



# Rules of Engagement

**Field of Play:**

The dimensions of the field are approximately 30 yards long by 20 yards wide. There will also be a center line which neither goalkeeper may cross. The goal will be approximately 6' x 18'.

**The Ball:**

Only one ball is permitted on the field of play during a Keeper Wars match. Size 4 soccer balls will be used for all matches.

**Number of Players:**

Keeper Wars is played by two players. Each player may have a coach and no more than six ball handlers to retrieve and supply balls for distribution.

**Duration:**

Keeper Wars lasts two equal periods of two minutes each with up to a one-minute half-time interval.

**Start of Play:**

Goalies will defend their goal for one half, changing ends in the second half. The Referee will announce which player will start with the ball. The opposite player will start with the ball in the second half. The referee will blow the whistle to start play.

**Method of Scoring:**

Attempts on goal may be scored in any of the following ways: throwing, punting, rolling, kicking, drop kicking, or heading. A player must attempt to score within 6 seconds of taking possession. A point is scored when the whole of the ball goes in the goal and passes over the goal line. Play is then restarted by the scored upon player. A point will also be awarded to the player who can catch and hold an incoming goal-attempt from their opponent. The player scoring the greater number of points during Keeper Wars is the winner. If the score is tied after regulation, opponents will alternate taking 5 penalty kicks. If still tied, players will alternate taking one penalty kick until a winner is determined. FIFA rules regarding penalty kicks will apply.

**Ball In and Out of Play:**

The ball is out of play when it has completely crossed the goal line or touchline, or when play has been stopped by the referee. The goalkeeper, on whose half the ball went out of bounds, initiates the next distribution. The ball is in play at all other times, including when it rebounds from a player, referee, goalpost or crossbar.

**Fouls:**

Offside: A player is in an offside position if he/she crosses the halfway line and enters his or her opponent's penalty area.

Delay of game: A player may not delay the game. Failure to distribute the ball within 6 seconds is considered delay of game and the possession will be given to their opponent.