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CLUB TEAM Information Package

March 23-24, 2024



TEAM Check List



WEBSITE @ www.collegeconnectionathletics.com

Tournaments/Shooting Star Lucky 7s
Team page with all the critical information and updates- PLEASE CHECK!



Tournament App- TOURNEY MACHINE

All players, parents & coaches should install this App for up-to-date scores, standings and schedule. Search for the Shooting Star- Lucky 7s



Check the Schedule for travel plans

Composite schedule is online and available on Tourney Machine



Book Hotel

Shooting Star is STAY TO SAVE
We recommend TRAVEL FIRST – LINK is on the Tournament webpage
Any questions regarding Hotels please contact:
fieldhockey@apex-events.com or 815-655-2508



Team Rosters **DUE March 13th at 8pm**

INVITE your athletes from the PlayerFirst “Team” Dashboard



Player & Coach Waivers **ONLINE**

These will be done automatically when the parents accept your invitation for their child through PlayerFirst!



Update Schedules & Results

All results and schedule updates will be posted in Tourney Machine
A team representative **MUST** check and confirm the scorecard at the end of each game to ensure the score and result is correct.
Tourney Machine is for players, coaches & parents to follow schedules & results!



All Coaches/Managers must check in their team

Team check in is **REQUIRED** 30 minutes before the first game of the tournament!
Look for our Flags at the entrance!



PRE- ARRIVAL INFORMATION

Hotel Information

Shooting Star events are STAY TO SAVE

We recommend: **Travel First**

Lowest Available Room Rates: View Hotels and Book Online

Book by Phone: 888-279-4685 x4

Email: fieldhockey@apex-events.com for Hotel support

Travel Information



Hampshire Dome

GPS address
34 Emerson Rd
Milford NH 03055

Hampshire Dome Concessions:

Drinks, Snacks and Food!

Sat: 8am-10pm Sun: 8am-6pm

The Hills Restaurant:

Sit in or Take out!

Saturday: 4pm-9pm

**** NO OUTSIDE FOOD ALLOWED IN THE DOME ****

AREA Info

For more information about the region and making the most of your visit!

Please visit our website for great local suggestions!

TOURNEY MACHINE

All players, parents & coaches should install this App for up-to-date scores, standings and schedule.

- Search the Tourney Machine App
- Search for FH event/NH
- Choose Shooting Star Lucky 7s



PRE- ARRIVAL INFORMATION

Rosters

DUE MARCH 13th @ 8pm

Please submit your ROSTERS through PlayerFirst by March 13th @ 8pm

Encourage committed players to identify themselves

Roster Sizes & Eligible Athletes-

Max of 12 athletes/2 coaches on bench (can rotate, but only 2 on the sideline)

Age Eligibility – Determined by age as of January 1, 2024

Waivers

THROUGH PLAYERFIRST

When your players accept their invitation to the team roster through PF, they will automatically complete the waiver. The ONLY athletes we need to touch base on at team check-in are PLAYERS without WAIVERS or NEW PLAYERS!

Player Profiles and Updates

All rosters will be submitted to the College Coaches

Players can use PLAYERFIRST Profile to update their profile information after they complete the waiver

Tournament Structure

Guarantee: 5 games

- 44-minute games (2 x 20 min halves)
- 4-minute half time

Team listed as the HOME team will wear LIGHT shirt and socks and sit on the bench to the right facing the field.

Team listed as the AWAYteam will wear DARK shirt and socks and will sit on the bench to the left facing the field.



TOURNAMENT INFORMATION

Check- In

Every Team must check- in 30 minutes prior to their first game.

Team Check in is at the entrance of the Dome and there will be registration flags & signs!

At Check – in we will:

- Confirm Rosters
- Issue player and staff wristbands that must be worn for all games
- Issue participant gift

Scorecards & Results

EACH GAME

At the conclusion of every game the field marshal will have the coaches from both teams and the umpires confirm the scorecard.

