

International Goalie War Federation



**Rules of Engagement
2007/2008**

INTERNATIONAL
GOALIE WAR FEDERATION

Rules of Engagement

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Authorized by the
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MODIFICATIONS

Subject to the agreement of the national associations concerned and provided the principles of these Rules are maintained, the Rules of Engagement may be modified in their application for:

- Players under the age of 11
- Players with disabilities

Any or all of the following modifications are permissible:

- Size of the field of play
- Size, weight and material of the ball
- Width between the goal posts and height of the crossbar from the ground
- The duration of the periods of play

Further modifications are only allowed with the consent of the International Goalie War Federation Board.

MALE AND FEMALE

References to the male gender in the Rules of Engagement with respect to referees, players and officials are for simplification and apply to both males and females.

KEY

- * Asterisk indicates new rule change



DIMENSIONS*

Length:

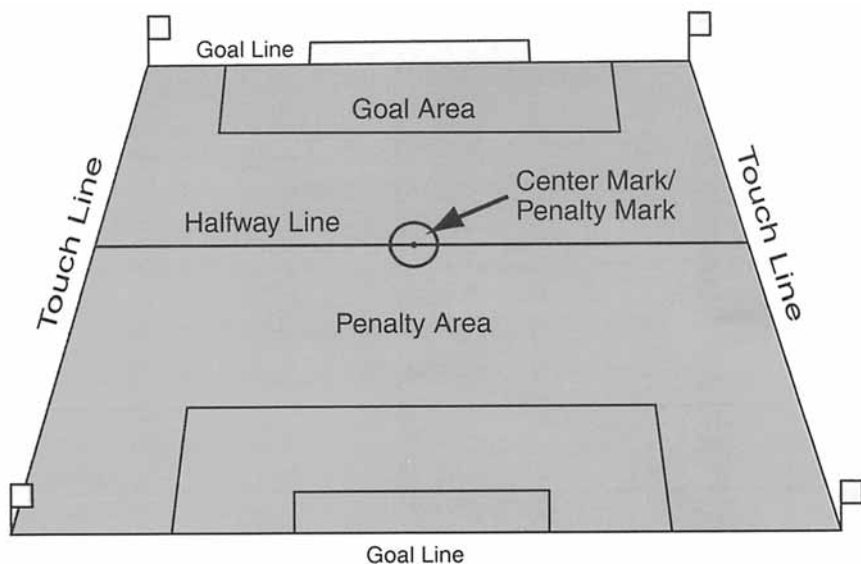
Minimum 22 m (24 yards)

Maximum 26 m (28 yards)

Width:

Minimum 20 m (22 yards)

Maximum 27 m (30 yards)



FIELD MARKINGS

The field of play is marked with lines. These lines belong to the areas of which they are boundaries. The two boundary lines that run the length of the field are called touch lines. The two boundary lines that run the width of the field are called goal lines. All lines are not more than 12 cm (5 inches) wide. The field of play

is divided into two halves by a halfway line. A center mark is located at the midway point of the halfway line in the center of the field.

THE GOAL AREA *

A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line at a minimum of 2.75 m (3 yards) from the inside of each goalpost. These lines extend into the field of play for a maximum distance of 7 m (8 yards) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

THE PENALTY AREA

The penalty area is defined as that area outside the goal area, on the field of play. Within each penalty area is a penalty mark. The penalty mark is located 11 m (12 yards) from the midpoint between the goal posts and equidistant to them.

NEUTRAL ZONE *

The circle around the center mark is called the neutral zone. The area within the circle is approximately 3 m (10 feet) in diameter and is neutral to both players throughout the Goalie War competition. Players may battle for the ball and cross over half field so long as they remain in the neutral zone but may not touch the ball with their hands in this area.

