

# 2008 National Goalie War Championships

Presented By



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## Tournament Information

Date:	Friday, Saturday & Sunday, December 5-7, 2008
Time:	Fri, 11:00 AM to 4:00 PM; Sat, 8:00 AM to 5:00 PM; Sun, 11:00 AM to 4:00 PM
Place:	Sylvan Lake Park, Sanford, FL
Surface:	Natural Grass
Eligibility:	Friday's Qualifying Round is open to male & female players 10 and older. Sat. & Sun. Championship Rounds are invitation only.
Costs:	\$150.00 (NGWA Members \$130.00)
Reg. Deadline:	Friday, October 24, 2008
Includes:	NGWA Membership. T-shirt. Three game guarantee. Player welcome bag. Player reception party. Goalkeeper Exposition. Team Goalie War Competition. Fun skills competitions and interactive events. Special guest appearance. Trophies, prizes and great giveaways.
Registration:	Online, Mail, Fax, Phone
Payment:	Cash, Check, Credit Card accepted

## About the 2008 National Goalie War Championships

The 2008 National Goalie War Championships will feature the best Goalie War players in the country competing head to head for the rights to be called a National Goalie War Champion. This event will include a Goalkeeper Exposition, player reception party, fun skills competitions and interactive events, Team Goalie War competition and a final round featuring play by play announcers, color analysts, music, entertainment, food, prizes, and plenty of giveaways for the whole family.

Players are eligible to compete in the 2008 National Goalie War Championships if they:

1. Are the defending National Goalie War Champion.
2. Finished in first or second place in their age/gender division at one of the 2007 or 2008 National Goalie War Championship Tour events. (this includes the qualifying event that's open to all players on 12/5/2008 )
3. Won the Punt, Throw & Kick and/or Cannon Competitions at one of the 2007 or 2008 Goalie War events.
4. Are nationally ranked by the NGWA, in their age/gender division, as one of the top Goalie War competitors in the country.

## **Other Championship Events, Competitions and Attractions**

### **Goalkeeper Exposition**

All registered players will have a great opportunity to display their athletic, technical and competitive skills to club, academy, ODP, college and professional coaches. Keepers will partake in various athletic and technical drills so that they can display their abilities to a variety of coaches. Video recording of the events and athletic profiles will be available for both the athletes and coaches. Coaches from the USA and abroad will be invited to observe goalkeepers in an environment that will put the athletes through physical, technical and competitive situations. This is a unique and exciting opportunity for goalkeepers to display their talents and capabilities to a wide audience!

**Note: The Goalkeeper Exposition will be administered by Paul Blodgett ([www.nigoalkeeperschool.com](http://www.nigoalkeeperschool.com)) and Mark Williams ([www.williamssoccer.com](http://www.williamssoccer.com)) from New Jersey and a staff of highly qualified trainers. For more information in regard to the exposition, please contact: Paul Blodgett at [pblodgett@earthlink.net](mailto:pblodgett@earthlink.net)**

### **Team Goalie War Cup Competition**

All Goalie War competitors will be divided into teams based on the geographic area they reside. Teams will compete in a round robin Goalie War tournament format with 30-minute matches and limited substitution to determine what region will take home the gold in the very first National Goalie War Team Competition,

### **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.

### **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.

### **Special Guests Appearances**

Get signed autographs from or take pictures with current or former professional and/or national team players. (Schedule permitting)

### **Hit the Post Promotion**

Contestants will get the chance to win \$10,000 as they try to “hit the post” on three consecutive attempts.

### **Raffles/Drawings**

Players and spectators will have the chance to win great prizes throughout the day from the NGWA and sponsors.

### **Sponsor Kiosks**

Enjoy shopping at NGWA sponsor and vendor booths.

### **Awards Ceremony**

Featuring trophies, medals and great prizes. Plus, up to \$25,000 to the sponsors of the 2008 National Goalie War Champions.