COACHES will SIGN THE SCORE CARD

This scorecard will be the official result for that match.

*** All coaches must make sure to check that the score is correct prior to signing and confirming the card.***

Immediately following the card being signed, the score will be submitted to the Shooting Star staff and posted on the Tourney Machine App.

Standings

The following criteria will be used for standings

Win = 3 points

Tie = 1 point

Loss = 0 points

*Forfeited games result in a 3-0 Loss

Tie breaker criteria for placing ONLY if necessary:

- Total Points
- Head-to-head
- Goal differential = Goals for – Goals Allowed:

No more than an 8 goals difference will count towards differential Example: 12 – 0 actual score would mean goal difference = max 8 goals

- Goals Allowed
- If still tied – whichever team has a higher goal differential versus the next highest ranked team will win tie breaker
 - Continue above procedure sequentially until a no more teams are available to compare within the Pool
- If still tied – CO CHAMPIONS

Shoot Outs:

Pool games – no shoot out, Tie = 1 point

Crossover and placement games –

- Shootout will happen directly following the end of game
- FIH Rules
- SUDDEN VICTORY –
 - each team will select 3 players to take the shootout
 - We will continue with sudden victory until there is a winner



TOURNAMENT INFORMATION

Club Coach Hospitality

DAILY!

Please join us in the Vendor Village for food, snacks & drinks offered throughout the tournament.

Breakfast (Sun)	8am – 10am
Lunch (Sat, Sun)	11:30am-1:30pm
Dinner (Sat, Sun (ordered))	5pm - 7pm
• Snacks and drinks available all day	

College Coaches in Attendance

Invitations have been sent to ALL college coaches. We will continue to update the list for you and your players to reference. This is available on the website. College coaches can RSVP for in-person or virtual attendance.

For the college coaches we provide the following:

- ✓ Breakfast, lunch & dinner at the Dome
- ✓ Negotiated room rates/blocks at our host hotel
- ✓ Recruiting Packet Access on-site and remotely
- ✓ Folding Chairs for your use



TOURNAMENT INFORMATION

Medical

There will be a marked medical tent in the dome
The location of the tent is on the facility map
These medical tent are also marked with an RED Medial feather flag
Athletic trainers are available to assist with injuries that occur at the Shooting Star Tournament.

Emergency Procedures

In case of emergency the Athletic Trainers or Shooting Star, staff will blow three short blasts with the air horns.
All Games should immediately stop.
All players, staff and spectators should exit the dome and seek shelter in their cars.
Please refer to the Policy & Procedures guide for cancelled games.

Policies, Rules & Regulations

Please refer to the Policies, Rules and Regulations for details specific to
Lucky 7s

Social Media



@ShootingStarFH



college.connection



College Connection



TOURNAMENT INFORMATION

The Shooting Star Staff

Pam Hixon

President & Founder of Field Hockey, 3Step Sports

Umpire Coordinator

Pam.hixon@threestep.com

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Sam Carlino

Director of Events, Field Hockey, 3Step Sports

Club Coach Contact, Team Registration, Rosters, & Special Events

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484.678.8340

Ainslee Lamb

Vice President of Field Hockey, 3Step Sports

College Coach Liaison

Ainslee.lamb@threestep.com

857. 233. 3618



TOURNAMENT INFORMATION

Policies, Rules & Regulations – SUMMARY

Rule Modifications for 2024

Field players of the same team have the choice of shorts or kilt/skirt as long as the shorts/kilt/skirt are of the same color and similar design/trim and cut.

Rules Governing Games: FIH RULES AND REGULATIONS that are in effect for play as of 2023

General 7v7 Rules:

44-minute games: 2 x 20-minute halves/4-minute half-time

6 field players & 1 goalie at all times

Maximum of 12 athletes/2 coaches per team

No extra field player for the GK is allowed

Teams are permitted to wear reversible pinnies, #'s are encouraged but not mandated

Corners Played: Corners defended with 4 field players + the goalie – remaining players line up at opponent's circle edge.