FLAG POSTS



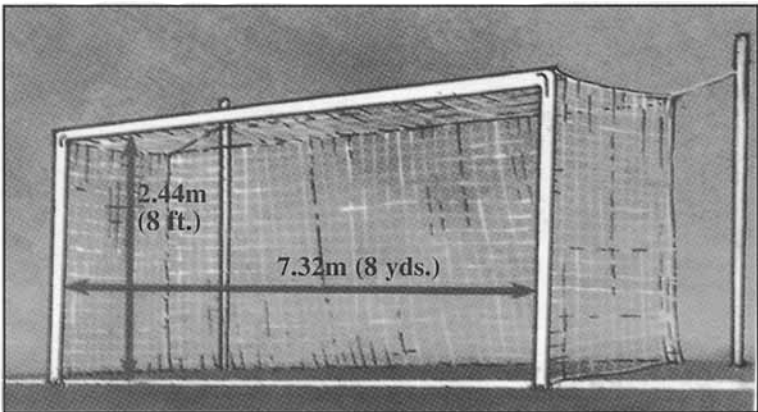
A flag post, not less than 1.5 m (5 feet) high, with a non-pointed top and a flag may be placed at each corner. Flag posts may also be placed at each end of the halfway line, not less than 1 m (1 yard) outside the touch line.

GOALS

Goals consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The distance between the posts is 7.32 m (8 yards) and the distance from the lower edge of the crossbar to the ground is 2.44 m (8 feet). Both goal posts and the crossbar have the same width and depth that do not exceed 12 cm (5 inches). The goal lines are the same width as that of the goal posts and the crossbar. Nets must be attached to the goals and the ground behind the goal. The nets must be properly supported so that they do not interfere with the goalkeeper. Goals must be placed on the center of each goal line.

SAFETY

Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.





NUMBER OF BALLS*

There shall be a minimum of ten (10) Goalie War balls per field, at the start of each match, for use by the players.

Note: Only one ball is permitted on the field of play during a Goalie War match. If two or more balls are on the field during match play, the referee, at his discretion, may stop the game until the excess balls are removed.

QUALITIES AND MEASUREMENTS*

All Goalie War balls will be:

- Size 5 for U12 and older players
- Size 4 for U11 and younger players

Note: Goalie War balls will be supplied by the national associations. Only balls with the official NGWA logo may be used during a Goalie War match.

REPLACEMENT OF DEFECTIVE BALLS

If a Goalie War ball bursts or becomes defective during the course of a match:

- the Goalie War is stopped
- the Goalie War is restarted accordingly with a replacement ball

Note: Balls may not be changed during a match without the authority of the referee.





RULE 3 - THE NUMBER OF PLAYERS

PLAYERS*

A Goalie War is played by two players. Each player may select no more than six Ball Handlers to retrieve and supply balls for distribution. (See Rule 16) Each player may have a coach. The coach may convey tactical instructions to the player during the Goalie War. He and the other officials must remain within the confines of the technical area, where such area is provided.

GAME PROCEDURE*

Each player must report to the scorekeeper/field marshal prior to their scheduled match and provide their name and game time. The scorekeeper/field marshal will advise each player what goal they will be defending to start the match. The players may also be required to identify their Ball Handlers before the start of the match.





SAFETY

A player may not use equipment or wear anything that is dangerous to himself or another player including any kind of jewelry.

BASIC EQUIPMENT

The basic compulsory equipment of a player is:

- shirt or jersey
- shorts or pants
- stockings
- footwear

The following equipment is strongly recommended:

- elbow pads
- knee pads
- hip pads
- goalkeeper gloves
- helmet
- protective cup
- shin guards





THE AUTHORITY OF THE REFEREE

Each Goalie War is controlled by a referee who has full authority to enforce the Rules of Engagement in connection with the Goalie War to which he has been appointed.

POWERS AND DUTIES

The Referee:

- Controls the Goalie War and enforces the Rules of Engagement.
- Ensures that the ball meets the requirements of Rule 2.
- Ensures that the player's equipment meets the requirements of Rule 4.
- Acts as timekeeper and keeps a record of the Goalie War.
- Stops, suspends or terminates the match, at his discretion, for any infringements of the rules.
- Stops, suspends or terminates the Goalie War because of outside interference of any kind.
- Stops the Goalie War if, in his opinion, a player is seriously injured.
- Ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped.
- May, at his discretion, allow play to continue when the player against whom an offense has been committed will benefit from such an advantage and penalize the original offense if the anticipated advantage does not ensue at that time.
- Punishes the more serious offense when a player commits more than one offense at the same time.
- Takes disciplinary action against players guilty of cautionable

and sending off offenses.

