

CENTRAL REGIONAL GOALIE WAR CHALLENGE

Hosted By:

JEFFERSON CITY CONVENTION & VISITORS BUREAU

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Presented By



TOURNAMENT INFORMATION

Date/Time:	Saturday & Sunday, August 16-17, 2008 / 9:00AM - 5:00 PM *
Place/Surface:	63 Sports Complex, Jefferson City, MO / Grass
Eligibility:	Male and female players ages 12 through adult
Costs/Deadline:	40.00/NGWA Members - \$60.00/Non Members / August 2, 2008
Includes:	NGWA Membership, T-shirt, 3 game guarantee and trophies/medals for all Goalie War champions and finalists. Plus, eligibility to compete in the 2008 NGWA Championships.
Registration:	Online, Mail, Fax, Phone
Payment:	Cash, Check, Credit Card accepted

***Games will be scheduled in 2 hours blocks for each age/gender division. If you have a time preference, please note in the "special instructions" box when you register online. We'll do our best to accommodate you.**

ABOUT THE CENTRAL REGIONAL GOALIE WAR CHALLENGE

The Central Regional Goalie War Challenge is part of the 2008 National Goalie War Championship Tour. The event provides an opportunity for amateur youth, college and adult athletes to compete in a region wide Goalie War competition. Players are eligible to compete in the 2008 National Goalie War Championships **only** if they registered and participated in one of the 2008 National Goalie War Championship Tour events. All Regional Tournaments include Goalie War competitions and many fun skills competitions and interactive events plus music, food, prizes, and plenty of giveaways for the whole family.

OTHER CHAMPIONSHIP EVENTS, COMPETITIONS AND ATTRACTIONS*

Punt, Throw and Kick Competition

Power and *Accuracy* are the key words to describe this competition. Each athlete will have one chance to punt, throw and kick the ball for distance and accuracy. Points will be awarded for total combined yardage and with only one chance at a punt, throw and kick it could be a matter of inches that decides who wins and who doesn't.

Cannon Competition

Agility and speed are not the only words to describe this competition, courage is another! The "Cannon" is a ball throwing machine that propels balls at speeds up to 100 mph. These soccer ball cannons can also control the direction of shots along with curves and risers. Each player will have the opportunity to stop ten balls with each save being worth one point.

Goalkeeping Clinics

Learn proper goalkeeping techniques, tactics and conditioning skills and drills from accomplished coaches, trainers and players from around the nation.

Virtual Reality Goalkeeping Experience

Test your goalkeeping skills in virtual reality - a computer entertainment system that places you in a virtual reality goal as a barrage of shots come on goal from your off-screen opponents.

Awards Ceremony

Featuring trophies, medal and great prizes.

Sponsor Kiosks

Enjoy shopping at NGWA sponsor and vendor booths.

**May not be available at every regional event*

TOURNAMENT SCHEDULE*

Saturday & Sunday:

8:45 AM Player Check-in** @ 63 Sports Complex
9:00 AM Opening Ceremony (includes overview of rules, tips and strategies)
9:15 AM Goalie War Tournament Begins
10:30 AM Play-offs/Finals
10:50 AM Awards/Closing Ceremony

**Age/Gender Group TBD

10:45 AM Player Check-in @ 63 Sports Complex
11:00 AM Opening Ceremony (includes overview of rules, tips and strategies)
11:15 AM Goalie War Tournament Begins
12:30 PM Play-offs/Finals
12:50 PM Awards/Closing Ceremony

**Age/Gender Group TBD

12:45 PM Player Check-in** @ 63 Sports Complex
01:00 PM Opening Ceremony (includes overview of rules, tips and strategies)
01:15 PM Goalie War Tournament Begins
02:30 PM Play-offs/Finals
02:50 PM Awards/Closing Ceremony

**Age/Gender Group TBD

02:45 PM Player Check-in** @ 63 Sports Complex
03:00 PM Opening Ceremony (includes overview of rules, tips and strategies)
03:15 PM Goalie War Tournament Begins
04:30 PM Play-offs/Finals
04:50 PM Awards/Closing Ceremony

**Age/Gender Group TBD

*Schedule subject to change

COMPETITION RULES

NGWA RULES OF ENGAGEMENT APPLY WITH EXCEPTIONS

Except as otherwise noted in these rules, all Goalie War® games will be played in accordance with the rules found in the IGWF Rules of Engagement Handbook. All players are responsible for learning the rules prior to the start of the tournament.