Playing Format

The following criteria will be used for standings

Win = 3 points

Tie = 1 point

Loss = 0 points *Forfeited games result in a 3-0 Loss

Tie breaker criteria for placing ONLY if necessary:

- Total Points

- Head-to-head

- Goal differential = Goals for – Goals Allowed:

No more than an 8 goals difference will count towards differential Example: 12 – 0 actual score would mean goal difference = max 8 goals

- Goals Allowed

- If still tied – whichever team has a higher goal differential versus the next highest ranked team will win tie breaker

- Continue above procedure sequentially until a no more teams are available to compare within the Pool

- If still tied – CO CHAMPIONS

Shoot Outs:

Pool games – no shoot out, Tie = 1 point

Crossover and placement games –

• Shootout will happen directly following the end of game

• FIH Rules

• SUDDEN VICTORY –

• each team will select 1 player to take the shootout

• We will continue with sudden victory until there is a winner

Rules & Regulations



Rules Governing Games: FIH RULES AND REGULATIONS that are in effect for play will apply.

Shooting Star Rules Modifications:

- 1) Field players of the same team have the choice of shorts or kilt/skirt if the shorts/kilt/skirt are of the same color and similar design/trim and cut.
- 2) Goalkeeper – RECOMMENDED Throat Protector and Mouth Guard
- 3) Field Player – REQUIRED Shin Guards and Mouth Guard
- 4) Cage Goggle – Permitted. All other face protection for extenuating circumstances must be cleared with Tournament Director.

General Rules: 7v7 Format

6 field players & 1 goalie at all times, no extra field player for the GK is allowed
Teams are permitted to wear reversible pinnies, #'s are encouraged but not mandated
Corners Played: Corners defended with 4 field players + the goalie.

Roster Size:

7 vs 7 Max of 12 players/2 coaches

** coaches may rotate who is on the bench area but a max of 2 at a time **

Rules Governing Team/Player Eligibility: **AGE AS OF JANUARY 1, 2024 @ 12:01am

Only registered players for the SHOOTING STAR field hockey tournament and who agree to the following, may participate in tournament games:

- Players may play “up” in age division but may NOT play “down.”
- No player may compete for, or be on a roster for, more than one team during the tournament.
 - Exception: Goalkeepers are allowed to double roster. Must be pre-communicated prior to game time in writing to director

Any team with a player in violation of these rules will forfeit the game that this player is known to have competed in without expressed written consent from the Shooting Star Staff.

Team Color, Bench and Substitutions:

Team listed as the HOME team will wear LIGHT shirt and socks and will sit at the bench and defend the goal to the RIGHT of their bench as per facing the field.

Team listed as the AWAY team will wear DARK shirt and socks and will sit at the bench and defend the goal to the LEFT of their bench as per facing the field.

Up to two coaches per team are allowed in the team’s area.

No equipment or unauthorized persons may be in the team area.

All players who are not on the pitch are substitutes on the team’s bench. Substitutions on and off the pitch must be made from the side of the pitch where the team benches are located within 3 meters of the center of the pitch.

Suspended coaches are strictly prohibited from being in the team areas and cannot participate in any kind of coaching activities until their suspension has been served.

Release and Waiver of Liability

Waivers were done automatically during registration or through team invitations on PlayerFirst.

Rules Governing Scoring and Point System:

Points awarded: 3 = Win 1= Tie 0 = Loss ** Any game forfeited during the tournament results in a 0-3 loss

Tie breaker criteria for placing if necessary:

- Total Points
- Head-to-head
- Goal differential = Goals for – Goals Allowed:
 - No more than an 8 goals difference will count towards differential Example: 12 – 0 actual score would mean goal difference = max 8 goals**
- Goals Allowed
- If still tied – whichever team has a higher goal differential versus the next highest ranked team will win tie breaker.
- Continue above procedure sequentially until a no more teams are available to compare within the Pool.
- If still tied – CO-Champions

Scoring & Score Reporting

Each field will be assigned a Field Marshal. They will record the final score and record any issued cards on a scorecard. At the end of each game **both umpires and team coaches will confirm** final score and any issued cards. Any challenges must be made immediately following the game with the Umpires, opposing Coach and Field Marshal at that field. **Once the scorecard is signed by all parties, the score is considered final.**

Forfeits

If a game is forfeited, the opposing team earns a 3-0 win.