- Takes action against coaches and/or officials who fail to conduct themselves in a responsible manner and may at his discretion, expel them from the field of play and its immediate surrounds.
- Ensures that no unauthorized persons enter the field of play.
- Restarts the Goalie War after it has been stopped.
- Provides the appropriate authorities with a report that includes information on any disciplinary action taken against players, and/or officials and any other incidents that occurred before, during or after the match.

DECISIONS OF THE REFEREE

The decisions of the referee regarding facts connected with play are final. The referee may change a decision on realizing that it is incorrect.

LIABILITY

A Referee is not held liable for:

- any kind of injury suffered by a player, official or spectator.
- any damage to property of any kind or any other loss suffered by any individual, club, company, association or other body, which is due or which may be due to any decision which he may take under the terms of the Rules of Engagement or in respect of the normal procedures required to hold, play and control a match.

This may include:

- a decision that the condition of the field of play or its surrounds or that the weather conditions are such as to allow or not to allow a Goalie War to take place.
- a decision to abandon a Goalie War for whatever reason
- a decision as to the condition of the fixtures or equipment used during a Goalie War including the goal posts, crossbar, flag posts and the ball.

- a decision to stop or not to stop a Goalie War due to spectator interference or any problem in the spectator area.
- a decision to stop or not to stop play to allow an injured player to be removed from the field of play for treatment.
- a decision to request or insist that an injured player be removed from the field of play for treatment.
- a decision to allow or not allow a player to wear certain apparel or equipment.
- a decision (in so far as this may be his responsibility) to allow or not allow any persons (including team or stadium officials, security officers, photographers or other media representatives) to be present in the vicinity of the field of play.
- any other decisions which he may take in accordance with his interpretation of the Rules of Engagement or in conformity with his duties under the terms of which the Goalie War is played.



PERIODS OF PLAY

The Goalie War lasts two equal periods of two (2) minutes each, unless otherwise mutually agreed between the referee and the two players. Any agreement to alter the periods of play must be made before the start of play and must comply with competition rules.



HALF-TIME INTERVAL

Players are entitled to an interval at half time. The half-time interval must not exceed one (1) minute. The duration of the half-time interval may be altered only with the consent of the referee.

ALLOWANCE FOR TIME LOST

Allowance is made in either period for all time lost through:

- assessment of injury to players
- removal of injured players from the field of play for treatment

- delay of game
- any other cause

The allowance for time lost is at the discretion of the referee.

PENALTY KICK

Additional time is allowed for a penalty kick to be taken at the end of each half, at the end of the Goalie War match or at the end of periods of extra time.

OVERTIME

Subject to competition rules, overtime rules provide extra time for additional play in the event that both players score an equal number of goals or no goals are scored by the end of the Goalie War. (See Rule 14)

ABANDONED MATCH

If one or both players fail to show within two minutes of a scheduled Goalie War, the Goalie War may be considered abandoned at the discretion of the referee. The player who showed will win by forfeit and the player who failed to show will lose by forfeit. An abandoned Goalie War is not replayed unless competition rules provide otherwise.



RULE 7 - DISTRIBUTION

DEFINITION

Distribution is the method by which a player starts or restarts play and scores goals. A player may distribute the ball in any of the following ways:

- throwing
- drop kicking
- punting
- heading
- rolling
- Boxing / Punching
- kicking

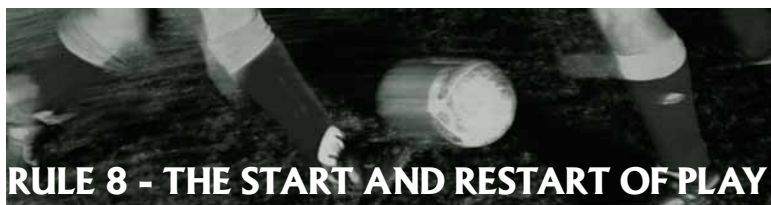
Note: Any method of distribution requiring the use of hands is only allowed within a player's Goal Area.

