



**G.O.A.T.S LEAGUE**  
DON'T BE A SHEEP

# THE MANUAL

What to expect in the league

## THE RULES

- Before a match, Team Captains select one of five golden cards at random, which they share with the referee and the goat Master. However, both team's cards are kept secret, so that neither team knows which card the opposition has chosen. These cards can be used at anytime during the game.
- Kick-off involves both sides running from their respective goal line into the middle of the field to take possession of the ball in the center spot.
- Teams can make endless substitutions.
- If a player is shown a yellow or red card - they are in the Doghouse. This means they are ordered to leave the pitch for a short amount of time, 2 minutes.
- GOATs League matches cannot end in a draw. If games finish tied, then it goes to penalties. However, these aren't your traditional spot-kicks. Instead, players dribble the ball from the half-way line before taking a shot at goal, as happens in ice hockey.
- Matches are 40 minutes long and consist of two 20 minutes halves.
- At the **18th minute of the game** the **BIG GOAT DICE** will be rolled by the home team's Team captain. The following 2 minutes will be played depending on what the dice lands on.
  - Roll 1: 1v1 with keeper (unable to use their hands) The players on the field will not be able to leave their halves and must shoot the ball from the halfway mark.
  - Roll 2: 2v2 with Keeper
  - Roll 3: 3v3 with Keeper
  - Roll 4: 4v4 with Keeper
  - Roll The GOAT: 1v1 with keepers (must stay in the box).
- At the **38th minute of the game** the ball changes colors! These balls double the value of a goal. The boys ball changes to black, the girls ball changes to purple.

## REGISTRATION

- Each team must register **at least 7** players. A **maximum** of 8 Players can be registered per team.
- Teams can have up to 2 parent coaches. The coaches must be registered at least 24 hours before a game.
- Players cannot play on multiple teams in the same division.
- Players can be added to rosters until the 1st game is played. No roster changes can be made after that unless a player is ineligible from injury or other circumstance.
- A player must have played at least 4 regular season games to be eligible to participate in any playoff game.
- Any team found guilty of playing ineligible players will forfeit the game(s). The ineligible player will receive a 2-game suspension.

## ACCESS TO FIELD AND BENCH

- Only registered players and coaches are permitted on the team's bench.
- A registered player who is injured will only be granted access to the sidelines if he can be identified by wearing his team's jersey.

## GEAR AND EQUIPMENT

- No jewelry will be permitted on the field of play. Earrings must be covered. It is the responsibility of the team coach and management to enforce this.
- All players must wear shin guards. Only flat soled indoor, turf shoes. No cleats will be allowed.
- All Players will receive a GOATs League jersey for each season. Players will be required to wear black shorts with GOATs League shirt to every game. You will also be required to have a pair of white socks and black socks. The team will be given pennies to wear during the game. The home team will wear black socks and Away team will wear white socks. The goalkeeper **must** wear team uniform and will receive a specific goalie penny.

## BRACKETS

- This is not a COED league. The boys' and girls' brackets will be Split. Every age group bracket will be available for a Boys and Girls League.
  - U8-U9
  - U10-U11
  - U12-U 13
  - U14-U15
  - U16-U17
  - U18-U19

*Some exceptional situations being out of our control, THE G.O.A.T.S LEAGUE reserves the right to cancel any game before kickoff time. A canceled game will result in a 0-0 tie between the teams. Although we will do everything in our power, THE G.O.A.T.S LEAGUE is under no obligation to replay the game.*