**PRESIDENTS CUP 2023: KEEPER WARS RULES AND REGULATIONS**

**Game Objective:**

Keeper Wars is played by 2 players, each trying to score as many goals as possible upon the opposing player while simultaneously defending his/her own goal.

**Field of Play:**

Is dependent upon age division:

 U10: ~30 yards

 U12: ~35 yards

 U14: ~40 yards

 A player may play anywhere within his/her own half, but may not cross into the opposing player’s half.

**Game Procedures:**

 All participants must report to the turf fields prior to the start time for their age group The Keeper Wars Captains will proceed to instruct players where to go and in which order they will play.

**Time Limit:**

Each match will be 3 minutes long with no half time or switching of goals.

**Tournament Format:**

Each goalie will participate in single-elimination matches. No matches can end in a tie. If there is a tie at the end of the 3 minute time period, the participants will play golden goal until a winner is determined. Participants will be grouped off of their age division and gender.

**Distribution:**

The method by which a participant can start or restart lay and score goals. The ball can be distributed in the following ways:
 Throw

 Dropkick (all age groups)

 Stationary kick

 Roll and kick

 The six-second rule will be in effect meaning that the participant has 6 seconds to distribute the ball after taking possession. If a participant does not distribute the ball in the 6 seconds, there will be a change of ball possession.

**Starts/Restarts:**

The participant who starts with the ball, as well as the sides that the players will be defending, will be determined by a coin toss.

**Offsides:**

A participant can be offsides when they cross into the opponent’s shooting area (past the midline). After an infringement, the participant will lose possession of the ball.

**Modifications:**

Any or all rule modifications may be made at the Tournament Director’s discretion including but not limited to:

 Field Size

 Game Duration