SIX SECOND RULE *

Players must distribute the ball within 6 seconds of taking possession or they will be called for delay of game. Delay of game results in a change of possession and penalty kick being awarded to the opposing player.

DOUBLE DISTRIBUTION RULE *

A player may only distribute the ball once during their possession. For example, players are not allowed to roll the ball into their penalty area and then kick it, since rolling and kicking are two forms of distribution. However, players may dribble the ball out of their goal area and then kick it, since dribbling is not a form of distribution. A Double Distribution Violation results in a change of possession only.



RULE 8 - THE START AND RESTART OF PLAY

PRELIMINARIES*

The Referee, in consultation with the scorekeeper/field marshal, will decide which goal each player will defend to start the Goalie War. In the second half of the Goalie War, the players change ends and defend the opposite goals. A Goalie War match begins by the Referee summoning both players to the center mark. The Referee advises the players' which goal they will be defending to start the match and asks each player to identify their ball handlers. The players' will then shake hands and return to their respective goals. A ball is placed by the referee on the center mark. Each player must be standing behind their respective goal lines. The referee blows his whistle to start play. The player that reaches the ball first will initiate the distribution that starts the Goalie War. Players may not slide tackle in the neutral zone.

STARTS/RESTARTS

The start/restart of play is initiated by a player taking possession of the ball:

- at the start of the Goalie War
- after a goal has been scored
- at the start of the second half of the Goalie War
- at the start of each period of extra time, where applicable





BALL OUT OF PLAY

The ball is out of play when:

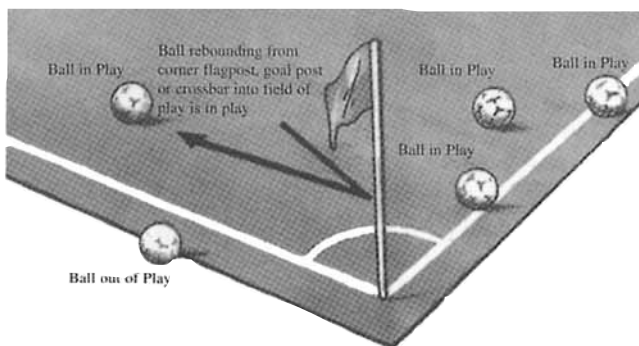
- it has wholly crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referee

BALL IN PLAY

The ball is in play at all other times, including when:

- it rebounds from a player, goalpost, crossbar or corner flag and remains on the field of play
- it rebounds from the referee when he is on the field of play

Note: Only one ball is permitted on the field of play at any time. Ball Handlers may have multiple balls ready to serve in to their goalkeeper. The player on whose half the ball went out of bounds starts the next distribution. For example, if player A kicks the ball and it strikes player B's goalpost and then goes out of bounds on Player A's side of the field, player A starts the next distribution.





DISTRIBUTION*

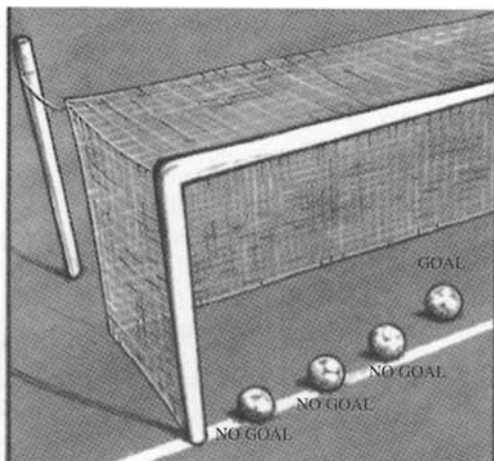
Distribution is the method by which goals are scored.

Note: Goals may also be scored from rebounds off either player, the referee, goals or flags. Goals from rebounds result in one point only.

GOAL SCORED*

A goal is scored when the whole of the 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 by the player scoring the goal.

Note: If a player distributes the ball before the final whistle is blown, in either half, and the distribution results in a goal after the final whistle is blown, the goal will be counted.



TWO POINT PLAY*

If a player distributes the ball from within his goal area and the distribution results in a goal, the player will be awarded two (2) points.

