

2011 Beach Bash Information

Everything you need to know about the Beach Bash!



1. Location: The Beach Bash will be held at the same location as last year – Hudson Fields which is on Rt. 1 about 10 minutes North of Rehoboth. Remember these are grass fields so bring your cleats. See the directions within this document. There is also a sketch of the fields on the last page.

2. Please note, the facility **DOES NOT ALLOW DOGS** inside the playing area. Sorry about that. Please plan accordingly.

3. Waivers: Remember ALL PLAYERS must sign the waiver form this year. You received a copy of the wavier form in the email directly after you registered your team. The waiver form is also available on our website, www.BFHA.org. Follow to the Beach Bash page.

4. Please bring both light and dark shirts & shin guards. If you are listed second for a game on the schedule you are in dark colors.

5. The team listed first for each game is required to SUPPLY THE GAME BALL.

6. All teams play 6 games.

7. Rain Number: If there is ANY question about the weather, please call our hotline at **410-558-BFHA** for any postponements, etc. I will try to send an email as well, however I have limited computer access while I am in Rehoboth.

8. Registration: Please have the team captain/organizer stop by the tent to register your team prior to your first game. When you register you will need to verify your roster and submit your waivers. The team captain/organizer will receive all of the free tourney shirts for his/her team - sizes as listed on your roster. Players do NOT need to stop by individually. You are guaranteed the requested t-shirt size only if you submitted them on your roster.

9. Score Sheets: Immediately following each game your umpires will ask your team captain or a representative from your team to sign a score sheet verifying the score of that game. See the sample in this document. PLEASE LOOK AND VERIFY THE SCORES ON THE SHEET BEFORE SIGNING THEM!! Your signature means that you are agreeing to the score listed on the sheet. Every year we have score sheets that are signed with incorrect scores on them and it just makes it very difficult at the score table. If the scores are not listed on the score sheet, please do not sign it yet. Fill it out first. Thank you for your cooperation on this matter.

9. Score Sheets: The **WINNING** team is responsible for taking the score sheet to the registration tent **IMMEDIATELY** after their match has ended. In the event of a tie, the team listed first on the schedule is responsible for taking the score sheet to the tent. Thank you.

10. Adult division: We have a Women's division and a Mixed division this year. In the Mixed division, 2 male field players are allowed on the field per team at one time. Also in the mixed division, the goalie is neutral and can be either male or female. Men may not take a penalty stroke on a female goalie.

11. FIH Rules: We will be playing according to the most current FIH rules. This includes - the 'self start' rule, and the rule regarding free hits taken offensively inside the 25 - they must be taken 5 at least meters outside of the circle, and you cannot hit directly into the circle (including on a long hit). If you are unfamiliar with these rules, please see the attached pdf file titled 'FIHRulesComparison.pdf'. Further information about the FIH rules can be found on USFHA's website at <http://www.usfieldhockey.com/rules/index.php>.

12. Beach Bash Specific Rules: See page 3 for the Beach Bash rules.

13. Food: DE Shore will be vending food again this year. Don't miss out on the reasonably priced, tasty spread including breakfast, BBQ, snacks, drinks, and even snow balls.

14. Vender: Behind the Back Sportswear will be selling hockey clothing & supplies at the field. Please stop by to check them out!

15. Recycling and trash: All team captains will receive a blue recycle plastic bag and a white trash bag at registration. These are for your convenience and should help make clean up at the end of the tournament a little easier. We ask that you please take these over to the designated area at the end of the day so that they can be disposed of properly. We will still have receptacles throughout the facility. Please try to recycle as much as possible! Thanks for your cooperation!

16. **GOT SKILLS? Challenge:** This year we are excited to have our first ever skills challenge. Can you scoop into a bucket? Can you flick into the top corner of the goal? Show off your skills and try to win. Prizes will be awarded to 1 HS participant and 1 adult participant. Just \$1 to enter.

17. Forfeit Fee: If your team forfeits any game during the tournament, your forfeit fee will be charged automatically to your credit card on May 2, 2011. You agreed to this policy when you registered your team.

18. Athletic Trainers: We will have 3 or 4 athletic trainers at this event. The trainers will be sitting at two locations - at the registration tent, and between fields 2 and 5.

19. T-shirt and sticker sales: Non participants may purchase a Beach Bash t-shirt beginning at 11:00am on Saturday. If a participant with a free t-shirt would like to exchange a size, he/she should try to exchange before this time to ensure their size is available. Stickers are on sale for \$2 each, or 3 for \$5.

