

NORTH-ATLANTIC REGIONAL GOALIE WAR CHALLENGE

HOSTED BY



MONMOUTH UNIVERSITY WOMEN'S SOCCER

Presented by:



TOURNAMENT INFORMATION

Date/Time:	Saturday, July 12, 2008* / 9:00AM - 7:00 PM **
Place/Surface:	Monmouth University, West Long Branch, NJ / Grass
Eligibility:	Male and female players ages 12 through adult
Costs/Deadline:	40.00/NGWA Members - \$60.00/Non Members / June 28, 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

***Rain Date: Sunday, July 13, 2008**

****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 NORTH-ATLANTIC REGIONAL GOALIE WAR CHALLENGE

The North-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:

8:45 AM Player Check-in** @ Monmouth University
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 @ Monmouth University
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** @ Monmouth University
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** @ Monmouth University
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

04:45 PM Player Check-in** @ Monmouth University
05:00 PM Opening Ceremony (includes overview of rules, tips and strategies)
05:15 PM Goalie War Tournament Begins
06:30 PM Play-offs/Finals
06:50 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 North-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 North-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...

TOURNAMENT VENUE INFORMATION

**Monmouth University
West Long Branch, NJ 07764-1898**

Monmouth University's historic 153-acre campus is located in attractive, residential West Long Branch, near the ocean and close to New York City and Philadelphia. Monmouth offers a high-tech learning environment, professors who meet the highest standards for teaching and academic excellence, and the vibrant life of a large university combined with the individual attention typical of small liberal arts colleges. We invite you to learn more about Monmouth University's scholarly heritage and its promising future.

For more information about Monmouth University please visit their web site at www.monmouth.edu

Directions

From the Garden State Parkway: Take Exit 105. The Parkway off ramp leads directly onto Route 36 East. Continue on Route 36 East approximately three miles to Route 71 South. Go approximately one mile and Route 71 will fork left and become Cedar Avenue. Follow Route 71/Cedar Avenue for approximately one half mile. Turn right into the main entrance of the University, just past Larchwood Avenue. Proceed to the Greeter's Booth. Please park as directed.

From the NJ Turnpike: From the South, take Turnpike North to Exit 7A. After the toll plaza, take I-195 East to Shore Points. Approaching Belmar, I-195 becomes NJ Route 138. After crossing the Garden State Parkway, exit right to NJ Route 18 North, marked Eatontown. Take the Deal Road exit and drive east to the intersection at Monmouth Road. Turn left and proceed to the third traffic light, which is Cedar Avenue. Turn right onto Cedar (also labeled NJ Route 71 South). Follow Route 71/Cedar Avenue for approximately one half mile. Turn right into the main entrance of the University, just past Larchwood Avenue. Proceed to the Greeter's Booth. Please park as directed.

From the NJ Turnpike: From the North, take Turnpike South to Exit 11 (Garden State Parkway South). Take Exit 105 as outlined in #1 above.

From Trenton and Points West: Take I-195 East, and follow directions outlined in #2 above.

From the Freehold Area: Take US Route 9 South to I-195 East. Follow directions outlined in #2 above.

From Coastal New England and Boston: Take I-195 South to I-287 West to the Tappan Zee Bridge. Follow I-287 to the Garden State Parkway South. Follow directions outlined in #1 above.

HOTEL INFORMATION

**Sunrise Suites Hotel
Tinton Falls, New Jersey 07724
United States
Phone: 732-389-4800**

If you're looking for location, comfort and amenities, the Sunrise Suites Hotel - Tinton Falls is the perfect choice. Whether you're visiting the area for business or pleasure, we work hard to accommodate your every need. You'll love being able to relax or work in our one-bedroom suites - carefully designed to ensure both privacy and productivity, and thoughtfully furnished with the space and amenities needed to maximize both. When it's time to play, the Sunrise Suites is located just minutes away from popular attractions such as Great Adventure, local beaches and racetracks, Monmouth Mall, Naval Weapons Station Earle and Fort Monmouth. And for big-city adventure, you're just an hour away from New York, and 90 minutes away from Atlantic City and Philadelphia. Come to Sunrise Suites - where business and leisure meet comfort and convenience

For more information about the Sunrise Suites please visit their web site at <http://www.wyndham.com/hotels/EWRTF/main.wnt>. To make a reservation please call (732) 389-4800.

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.