WINNING PLAYER

The player earning the greater number of goals by the end of the Goalie War match is the winner. Subject to competition rules, if both players earn an equal number of goals, or if no goals are earned by the end of the match, overtime rules take effect. (See Rule 14 "Overtime").

NEW! CATCH AND HOLD RULE*

A point will be awarded to the player who can catch and hold an incoming distribution from their opponent. This new rule allows players to now earn points on defense. The incoming distribution must be caught and held in the air. However, the ball is allowed to touch the ground to break the player's fall provided the player does not lose control of the ball upon impact with the ground.





OFFSIDES

A player is in an offside position if he crosses the halfway line, outside the neutral zone, and enters into his opponent's penalty area.

Note: If a player crosses the plane of the halfway line or neutral zone but does not enter into his opponent's penalty area, he is not considered in an offside position.

INFRINGEMENT / SANCTIONS

For any offside offense, the referee awards a penalty kick to the opposing player.





FOULS

A player may not:

- touch the ball with his hands outside his goal area
- enter into his opponent's penalty area, outside the neutral zone
- delay the game

Note: When a foul occurs, the referee, at his discretion, may blow the whistle and stop play or simply allow play to continue based on advantage. If a goal is scored on a foul, the goal will not be counted.

PENALTY

All fouls result in a change of possession and penalty kick awarded to the opposing player.



MISCONDUCT

Cautionable Offenses

A player is cautioned and shown the yellow card if he commits any of the following offenses:

- is guilty of unsportsmanlike behavior
- slide tackling
- shows dissent by word or action
- persistently infringes the Rules Of Engagement
- delays the restart of play
- deliberately leaves the field of play without the referee's permission

SENDING-OFF OFFENSES

A player is sent off and shown the red card if he commits any of the following offenses:

- is guilty of serious foul play
- is guilty of violent conduct
- uses offensive, insulting or abusive language or actions
- receives a second caution in the same game



PENALTY KICKS

A penalty kick is awarded to the opposing player if a player:

- touches the ball with his hands outside his goal area
- crosses the halfway line, outside the neutral zone, and enters into his opponent's penalty area
- delays the game by not getting his shot off within 6 seconds of taking possession of the ball

LOCATION

Penalty Kicks shall be taken from the penalty mark. The penalty mark is located 11 m (12 yards) from the midpoint between the goal posts and equidistant to them.

TIME

Additional time is allowed for a penalty kick to be taken at the end of each half, at the end of the Goalie War or at the end of periods of extra time.





OVERTIME

Subject to competition rules, if both players score an equal number of goals or if no goals are scored by the end of the Goalie War, overtime rules take effect.

PROCEDURE

The players shall play two equal periods of two minutes each in accordance with the Rules of Engagement. The player that scores the most goals by the end of the second period wins. If both players score an equal number of goals or if no goals are scored by the end of the match, the winner shall be decided by penalty kicks.

PENALTY KICKS

Taking kicks from the penalty mark shall be the method of determining the winning player, if both players score an equal number of goals, or if no goals are scored by the end of the overtime period.

PROCEDURE

- The referee chooses the goal at which the kicks will be taken.
- The referee tosses a coin and the player who wins the toss takes the first kick.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both players take five kicks.
- The kicks are taken alternately by each player.
- If, before both players have taken five kicks, one has scored more goals than the other could score, even if he were to complete his

five kicks, no more kicks are taken.

- If, after both players have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same manner until one player has scored a goal more than the other from the same number of kicks.



RULE 15 - THE TECHNICAL AREA

Each player's coach may convey tactical instructions during the Goalie War. He and the other officials must remain within the confines of the technical area, where such an area is provided. Under no circumstances may the coach, other officials or spectators, physically be present within 9 m (10 yards) behind either goal while a Goalie War is being played. Technical areas may vary in size and location. The following notes are issued for general guidance:

Note: The technical area extends 1 m (1 yard) on either side of the designated seating area and extends forward up to a distance of 1 m (1 yard) from the touch line. It is recommended that markings be used to define this area.

Note: The number of persons permitted to occupy the technical area is defined by the competition rules. The occupants of the technical area are identified before the beginning of the Goalie War in accordance with the competition rules.