20. How to contact us: If you need to contact us any time after Wednesday, April 27st, please call Patti at 410-830-0858.

Beach Bash Tournament Rules 2011

1. All games will be 18 minute halves, with a 2 minute halftime (run by a central clock), 2 minutes between games. Ties will stand during pool play games. See below for tie-breaking procedures on Sunday's crossover matches.
2. International rules are in effect for all tournament games. The new FIH rules including 'Self Start' will be followed. Player substitutions will also follow FIH rules.
3. Protective Eyewear - We will follow USFHA's rules for protective eyewear for field players. Only USFHA approved plastic goggles will be allowed. Cage type of face protection is not allowed.
4. Men in the Adult Mixed Division – Mixed teams may have a maximum of two male field players on the field at one time. Goalie is neutral and can be either gender. At any point in the tournament, a man may not take a penalty stroke on a female goalie.
5. All participants in the high school division must be under the age of 19.
6. Goalkeepers – If a team does not have a goalkeeper, they have 2 options. 1) They can play with a kicking back. The kicking back must wear a helmet and a shirt of a color different from either team. Or 2) if the team you are playing against agrees prior to the start of the game, you may pick-up a goalkeeper from another team. Teams must fill out the 'Goalkeeper Agreement' form and have both teams sign prior to the start of the game to pick up a goalkeeper. Forms are on the clipboards at each field.
7. Each team must have at least 7 players from their roster on the field (including either a goalkeeper or kicking back) at the start of the game, otherwise the game will be a forfeit. If the opposing team agrees, a team may pick up the remaining 4 players from within the same age Division (Adult vs. High School). **YOU MUST CHECK WITH YOUR OPPONENT PRIOR TO THE START OF THE GAME TO SEE IF THEY WILL ALLOW YOU TO PICK UP PLAYERS.** Please make a note on the scoresheet that an agreement was made to pick up players.
8. Forfeited Games: If a team wins by forfeit, they will receive 5 points for a win. The assumed score will be 4-0 for determining goal differential in case of a tie for final pool seeding. Any team that forfeits a game will be charged \$100 as described on the Active.com registration website.
9. Score Sheets: All teams must have a representative keep score during their team's games using the score sheets supplied at each field. The score sheets must be filled out, verified and signed by both umpires and both team captains. **THE WINNING TEAM MUST TAKE THE COMPLETED SCORE SHEET TO THE TENT IMMEDIATELY FOLLOWING THEIR GAME** so the score can be posted. In the event of a tie, the team listed first shall take the score sheet to the tent. Once signed, the scores will stand. If a team challenges one of the scores, they must have both of the umpires and a representative from each team come to the score

table. A score may only be overruled if all 4 sign off on the revised result.

10. Standings will be determined using the following point system:
5 points for each win, 3 points for each tie, 0 points for each loss
11. Protests regarding umpire decisions are not allowed. Questions or concerns about all other aspects of the tournament shall be brought to the Tournament Directors and will be addressed/resolved by the Tournament Committee.
12. If two or more teams are tied for determining pool standings after pool play, the determining factors will be as follows:
 - a. The result of the match between the tied teams
 - b. Greater goal difference (goals for minus goals against: A maximum of a 5 goal differential per game will be used in the tiebreaking procedure. This is to discourage teams from "running up the score" against a less competitive opponent.)
 - c. Goals for. (max 5 per game).
 - d. Goals against (max of 5 per game).
 - e. If teams remain tied, seeding will be determined by penalty strokes. If both teams are not available, then it shall be determined by the flip of a coin.
13. All teams play a total of 6 games, consisting of 5 pool play matches and 1 crossover match. For crossovers, teams will be seeded within their pool based on pool play results. See schedule for crossover match-ups.
14. If any Sunday cross-over game ends in a tie, the tie shall be broken by penalty strokes. Three strokes shall be taken per team. (Anyone on the team may participate – individuals do not have to be on the field at the end of the game to participate). If a tie still stands after the round of strokes, then the tie shall be broken by sudden victory strokes (May change the order of the strokes but not the individuals taking the strokes). In the adult division, a man may not take a stroke on a female goalie.
15. Player misconduct — any player receiving TWO YELLOW CARDS or one RED CARD will be disqualified from the tournament. Any team that receives THREE YELLOW CARDS or TWO RED CARDS will be disqualified from the tournament. This is a fun tournament. Player and spectator misconduct will not be tolerated. The Tournament Directors reserve the right to remove a player or spectator from the event or to suspend a player from games as they see necessary.
16. Inclement Weather: Games stopped due to inclement weather shall be considered complete if 75% of the playing time has been completed. If the game is stopped prior to being 75% complete, the game shall be resumed from the point at which the game was stopped. The tournament committee may revise the schedule, as required, due to inclement weather. Please call 410-558-BFHA for information regarding game postponements or schedule revisions due to inclement weather.