## **Tournament Schedule\***

### **Friday, December 5, 2008**

11:00 AM Player Check in @ Sylvan Lake Park (Open Players Only)  
11:45 AM Opening Ceremony (includes overview of rules, tips and strategies)  
12:00 PM Keeper Exposition (Invitation Players Only)  
12:15 PM Goalie War Tournament Begins (Open Players Only)  
12:15 PM Cannon & Punt, Throw & Kick Competitions (Open Players Only)  
03:15 PM Drawings & Promotions  
03:30 PM Final Scores and Championship Round Qualifiers Announced  
04:00 PM Keeper Exposition Ends  
07:00 PM Player Reception and Check In at the Orlando Marriott Lake Mary – Orlando, FL

### **Saturday, December 6, 2008**

08:00 AM Check-in @ Sylvan Lake Park (Championship Round Qualifiers & Invitation Players Only)  
08:45 AM Opening Ceremony  
09:00 AM Keeper Exposition (Open Players Only)  
09:30 AM Goalie War Tournament Begins  
09:30 AM Cannon & Punt, Throw & Kick Competitions (Champ. Round Qualifiers & Invitation Players Only)  
12:30 PM Drawings & Promotions  
12:45 PM Final Scores and Final Round Qualifiers Announced  
01:00 PM Keeper Exposition Ends  
02:00 PM Team Goalie War Competition  
05:00 PM Team Goalie War Awards Presentation  
07:00 PM Coaches & NGWA Staff Reception at the Orlando Marriott Lake Mary – Orlando, FL

### Sunday, December 7, 2008

09:00 AM Keeper Exposition (Championship Round Qualifiers Only)  
11:00 AM Check-in @ Sylvan Lake Park (Final Round Qualifiers Only)  
11:30 AM Opening Ceremony featuring the parade of champions & special guest appearance  
12:00 PM National Goalie War Championship Finals Round Begins  
12:00 PM Keeper Exposition Ends  
01:30 PM Half-time Show featuring "Hit the Post" and other fun promotions  
02:00 PM National Goalie War Championship Finals Round Resumes  
04:00 PM Awards/Closing Ceremony

**\*Schedule subject to change**

**SPECIAL!!!** The National Goalie War Championship finals will be open to the public and feature live interviews, color commentators, music, entertainment, prizes, and plenty of giveaways for the whole family. We would appreciate everyone staying for the finals to support the NGWA and all national championship finalists.

### **COMPETITION RULES**

#### **NGWA Rules of Engagement apply with exceptions**

Except as otherwise noted in these rules, all Goalie War matches will be played in accordance with the rules found in the 2007/2008 Rules of Engagement handbook. All players are responsible for learning the rules prior to the start of the tournament.

#### **Eligibility**

The 2008 National Goalie War Championships is both an open and invitational event. The tournament is open on Friday, December 5, 2008 to male and female players ages 10 through adult seeking to qualify for the Championship round on Saturday, December 6, 2008. The NGWA will be inviting the top two finalists from each age/gender division of the qualifying round on Friday to compete against the players who already qualified and received an invitation to compete in the national championship round. Players must be 10 years old by December 31, 2008 to compete. Neither State/U.S. residency nor NGWA membership is required to compete.

#### **Championship Format**

All registered players who did not receive an invitation to compete at the 2008 National Goalie War Championships will compete head to head in the qualifying round on Friday, December 6, 2008 in a minimum of three Goalie War matches. The top two players with the most points in each age/gender division, after the qualifying round, will advance to the championship round and compete in a similar format against all the players who qualified by receiving an invitation to compete. The top two players with the most points in each age/gender division, after the championship round, will advance to the final round on Sunday and compete head to head in a series of three Goalie War matches. The first player to win two out of three matches will be crowned the 2008 National Goalie War Champion.

## **Division Guidelines**

Players will be divided by age and gender. Age divisions are determined by the age of the player as of December 31, 2008. The number of players in each division may vary. 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 top two players with the highest scores, after round robin play, will advance to the next round\*. The semifinalists of each division will advance to the final round and square off on center court to play the best of three Goalie War matches to determine the 2008 National Goalie War Champion\*\*. There will be up to 10 age divisions per gender as follows:

### Male/Female

Division I	10	Division III	12	Division V	14	Division VII	16	Division IX	18
Division II	11	Division IV	13	Division VI	15	Division VIII	17	Division X	Open

\*There will be no play-offs or finals during round 1 (qualifying round) or round 2 (championship round) Only the top two players with the highest scores will advance to the next round.

\*\* In the finals, if both players score an equal number of goals or if no goals are scored by the end of the third 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. If you cannot bring Ball Handlers with you, volunteers will be on site to serve as Ball Handlers. Are Ball Handlers really necessary? (See article below)

## **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 request for a refund is received by the NGWA in writing on or before October 24, 2008, the NGWA will issue a 90% refund. No refunds will be issued for any reason after October 24, 2008. **IF WE DO NOT RECEIVE ENOUGH REGISTRANTS IN A PARTICULAR AGE/GENDER DIVISION, IT MAY BECOME NECESSARY TO CANCEL THE TOURNAMENT FOR THAT DIVISION. THEREFORE, PLEASE DO NOT MAKE NON-REFUNDABLE TRAVEL ARRANGEMENTS UNTIL 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. Tournament security will be on hand to ensure a safe and fun tournament for all.