Note: The coach and other officials must remain within the confines of the technical area except in special circumstances, for example, a physiotherapist or doctor entering the field of play, with the referee's permission, to assess an injured player.



Each player may have no more than six Ball Handlers to retrieve and supply balls for distribution. Ball Handlers may be positioned anywhere, outside the field of play, on their player's side of the field. Ball Handlers must retrieve and serve balls promptly to their player and not intentionally delay the game.

Ball Handlers may not:

- Step on the field of play during a Goalie War
- Retrieve and supply balls that are located in their respective player's goal
- Stop, deflect or otherwise impede any incoming shot on goal

Note: A shot on goal includes any shot that strikes or will strike any part of either goalpost or the crossbar.



INFRINGEMENT / SANCTIONS

CAUTIONABLE OFFENSES

A Ball Handler is cautioned and shown the yellow card if he commits any of the following offenses:

- is guilty of unsportsmanlike behavior
- shows dissent by word or action
- persistently infringes the Rules of Engagement
- delays the restart of play
- deliberately leaves their respective area without the referee's permission
- steps on the field of play during a Goalie War
- retrieves a ball that is located in his player's goal

SENDING-OFF OFFENSES

A Ball Handler is sent off and shown the red card if he commits any of the following offenses:

- attempts to stop, deflect or otherwise impede any incoming shot on goal
- is guilty of serious foul play
- is guilty of violent conduct
- uses offensive, insulting or abusive language or actions
- receives a second caution in the same game

Note: If a Ball Handler is sent off for violating any of the above rules, he may not be replaced with a substitute Ball Handler.

Note: If a Ball Handler is sent off for attempting to stop, deflect or otherwise impede any incoming shot on goal, the incoming shot on goal will be ruled a goal.



The following additional instructions for referees are intended to clarify the correct application of the Rules of Engagement.

BALLS

Only one ball is permitted on the field of play during a Goalie War match. If two or more balls are located on the field of play, they may interfere with the game or cause injury to the players. As such, the referee should stop the game until the excess balls are removed. If an excess ball on the field of play denies an opposing player an obvious goal-scoring opportunity, the referee must award a penalty kick to the opposing player.

DRESS

A Goalie War referee must look professional at all times and dress in the following manner:

- Black/Gold Stripped Referee Shirt
- Black Shorts
- Black/White Socks
- Black Shoes

EQUIPMENT

A Goalie War referee must have the following equipment:

- Whistle
- Flag
- Stop Watch
- Red/Yellow Cards
- Paper & Pencil/Pen

POSITIONING

A Goalie War referee should be positioned near the center of the field during a Goalie War match opposite the Score Keeper and Field Marshal.

GOAL SCORED

The referee should verbalize each goal scored and identify the player scoring the goal. For example, "Green Goal", "Red Goal", or "No Goal".

FOULS AND MISCONDUCT

The referee should verbalize each foul committed and point to the player committing the foul. For example, "Off Sides Green", "Delay of Game Red", or "Hand Ball Green". This will help the score keeper/field marshal correctly identify the penalized players and record penalty kicks for the opposing players.

When a foul occurs, the referee, at his discretion, may blow the whistle, stop play and call for a change of possession or simply allow play to continue based on advantage. If a goal is scored on a foul, the goal will not be counted. Referees are reminded that all fouls result in a change of possession and penalty kick awarded at the end of the half or end of the match.

DURATION OF THE MATCH

The referee should call out the time remaining at a minimum of 30 second intervals. (For example: "90 seconds remaining", "1 minute remaining", and "30 seconds remaining")

NEUTRAL ZONE

Players may not step outside the neutral zone and enter into their opponent's penalty area at any time during a Goalie War match. Referee's should caution each player, prior to the start of the game, to control their forward movement at the start and restart of play

and that slide tackling in the neutral zone is strictly prohibited.

PENALTY KICKS

In pool play, all penalty kicks that are awarded by the referee must be taken even if the result does not change the outcome of the game. However, in play-off and final rounds, penalty kicks do not have to be taken if the result will not change the outcome of the game.



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