Directions to the BFHA Beach Bash

HUDSON FIELDS

30045 EAGLES CREST RD. MILTON, DELAWARE 19968
DIRECTLY ON ROUTE 1, JUST 9 MILES NORTH OF REHOBOTH

Sorry, they do not allow dogs on the fields!!!

Directions to HUDSON FIELDS, Milton, DE:

From Washington D.C. / Virginia: Take US 50/301 East over the Bay Bridge (toll). Follow directions below for "From the West Via the Bay Bridge".

From Southern Baltimore: Take the Baltimore Beltway to I-97 South. Follow I-97 to US 50 east. Follow Route 50 east over the Bay Bridge (toll). Follow directions below for "From the West Via the Bay Bridge".

From the West Via the Bay Bridge: Follow US 50/US 301 to the US 301 split. Stay to the right and follow US 50 (Signs say Ocean City). Your next turn will be a left turn onto US 404 East (There is a light at this intersection – signs say Rehoboth). Follow 404 east around Denton. You then need to make a left onto DE 16 East. Follow DE 16 East into Delaware and you will eventually come to a stop sign. Make a left to stay on 16 East towards Greenwood. Continue east on 16 through Ellendale and Milton (be careful with your speed through both of these towns!), until you reach Rt. 1. Make a right on Rt. 1 south. The Hudson Fields will be on your right, just 3 miles after you turn off of Rt. 16. Make a right on Eagles Crest Road and follow signs for parking.

From Northern Baltimore (Towson/Cockeysville/Parkville): Take the Baltimore Beltway to I-95 north in White Marsh. Follow I-95 north to Delaware (\$5.00 toll in Perryville, \$3.00 toll just over the Delaware line). After passing through the Toll in Delaware continue following I-95 to Rt. 1 South (sign will say Rt. 1, Rt. 7 south/ Mall). Follow directions below for "From the North Via DE Route 1".

From Philadelphia: Follow I-95 south to I-495 south. Follow I-495 south until it meets back up with I-95 south. Follow I-95 south to Rt. 1 South (sign will say Rt. 1 / Rt. 7 south / Mall). Continue on Rt. 1 south. Follow Directions below for "From the North Via DE Route 1".

From Lancaster area: Take US-30 east to the PA-100 exit towards Exton/West Chester (US-202). Follow signs for US 202 South. Take US 202 south to I-95 south in Wilmington. Follow I-95 south to Rt. 1 South

(sign will say Rt. 1 south / Rt. 7 south / Mall). Continue on Rt. 1 south. Follow Directions below for "From the North Via DE Route 1".

From the North Via DE Route 1: Follow Rt. 1 south over the C&D canal bridge (toll after the bridge). You will continue to follow Rt. 1 south to southern Delaware (there is another toll around Dover, DE). After you are south of Milford, you will eventually get to a signalized intersection with Rt. 16. Continue heading south on Rt. 1 through this intersection. The Hudson Fields are on the right, just 3 miles south of the intersection of Rt. 1 & Rt. 16. Make a right on Eagles Crest Road and follow signs for parking. Approx. 1hr 15 min. from I-95.

