-OUT JR GK Camp 2026

