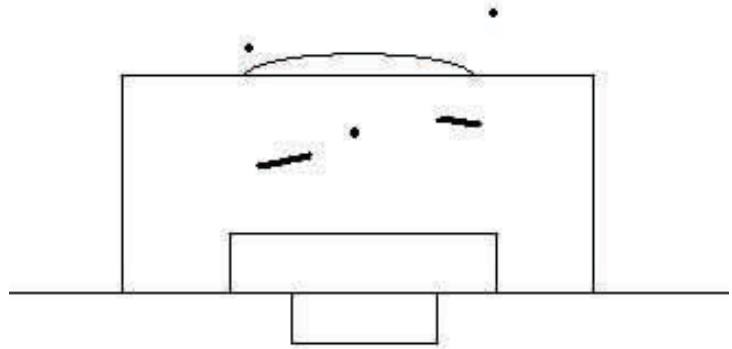


Back At You Beckham Rules

Teams are made up of one goalkeeper and up to five specialists. The game will be played with the specialists from one team shooting against the goalkeeper from another team.

“Soccer Walls” will be set up blocking the path for both the right and left shooting locations marked by the thick wall in the diagram to the right.

Fifteen total shots will be attempted with goals being scored when the entire ball crosses the entire goal line. The winner of a game will be determined by which goalkeeper makes the most saves on the fifteen kicks they face.



Shots will be taken from the three shooting locations marked with a dot in the diagram to the right. The center shooting location will be a shot from the penalty spot and FIFA penalty kick rules apply (goalkeeper must remain on goal line until the ball is shot – goalkeeper is allowed to move across goal line until the ball is shot).

Each specialist will rotate through the three shooting locations in order going from the spot on the right, then penalty spot, then the spot on the left. The next specialist will then start back at the spot on the right. This will continue until all fifteen shots (five from each spot) have been taken. Each shooter must wait until the scorekeeper signals that the goalkeeper is ready before the shot may be taken.

Quick recovery is necessary from the goalkeeper and play may be paused or stopped if in the scorekeeper’s opinion the goalkeeper is not getting in ready position quickly enough. Play may also be paused for any balls left in a dangerous position within the playing area.

Specialists are encouraged to retrieve balls so that play may continue quickly. For teams with less than five specialists, specialists from other teams (up to five total) will be allowed to assist in ball recovery only.

During pool play, games may end in ties. If during bracket play, a game is tied after all 15 kicks have been taken, the winner will be determined by each goalkeeper alternately facing a penalty kick (PK) from the opposing team’s specialists. A winner will be determined at the end of any round in which one goalkeeper made a save while the other did not. A coin toss will determine who faces the first PK, with the winner of the coin toss choosing to go first or second. Each goalkeeper will choose the order for his/her specialists to rotate through taking the PKs against their opponent.

