



RULES

- 1) **Field of Play** – U8 -U9 players or will play on 14x22 yards field with 6 ½ x 18 goal (7v7 size). Players that are U10, and MYSL/Rec players will play on a 20x22 field with a 6 ½ x 18 goal (7v7 size). U13 players and older will play on 28x30 field with full sized goals. U12/13 combined division will be played on 9v9 size goal 6 ½ x 18 goal. Each field will have a line dividing fields in half in which each keeper will be required to stay on their half.
- 2) **The Ball** – There will only be one ball allowed on the field at a time. Players and divisions will use the appropriate size ball for their age groups. U8-U12 will play size 4, U13 an older will play a size 5 ball. U12/13 combined division will use size 4. A new ball may be introduced if a ball goes out of the field of play. The ref will be in charge of distributing the new ball. If a ball is scored a new ball will not be introduced and the keeper will need to get the ball out of the net to continue play. This will also be at the referee’s discretion if it slows play dramatically.
- 3) **Start of play** – Game Official will flip a coin before the start of each round to determine who will start with the ball. The keeper can designate whether they want the ball on the ground or in their hands. At the start of the match they can play normally and do not have to play from where they started the ball.
- 4) **Methods of scoring** – When making an attempt to score a goal the ball can be played in any way. The ball can be served with hands, feet, or any part of the body. Some methods of scoring include Throwing, shooting with the feet from the ground, punting the ball, half volley, bowling, etc. In the event of multiple missed shots as a result from a punt or side volley the officials can ban these serves for the remaining duration of the match, but they will be restored each new round. The ball must completely cross the line to be counted. Any discrepancies will be ruled by an official. The Officials decision is final and will make calls based on what they can see.
- 5) **Off side** – Off side occurs when a keeper crosses the half way line into the opponent’s side at any time during play regardless whether they have the ball or not. If this happens a goal that would be scored as a result will be disallowed. Also if a keeper steps past the line the ref may either ask the keeper to hold their shot and step back completely onto their half, or they may award the other player the ball after multiple offenses. If a shot is deflected by the other keeper or the goal posts then it is considered live and can be shot again by the same keeper. The ball will be played by whoever side the ball lands on while on the field.
- 6) **Out of play and restart**- One ball may be used at a time. If a ball is served and sent out of bounds a new ball can be introduced. Keepers will trade serves each time regardless of who the ball touches before going out. The only exception to this rule is if a ball rebounds off the opposing keeper, or the goal post and lands back in your half that the ball can be played again.

- 7) **Match duration** – Each match will last 3 minutes. Match officials will control the time. They may stop the time if they feel that time is being wasted.
- 8) **Delay of game and time allowed before releasing the ball** – Keepers have 8 seconds before they have to release the ball. Any violation of this rule will result in the clock being stopped and the ball be awarded to the other keeper.
- 9) **Player drops out** – In the event a player or players do not show by their match time, a member of the Midstate staff or another keeper from another division similar in age can jump in and play. This match will not count towards points and will be just for fun.
- 10) **Players not showing up for their scheduled matches** – If a player is not present at the start of one of their matches this will result in a loss for that keeper. If a keeper has missed more than 3 matches that keeper will be allowed to play the remainder of the tournament but will be disqualified from earning points towards winning their division.
- 11) **Equipment** – All traditional goalkeeper equipment is recommended but not required. We will not be providing any equipment to keepers as they will need to bring their own. Shin guards are optional and not required as this is a non-contact tournament regardless of age.
- 12) **Scoring** – A win will count as 3 points, a draw 1 point, and a loss 0 points. Each keeper will play everyone in their division at least once, maybe 2 times depending on the division size.
- 13) **Last minutes shots** – Any shots that do not cross the line before time expires will not count. If a shot is played during the final whistle or call, it will be up to the official to decide whether it crossed the line in time.
- 14) **Tie breakers** –
In the event of a tie in deciding group positions, the following criteria will be used to break the tie:
 1. Head to head competition (does not apply when more than 2 Goalkeepers are tied. Go directly to next tie-breaker)
 2. Goal Differential (max 5 per game)
 3. Most wins
 4. Fewest goals allowed
 5. Most Shutouts
 6. Most goals scored
 7. Extra Round first to 3 goals.

NOTE: If more than 2 goalkeepers are still tied through the first 6 tie-breakers, then cards will be pulled to eliminate down to two goalkeepers & then remaining two goalkeepers will decide winner with an extra round first to 3 goals