

# MID-ATLANTIC REGIONAL GOALIE WAR CHALLENGE

Hosted By:

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IN EVERY DIRECTION

LYNCHBURG REGIONAL CONVENTION & VISITORS BUREAU

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Presented By



## TOURNAMENT INFORMATION

Date/Time:	Saturday & Sunday, June 7-8, 2008 / 9:00AM - 5:00 PM *
Place/Surface:	Lynchburg United Soccer Field Complex, Lynchburg, VA / Grass
Eligibility:	Male and female players ages 12 through adult
Costs/Deadline:	40.00/NGWA Members - \$60.00/Non Members / May 24, 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 MID-ATLANTIC REGIONAL GOALIE WAR CHALLENGE**

The Mid-Atlantic 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\*\* @ Lynchburg United Soccer Field 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 @ Lynchburg United Soccer Field 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\*\* @ Lynchburg United Soccer Field 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\*\* @ Lynchburg United Soccer Field 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 Mid-Atlantic 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 Mid-Atlantic 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**

### **LYNCHBURG REGIONAL SOCCER COMPLEX (LRSC):**

**From 460 East or West:** Take 501 South towards South Boston/Rustburg. The Complex is on the left approximately 2.5 miles from 460. The left turn lane for the Complex is directly across from Miles Market.

**From 29 South or North (Business):** Take the Campbell Avenue Exit towards South Boston/Rustburg (501 South). Campbell Avenue turns into 501 South and crosses Route 460. After crossing 460, the Complex is on the left approximately 2.5 miles from 460. The left turn lane for the Complex is directly across from Miles Market.

## **HOST HOTEL**



*Conveniently Located at the  
Crossroads of Comfort and Value.*



### **Ramada Lynchburg, Virginia**

3436 Odd Fellows Rd.  
Lynchburg, VA 24501 United States of America  
Phone: 434-847-7500 Fax: 434-846-4965

[www.ramadainnlynchburg.com](http://www.ramadainnlynchburg.com)

**Property Features:** **Free Parking**  
Business Center  
Fitness Center  
Hot Breakfast Buffet  
**Cost:** \$64.00 + Tax (1-4 persons per room)

The Ramada Inn Lynchburg offers seasonal and regional cuisine in the Full Service Restaurant and Cocktail Lounge. The Ramada Inn Lynchburg is a full service Corporate and Leisure Hotel. This Lynchburg Hotel offers Banquet Facilities to accommodate groups up to 250 people and the Conference Center accommodates training for 6-130 people in three specially equipped rooms and a 14 seat boardroom. Includes Ergonomic tables and chairs.

This Lynchburg Hotel offers Free Wireless High Speed Internet Access in all rooms and public areas, a Free Hot Breakfast, Business Center and ATM. This Hotel is Tour Group Friendly and able to accommodate large groups of all types, with excellent hospitality.

This Lynchburg, Virginia Hotel is only 2 miles from Liberty University, 4 miles from Lynchburg College, and 6 miles from Randolph Macon Womans College. Other nearby attractions include Thomas Jefferson's Poplar Forest, the National D-Day Memorial, and Historic Appomattox. There are over 70 attractions within one hours drive of this hotel.

## **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.