

RULES/REGULATIONS

The Field of Play:

The GK Challenge field is divided into two halves by a halfway line. Both GK's are to stay on their half of the field. Any infraction will result in the opposing GK receiving the ball with a restart.

The Ball:

Only one ball is permitted on the field of play during GK Challenge match. Standard size 4 will be used for all ages and games.

The Number of Players:

GK Challenge is played by 2 players. Each player can bring 1 "ball handler" with them to assist them with balls to keep the game flowing quickly. GK's do not need to bring "ball handlers," but might have to chase soccer balls down that go out of play.

Match Length:

8 minute game consisting of 2 4 minute halves.

The Start of Play:

Coin toss to determine who has the ball to start or chooses a side. The GK listed as the away team makes the choice.

Scoring:

GK's score by distributing the ball by any of the following ways: throwing, punting, rolling, kicking, or drop kicking. GKs may only distribute the ball once per possession. A GK must distribute the ball within 6 seconds of taking possession. A goal is scored when the whole of the ball goes in the goal, passing over the goal line. The GK scoring the greater number of goals during the Challenge match is the winner. NO ties will be recorded. In the event of a tie, Sudden Death will be used to determine a winner with the GK who did not start with the ball, starting with it for Sudden Death.

Point System:

10 points for a win

0 points for a loss

1 point per goal scored

Rules of Play:

- 1) All “restarts” and start of play must take place from the goal line.
- 2) A ball that has been deflected off the post, crossbar, or the keeper and returns to the GK who distributed it, can be played as a rebound by the original possessor.
- 3) If a GK saves the ball and keep it on their half, they have 6 seconds to try to score from anywhere on their half. If a GK crosses the mid-field line, the ball will restart with the other GK. If the GK takes more than 6 seconds, the ball will go to the other GK to play.
- 4) Deflections that go out of play from a GK touch over the “touch-line” are given to the opposing GK to restart.
- 5) Deflections that go out of play from a GK touch over a bar or parried wide over the endline, that GK starts the ball.

Protests:

There are no protests permitted. All decisions will be made by the refs and the tournament director.