ELIGIBILITY

Regional Tournaments are open to male and female players age 12 through adult. Players must be 12 years old as of the end of the calendar year to compete. Neither State/Regional residency nor NGWA membership is required to compete.

TOURNAMENT FORMAT

Each player will square off in a Goalie War arena and compete head to head in a timed battle of skill, wit and endurance. In this fast paced, highly charged competition, great athletes will blast punts, throws and kicks at each other, every six seconds, in an attempt to score as many goals as they can before the referee's whistle ends the five minute match. The player with the most goals wins the match and earns points towards the competing in the Championship round. All competitors are guaranteed a minimum of three matches. The players with the highest overall score, after round robin play, will advance to the play-offs to determine the Central Regional Goalie War Challenge Champion.

DIVISION GUIDELINES

Players will be divided by age and gender. Age divisions are determined by the age of the player as of the end of the calendar year. The number of players in each division may vary. However, there must be at least two players to form a division. Each division may be further divided into groups. Each division will participate in their own tournament. Each division or group will play a round robin format*. The players with the highest scores, after round robin play, will advance to a single elimination play-off round**. The number of players advancing to the play-offs may vary for each division. The semifinalist of each division will advance to the finals and square off on center court to play one final Goalie War match to determine the Central Regional Goalie War Challenge Champion***. There will be 8 age divisions per gender as follows:

Male/Female

Division I	12	Division V	16
Division II	13	Division VI	17
Division III	14	Division VII	18-25
Division IV	15	Division VIII	Over 25

* If only two players register for a division, they will play the best out of five matches to determine the winner.

**The player in each division with the highest overall score after round robin play may receive a bye to the finals depending upon the number of participants in that division.

*** In the finals, if both players score an equal number of goals or if no goals are scored by the end of the Goalie War match, overtime rules take effect.

DIVISION STANDINGS:

All division standings shall be determined by the following point system: (i) win=10 points, (ii) tie=5 points, (iii) loss=0 points. In the event of a tie, the winner will be determined in the following order of applicability:

1. Lowest goals against average.
2. Highest goals per game average.
3. One 5 minute Goalie War match in accordance with overtime rules.

TOURNAMENT EQUIPMENT:

All players must wear shin guards. NGWA will provide size 5 game balls.

BALL HANDLERS

Players can have up to six (6) Ball Handlers to retrieve and supply balls for distribution. Are Ball Handlers really necessary? (See article below)

FIELD DIMENSIONS:

The playing field for ages 12 thru 17 is 24 X 22 with regulation size goals.

The playing field for ages 18 and older is 28 X 22 with regulation size goals.

NGWA POLICIES

AGE VERIFICATION

The NGWA reserves the right to verify any and all information submitted. Inaccurate information is immediate grounds for disqualification. In the event of a dispute, all players will have at their immediate disposal some form of documentation verifying their age (i.e. birth certificate, drivers license, etc). Failure to provide such documentation could result in the player being suspended from playing until such documentation can be obtained. Any player determined by the event director to have falsified age will be dismissed from the tournament.

REFUND

If your requests for a refund is received by the NGWA in writing on or before the registration deadline, the NGWA will issue a 90% refund. No refunds will be issued after the registration deadline.

CONDUCT

The NGWA does not tolerate any unsportsmanlike or disruptive behavior at any of its sanctioned tournaments by any player, coach, supporter or spectator. Anyone found to be in violation of this policy will be escorted off the tournament grounds, reported to their team, club, league and/or association and prohibited from participating in future Goalie War® tournaments.

FORFEITS

If a player is not present within 2 minutes after the scheduled game time, he/she will forfeit the match and a 1-0 win be will recorded for the opposing player.

PROTESTS

THERE ARE NO PROTESTS. All problems will be resolved by the Field Marshall or Tournament Director.

SITUATIONS OR OCCURRENCES THAT THESE RULES AND POLICIES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE FIELD MARSHALL'S AND TOURNAMENT DIRECTOR

PRIZE INFORMATION

All tournament winners and finalists will receive a trophy/medal and prizes from our sponsor(s). All winners and finalists will also be eligible to compete in the 2008 National Goalie War Championships.

REMEMBER TO BRING....

Turf shoes **or** molded cleats.

Identification verifying your name and age.

Goalkeeping Equipment (I.e. jersey, shorts/pants, gloves, cup, pads, shin guards etc..)

Ball Handlers

Optional

Spending money for concessions, vending etc...