### **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 will be 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 players will receive a welcome bag containing championship information and souvenirs. All National Champions and finalists will receive trophies and sponsor merchandise. Team Goalie War and other special events champions will receive gold medals. Plus, the NGWA will be donating up to \$25,000 to the sponsors of the 2008 National Goalie War Champions.

### **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..)

#### **Optional**

Spending money for merchandise, concessions, vending etc

## Sponsor Information



The Central Florida Sports Commission solicits and supports activities, events and sports related businesses that stimulate the Central Florida economy, construct and utilize sports facilities, enhance the area's image worldwide, provide outstanding entertainment and participatory opportunities, and contribute to Central Florida's quality of life. The CFSC is a non-profit, private organization created to attract international, national and regional events and sports-related business and activities to Central Florida. The Sports Commission is our community's clearinghouse and first point of contact for sports and sports-related activities, committed to developing the region's sports product.

Just a stone's throw away from all the major attractions, Seminole County offers great accommodations, fine dining, upscale shopping, superb golf courses, and state-of-the-art sports facilities and training complexes – all surrounded by untouched natural landscapes and flanked by charming historical villages. It's everything you love about Orlando – and a whole lot less. Less crowds. Less traffic. And you'll find many of the same name-brand hotels you find in Orlando, but we'll put you up in style for significantly less. For more information about what Seminole County has to offer please visit the website at [www.visitseminole.com](http://www.visitseminole.com)

## Tournament Venue Information

Sylvan Lake Park is a 126-acre park with a 188-acre lake adjacent to the park known as Sylvan Lake. Sylvan has become a soccer lover's delight, with a sport training facility and 6 soccer fields. This site has been a host to many national and international soccer teams - most notably the United States Women's soccer team.

Along with the excitement that is brought about with soccer, this park offers passive activities such as picnicking, playgrounds, fishing, boating (hand carried only), pavilions, and site seeing from elevated boardwalks throughout the park. For more active recreation, tennis, wallyball racquetball, sand volleyball, football/soccer, and an exercise/jogging trail is available.

## Directions

**Sylvan Lake Park, 845 Lake Markham Road, Sanford, FL 32771 (407)-322-6567**

### From I-4 East:

Take **Exit 101C** for **SR-46** toward **Mount Dora / Sanford**

Turn **RIGHT** at **SR-46 W/W SR-46 (approximately 4 miles)**

Turn **LEFT** at **Lake Markham Road (approximately one mile)**

Look for Sylvan Lake Park will be on your left

**From I-4 West:**

Take **Exit 101 SR-46 W/W SR-46 (APPROXIMATELY 4 MILES)**

Turn **LEFT at SR-46 W/W SR-46 (approximately one mile)**

Turn **Left at Lake Markham Road (approximately one mile)**

Look for Sylvan Lake Park will be on your left.

**Host Hotel Information**



**Clarion Inn and Conference Center / \$79.00/Night**

230 W State Road 436 , Altamonte Springs, FL, US, 32714 | Phone: (407) 862-4455 Fax: (407) 682-5982

Just off Interstate 4, the Clarion Inn<sup>®</sup> and Conference Center provides easy access to **Orlando** and its many attractions. This Altamonte Springs, FL hotel is minutes from the **University of Central Florida**, **Universal Studios Florida** amusement park, **Walt Disney World** theme park, **Amway Arena** stadium and the **Orange County Convention Center** multipurpose venue. Coastal Florida and its beautiful beaches are just a 45-minute drive from the hotel. Several golf courses, parks, entertainment venues and shopping malls can be found in the surrounding area. Relax with a delicious meal in our full-service restaurant, **The Waterfall Cafe**, or a refreshing drink at the **Why Not Lounge**. We also have a **coffee shop** and **poolside bar** for you to enjoy. **Room service** is available. The on-site **business center** provides guests with access to modern conveniences like **copy** and **fax services**. This Altamonte Springs, FL hotel offers great features and amenities, including: **Free deluxe continental breakfast; Free wireless high-speed Internet access; Free USA Today; Outdoor pool and Fitness center.**

## **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 midfield. You want her to quickly put a ball into your hands so that you can lob it over your opponent's 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.

