



Keeper Wars

Davis World Cup Tournament Rules

Two opposing goal keepers attempt to score on each other in a two-minute match. The first player to score 3 goals, or the highest score at the end of two minutes, wins the match. If there is a tie, the match will continue until one-player scores. This is a **single elimination** tournament.

Rules of Play

- Each player must supply an appropriate size ball in good condition at the start of the match.
- The winner of the coin toss chooses a side; the opponent gets the first attack.
- The game clock will run continuously except for cases of obvious time-wasting or excessive stoppages.
- **Starts and restarts** begin on the attacking player's end line. Otherwise, a player may take possession of a live ball anywhere on his/her side of the field and play from that point.
- An attacker has up to 6 seconds to put the ball across the centerline. An infraction will result in a **restart** for the opponent. Possession time begins once the ball crosses the centerline, or when "in hand" on the end line for a restart.
- A goal will be disallowed if any part of the body crosses the centerline, either before or after the ball is released. No player may touch or distract an opponent during play. An infraction will result in play continuing (for advantage) or a **restart** for the opponent.
- If the ball goes off the field of play, or if play is stopped by the referee for any reason not listed above, play is **restarted** by the player *whose side of the center line the ball was on when play stopped*, regardless of who last touched to ball.
- Players may move freely within their playing area. There is no "steps" rule.
- A ball may be thrown, punted, drop kicked, kicked, punched, headed, or otherwise propelled.
- A goal is scored if the whole of the ball crosses the end line between the goal posts and under the crossbar. A goal is scored if, in the opinion of the referee, the ball entered the goal *before* an infraction, which would otherwise transfer possession of the ball, occurred.
- The referee may disqualify a player for a sending-off offense (red card).
- Remember that this is AYSO and a friendly competition, so good sportsmanship is always expected from players, coaches, and spectators.
- **All decisions of the Referee are FINAL!**

Administration Details

- Each team is guaranteed two spots for the keeper wars except for U10G: because of the high number of U10G teams, each U10G team is guaranteed one player per team. To secure the guaranteed spots: (1) the team must sign up the two players at the team registration on Friday night or Saturday morning, and (2) the team must pay the five dollar fee for each player at registration; (3) the players must arrive 15 minutes before the competition starts and answer when their names are called.
- Additional players are not guaranteed a spot but may be added at the event itself to fill empty bracket slots. These walk-up players should arrive at their age group's field at least 15 minutes before the start time. Walk-up players pay the five dollar fee only if they are added to the brackets at the competition.
- All players must be present at their age group's field 15 minutes prior to the posted starting time for their division. Vacant slots will be filled at that time.
- Players must be on an active Davis World Cup tournament roster as on file with the tournament registrar. Players ineligible for their team's first game on Sunday (e.g. red card), are not eligible for Keeper Wars play.
- 1st through 4th place in the following eight divisions will receive an award.

U10G • U10B • U12G • U12B • U14G • U14B • U16/U19G • U16/U19B