



**SEACOAST UNITED FIELD HOCKEY CLUB
1st ANNUAL OUTDOOR TOURNAMENT
MAY 11, 2008**

Seacoast United is pleased to invite Clubs and school teams to join us for a fun day of field hockey. This event will be held outdoors at our Epping NH four full turf field complex. As a Club we try to make all of our tournaments fun and fair to all teams and will work with coaches to make sure that their teams are in the appropriate division for their age and/or their skill.

DIRECTIONS

The Seacoast United outdoor complex is in Epping, NH – just a short drive from our indoor facility in Hampton NH.

Seacoast United Outdoor Complex

(88 Shirkin Rd Epping NH 03042 – Rt 101 to Exit 6)

From the East take 101W – take left off of exit on Beede Hill Rd. Travel for .05 miles and take a left on Rogers Rd. Travel for .05 miles and take a left onto Shirkin Rd. Complex is .75 miles on the right hand side.

From the West take 101 E – take right off of exit onto Beede Hill Rd. Travel for .5 miles and take a left onto Rogers Rd. Travel for .5 miles and take left onto Shirkin Rd. Complex is .75 miles on the right hand side.

FOOD

There are several “fast food”, sandwich, and pizza establishments in Epping NH as well as some nicer restaurants. There is a snack bar at the complex that will be also being open during the tournament with pizza, hotdogs, sandwiches and drinks.

COMPLEX

Seacoast United has four full turf fields; two of which will be used for the tournament. We have a few grassy seating areas – please bring chairs/blankets.

UNIFORMS

Each team must have one light and one dark uniform with coordinated socks. The first team listed on the official schedule will wear the light color.

SCHEDULE

Games will begin around 8:00am/9:00am. This tournament will be on a point scale. Winners will be notified at the end of the tournament.

SEACOAST UNITED FIELD HOCKEY TOURNAMENT RULES

A. EQUIPMENT

1. Outdoor sticks are recommended for all games.
2. Goalkeepers are required to wear a helmet with a face mask.
3. Mouth guards and shin guards are required for each player.
4. No jewelry or hats of any kind will be allowed.

B. UNIFORMS

1. Each team must bring two different colored shirts with matching socks, light and dark with all team members in the same color. Pennies will be accepted.
2. Team shorts should be of a consistent color.
3. Numbers are required on the backs of uniform shirts.
4. Goalies or designated goalies must wear a completely different colored shirt from that of the colors worn by both teams.
5. The first team listed on the schedule will wear light shirts and socks, the second team listed will wear dark shirts and socks.

C. GAME TIME

1. Games will consist of one 25 minute running time game.
2. All games will start and stop with a field horn.
3. The first team listed on the schedule has the pass back.
4. Time lost due to injury will not be added to the game.

D. POINTS

Teams will receive:

1. 3 points for a win
2. 2 point for a tie
3. 0 points for a loss

E. ROSTERS

1. Rosters are limited to 18 players.
2. A player can play for only one team. If a player plays on more than one team all games that the illegal player has participated in will be forfeited.

F. ARRIVAL TIME

1. Teams arriving for a match later than 5 minutes after the starting time will forfeit that game.

G. FORFEITS

1. A forfeit will be declared if a team:
 - a. does not show up for the match;
 - b. forfeits or is a declared forfeit;
 - c. arrives more than 5 minutes after the match start time;
 - d. does not have four players dressed in proper uniform on the court after the five minute grace period;
2. If a forfeit is declared, a 3-0 win will be awarded to the opponent.

H. TIES AT THE END OF POOL PLAY

If there is a point tie among teams at the end of pool play, the following procedure will be used to break ties:

1. Head to Head
2. Goal differential
3. Goals For
4. Coin Toss

I. TEAM AREAS & SUBSTITUTIONS

Players and substitutes are under the jurisdiction of the umpires during the whole game, including any period of temporary or permanent suspension.

Substitutions will be made from the side of the court where the designated team area is located and at or near to the center of the court. Players coming off the court shall also leave at the side where the designated team area is located.

J. CARDING PROCEDURE

1. All cards must be recorded on the scorecard.
2. A participant receiving a red card will be suspended from the team's next match.
3. Two yellow cards to any one participant equal a red card.
4. Two red cards to any one participant eliminates that person from the tournament.
5. Three yellow cards to any one participant eliminates that person from the tournament.
6. Yellow cards shall be awarded for uniform violations.
7. A participant receiving a yellow card who does not complete the time of suspension prior to the end of the match will not be permitted to participate in the tie-breaking stroke-off (Championship Round)

K. RULES

1. The tournament will follow the FIH Rules of Hockey.
2. Corners: 2 defenders plus GK behind backline in net. Ball must be received outside circle.