Red Bulls Goalie Wars Rules

Objective
Goalie Wars is played by two goalkeepers, each trying to score as many goals as possible on the opponent goalkeeper while simultaneously defending his/her own goal.

Field Dimensions
U10 24 x 24 yards long
U12 24 x 26 yards long
U13+ 24 x 30 yards long

The field is divided into two halves by a center line. A goalkeeper may play anywhere within his/her own half, but may not cross into the opposing player's Half. There will be a 4-yard central zone – 2 yards either side of the center line, where a goalkeeper may not throw from. They may still punt, use their feet, or make saves in this zone.

Goals
U10 7v7 sized goals 6 feet x 6 yards long
U12 9v9 sized goals 7 feet x 7 yards long
U13+ 11v11 sized goals 8 feet x 8 yards long

Balls
U12 size 4 balls
U13+ size 5 balls

Only one ball at a time is permitted on the field of play during match play.

Red Bull Goalie Wars Game Format

- Goalkeeper may compete in groups of up to four vs four
- Youngest GK in each group starts and a coin toss or other method decides which GK starts with the ball.
- Goalkeepers face off in opposite goals in their own halves of the field. They must not leave their half.
- If a goalkeeper concedes a goal, they must "retire" and the next goalkeeper in the group takes their place. The entering goalkeeper starts with the ball.
- A goalkeeper has no more than five (5) attempts to score at which point they must "retire" and the next goalkeeper in the group takes their place. The entering goalkeeper

only starts with the ball if the ball was shot at the retiring goalkeeper, otherwise the ball stays with the opponent.

- If a goalkeeper scores three (3) times before their five attempts are up they must also "retire". In this case two new goalkeepers enter. The goalkeeper in the goal that was scored on starts with the ball.
- A goalkeeper who has "retired" may re-enter the game as many times as possible when their turn is up again, provided time has not run out in the match.
- 1 point is awarded for every goal scored
- A goal is scored when the entire ball passes 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 previously prior to the goalkeeper distribution.
- A goal cannot be scored from the opponent half or shooting area.
- The highest scorer(s) in the match on either side wins the match or moves on to the next round

Scoring attempts

A goalkeeper may attempt to score in the following ways:

- Throws (except in a 4-yard central zone – 2 yards either side of the center line)
- Punts
- Shot from feet
- All attempts must take place within the playing area

Six Second Rule

Goalkeepers must attempt to score within 6 seconds of taking possession of the ball. Possession means that the goalkeeper firmly has control of the ball in hands or at feet.

- If the ball is not released within 6 seconds the goalkeeper in possession relinquishes the ball to the opponent.
- If that was the goalkeepers fifth attempt, that goalkeeper must also retire.

Tie Breakers

In the case of tied scores, the differential between goals scored and goals conceded in that round will be the tie breaker. If the score is still tied, then least goals conceded in that round will be declared the winner. If the scores are still tied then a shootout of 2 mins will break the tie.

Rebounds

If the ball rebounds in play to the goalkeeper who has taken the shot, they can take possession of the ball and the 6 second shot clock resets.

Time limit

Match durations are at the discretion of RBNY staff but will be no less than 2 mins per match and can be up to 10 mins.

Modifications

Any or all rule modifications may be made by RBNY staff, these include are but not limited to:

- Field size
- Ball size
- Goal size
- Game duration
- Group size