PARKING:

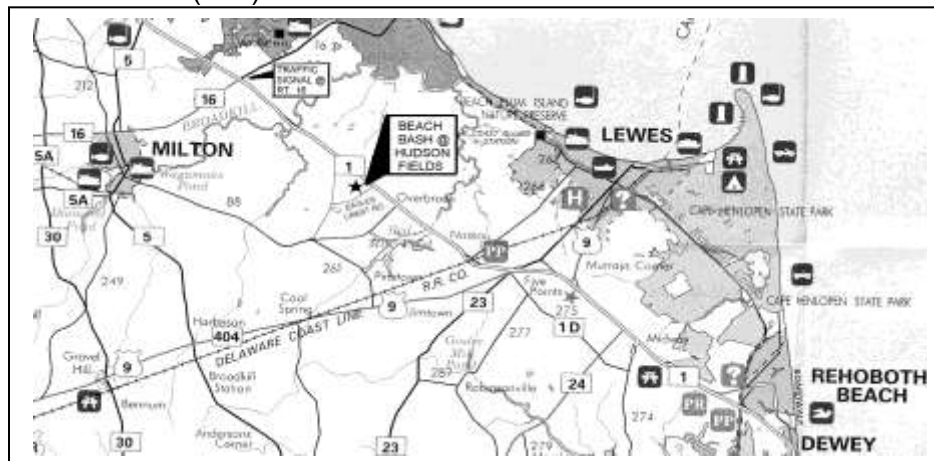
Please follow the signs in the parking lot for the 'Field Hockey Tournament'.

Directions to hotels / lodging in the Rehoboth area:

When leaving the fields make a right onto Rt. 1 to continue South towards Rehoboth. The HOLIDAY INN is located directly on Rt. 1, on the right side just south of the 'Old Navy' outlet. To get to the ATLANTIS INN, follow signs for exit 1A – Rehoboth (this exit will be on the left and it will bring you directly onto Rehoboth Avenue). FYI – it is approximately 9 miles from the fields to Rehoboth.

In the case of inclement weather, please check the BFHA hotline at (410) 558-BFHA.

If you have any questions after Wednesday April 21st, Patti Webb can be reached at (410) 830-0858.



Goalkeeper Agreement Form

This form must be filled out by a team PRIOR TO THE START OF THE GAME if their opponent has agreed that a goalkeeper can be picked up for the game.

If this form is completed and signed by all required parties shown below, the game shall be legitimate and the result and all goals scored shall be utilized to determine pool standings.

Field # _____ Game Time: _____

(TEAM 1) VS. _____
(TEAM 2)

Team that does not have a goalkeeper: _____

Opposing team who is allowing
the other team to pick up a keeper: _____

Name of Goalkeeper: _____

Note: The team that is picking up a goalkeeper must still have at least 7 players from their roster on the field.

SIGNATURES:

TEAM 1 CAPTAIN _____

TEAM 2 CAPTAIN _____

Rule: Goalkeepers: If a team does not have a goalkeeper, they have two options: A.) You can play with a kicking back. The kicking back must wear a helmet and a shirt of a color different from either team. B.) Or if the team you are playing against agrees prior to the start of the game, you may pick-up a goalkeeper from another team. If the opposing team agrees to allow a goalkeeper to be picked up, the team obtaining a keeper must fill out the 'Goalkeeper Agreement' form located on the clip boards at each field. Representatives from both teams and the umpires must sign the form. If a team does pick up a goalkeeper, you must still have a minimum of 7 players from your roster on the field. If the opposing team signs the 'Goalkeeper Agreement' form the game will be legitimate. If the opposing team does not agree to sign the form, the team without a keeper must either play with a kicking back or forfeit the game.

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FIELD # _____ TIME: _____ Circle: Sat.
or Sun.

Team 1 Name: _____	VS	Team 2 Name: _____
TEAM 1- 1st HALF Tally: Total 1st half _____		TEAM 2- 1st HALF Tally: Total 1st half _____
TEAM 1 - 2nd HALF Tally: Total 2nd half _____		TEAM 2 - 2nd HALF Tally: Total 2nd half _____
Team 1 Total Scored: _____ <i>Circle winning score</i> Captain Signature: _____		Team 2 Total Scored: _____ <i>Circle winning score</i> Captain Signature: _____

VERIFY SCORES BEFORE SIGNING!!

Signature UMPIRE #1 _____

Signature UMPIRE #2 _____

Cards: _____

☐

Please check if either team picked up players. See rules for details. You must have approval from your opponent before the start of the game.

**Winning Team - return score sheet to
the tent immediately after match!**

Got Skills?

Show them off at our first ever

Got Skills? Challenge

Can you scoop long-distance into a bucket?

*Can you flick the ball up into the
very top corner of the goal?*



Just \$1 to enter the challenge!

Prizes will be awarded!

The top High School participant will win a Free camp scholarship to any of Revolution FH Camps!

The top Adult participant will win a brand new stick and a gift certificate.

In the event of a tie, we will hold a 'scoop off'.