

# KEEPER KLASH

## RULES OF ENGAGEMENT

### **The Field of Play**

A Keeper Klash field is 20 yards long by 24 yards wide and is divided into two halves by a halfway. A center mark is located at the midpoint of the halfway line with a circle around it. The area within the circle is approximately 10 feet in diameter and called the neutral zone.

### **The Ball:**

The Tournament supplies a minimum of ten (10) balls per field. Only one ball is permitted on the field of play during a Keeper Klash match. Standard size 5 soccer balls will be used for all U12 and older Keeper Klash battles. Standard size 4 balls will be used for all U10 and younger players.

### **The Number of Players:**

A Keeper Klash is played by two (2) players.

### **The Duration:**

A Keeper Klash lasts two equal periods of two (2) minutes each with up to a one (1) minute half-time interval. The referee, at his/her discretion, may allow additional time due to assessment and/or removal of injured players, delay of game or any other cause.

### **The Referees:**

One (1) referee will be stationed at the halfway line referee the game. Two (2) Assistant referees will position themselves opposite corners to ensure the entire ball has crossed the touch lines or goal line for a goal. The fourth official will keep time and assist the referee with methods of distribution.

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### **The Start of Play:**

The Referee decides which goal each player will defend to start the Keeper Klash. In the second half, the players change ends and defend the opposite goals. A Keeper Klash begins by the Referee standing with the ball on the center mark with the two players positioned for a jump ball. Once a player has obtained possession, they must return to their respective goal and touch a post before attempting to score. Slide tackling is strictly prohibited.

### **Method of Scoring:**

Distribution is the method by which goals are scored. A player may distribute the ball in any of the following ways: throwing, punting, rolling, kicking, drop kicking or heading. A player may use the same method of distribution twice in a row. A player must distribute the ball within 6 seconds of taking possession. A goal is scored when the whole of the ball goes in the goal and passes over the goal line, provided that no infringement of the Rules of Engagement has been committed.

### **Ball In and Out of Play:**

The ball is out of play when it has completely crossed the goal line or touchline whether on the ground or in the air or when play has been stopped by the referee. The referee will determine if the ball was touched or deflected on a shot and award the same keeper another attempt. The ball is in play at all other times, including when it rebounds from a player, referee, goalpost, crossbar or corner flag and remains on the field of play.

### **Fouls:**

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- Offside: A player is in an offside position if she crosses the halfway line, outside the neutral zone, and enters her opponent's penalty area.
- Delay of game: A player may not delay the game. Failure to distribute the ball within 6 seconds is considered delay of game.

### **Ball Handlers and Coaches:**

Each player may have a coach and as many ball handlers to retrieve/supply balls for distribution and to cheer for their teammate. One (1) ball handler per team may wear a designated shirt or pinney which will designate them as the "Tosser". The players' coach or parent may be designated as the Tosser to aid the player. The Tossers roll is to serve ball to their designated keeper after it goes out of play, and on the referees signal.

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# Keep Klash Arena

## Dimensions and Layout