DIRECTIONS

63 Sports Complex - 12575 Renz Farm Road, Jefferson City, Mo 65109

FROM JEFFERSON CITY - travel north of the Missouri River 1/2 mile on US 54/63 to Route W / Airport Road. Exit (hint: get in right lane when crossing the bridge). At the top of the ramp, turn left and go 1 mile west on Route W to the 63 Soccer Complex on the left.

FROM COLUMBIA - at I-70 Exit #128A, turn south on US 63 / Jefferson City / Moberly, travel approximately 25 miles to US 54 Exit. Stay in the exit lane and exit immediately to Route W. At the top of the ramp, turn left and go about 1 mile on Route W to the 63 Soccer Complex on the left.

Alternate exit from US 63, at the Pallet Company, turn right off of US 63 to the Outer Service Road / Route W and then turn left on Route W. Go about 1 mile to the 63 Soccer Complex on the right.

FROM 1-70 at Kingdom City - take Exit 148 onto US 54 / Jefferson City / Mexico / Lake of the Ozark Exit. Turn south and follow US 54 approximately 27 miles to Route W / Airport Road Exit. At the top of the ramp, turn left and go about 1 mile on Route W to the 63 Soccer Complex on the left.

HOST HOTEL INFORMATION



Capitol Plaza Jefferson City
415 W. McCarty St.
Jefferson City, MO 65101
E-mail: jeffp@jqh.com

Toll-free: (800) 338-8088
Local: (573) 635-1234
Fax: (573) 635-4565
Rate: \$69.00

Experience the rich history and great entertainment of Missouri's capital city at the Capitol Plaza Jefferson City. You'll stay within walking distance of the elegant State Capitol Complex with its Thomas Hart Benton murals and Missouri State Museum. Jefferson City is home to boutique shopping, four public golf courses and central Missouri's only ice arena. A short drive from the hotel, exceptional hiking and biking is available on the Katy Trail State Park. The Capitol Plaza Jefferson City offers the best stay of all Jefferson City hotels, whether you're traveling on business or looking for a discount family vacation.

ARE BALL HANDLERS REALLY NECESSARY?

By Jeff Nelson
Executive Director, NGWA

Imagine you're racing in the Indianapolis 500...you're ahead of the other racers but need fuel to finish the race. You pull into the pit. Your one or two man crew is out looking for fuel or worse yet, you don't have a crew! It's up to you to find some gas and fill up your own tank. Cars are passing you by as you frantically search for fuel. You may get back into the race, but you can't get ahead before the checkered flag is waved. In the sport of Goalie Wars, Ball Handlers are like a pit crew in car racing...you simple can't win without them. If you don't have Ball Handlers, then you must retrieve your own balls. This slows down the game considerably and puts you at a tremendous disadvantage. In this game, every second counts! The faster your Ball Handlers can retrieve and supply balls for distribution, the faster you can get your shots off and score.

Not only are Ball Handlers necessary, having the right players to retrieve and serve you balls is essential. Ideally, you want Ball Handlers that are fit, know the rules and can serve you the right ball for the right situation. For example, you don't want Ball Handlers that are going to commit a sending off offense like attempting to stop an incoming shot on goal. This will only cause you to lose a player. Nor, do you want Ball Handlers that are going to serve you a "bad" ball. For example, if your opponent is out of position and you can lob a ball over her head into the goal, you don't want your Ball Handler rolling a ball to you at mid field. You want her to quickly put a ball into your hands so that you can lob it over your opponents head before she gets back into position.

When selecting Ball Handlers, think about how many you will need, where you're going to position them and how they should serve you balls. Do you want to use all six players and position them around your half of the field? Who do you want serving you balls? Just one or two players or the entire team? What side do you want your Ball Handlers feeding you the balls? Your strong side? Your weak side? The side opposite any sun glare. How do you want them feeding you balls? Do you want them to roll the ball to your feet or somewhere else on the field of play? Do you want them to put a ball in your hands or serve up half or full volleys? Will your Ball Handlers know how to feed you the right ball for the right situation or will you have to tell them? How are you going to communicate with your Ball handlers? Will you shout out verbal commands or use hand gestures? All of these issues should be addressed prior to the start of every match.

As you can see, Ball Handlers are not only necessary, they're essential. You should think of them as an important part of your team. Of course, spectators and other tournament players could serve as your Ball Handlers. However, you are taking a chance that someone will agree to do it for you and do it right.