A team will forfeit a game under the following circumstances:

- A team does not show up for a match
- A team declares forfeit
- A team arrives more than 5 minutes after the start of the match time
- A team does not have proper uniform qualifications and refuses/is unprepared to change
- A team has less than 9 players dressed in proper uniform after 5 minutes grace period (11v11)
- A team has less than 4 players dressed in proper uniform after 5 minutes grace period (7v7)
- An ineligible player participates in the game
- A suspended coach does not leave the game area within 1 minute of being suspended
- A suspended coach does not report to the tournament table within 5 minutes after the game and does not stop all team contact during the remainder of the game in which the suspension occurred
- A team refuses to play or removes their team from the field of play for any reason

Appeals Procedure for Score Reporting Protests

Teams are granted one challenge per tournament for the sole purpose of requesting a review of a posted score.

If the score is posted wrongly, the results will be updated correctly and the team keeps their one challenge to be used later in the tournament, if needed.

If the score posted reflects the score on the official scorecard that the team is challenging, and that score is confirmed, the team will lose its challenge and is not able to challenge results for the remainder of the tournament.

Both teams will be consulted prior to any updates or changes.

For challenge questions or concerns, contact Ainslee Lamb at ainslee@threestep.com or Sam Carlino at sam.carlino@threestep.com

Rules Governing Misconduct:

Removal from the Game, Site or Tournament

Any disrespectful behavior toward umpire or other tournament personnel, will result in expulsion for the remainder of the tournament.

Spectators will need to show respect to all Umpires, Players, Coaches & Staff. Bad behavior will not be tolerated.

Should umpires, umpire managers, or tournament directors deem that a spectator, player, or coach needs to be removed from the tournament site(s), **it will be the responsibility of the COACH from the offender's team to remove the offender from the site.**

Delayed departure from the game, site or tournament will result in a game forfeit for the team that the spectator, player or coach is affiliated with.

Game Cards

Green and Yellow cards will be administered per the Rules of Hockey with no modification.

Coaches/team personnel can earn a Green or Red Card, the team will not play short for cards given the coaches/team personnel.

Player Green or Yellow Card

- Suspended players must report to the technical bench and sit for the suspension duration and the team plays short for the duration of the card
- If no technical person is available to monitor the suspension, the team coach is responsible for the player serving the full suspension. Allocated time will be communicated by the field umpires

Player Red Card

- Suspended player sits on their designated bench for the remainder of the match and the team must play short
- Suspended player is also suspended from the team's next game in that division, the team does not play short in that subsequent game
- If the player receives 2 red cards during the tournament, they are suspended from all play for the remainder of the tournament

Coach Red Card

- Coach must leave the playing area within 1 minute of receiving the red card and cannot have any contact with the team for the remainder of the match. A replacement coach is allowed.
- The team does not play short for a coach suspension
- The coach is suspended from the team's next game in that division
- If the coach is on staff for multiple teams, the suspension is specific to the team that the coach received the suspension with
- If the coach receives 2 red cards during the tournament, they are suspended from all play for the remainder of the tournament

Red Card Administrative Procedures

Suspended players and coaches must report to the tournament table within 5 minutes of the end of the game in which they were suspended and return their player or coach wristband

If applicable, a replacement coach can receive a temporary wristband for the team's next game

Suspended players and coaches can return to the tournament table after the team has completed its next game to receive a new tournament wristband.

Umpires will notify the Umpire Managers of any issued red cards immediately after the game in which they were given and all cards are recorded on the official scorecard

Appeals Procedure for Misconduct Protests

Players and Coaches have an opportunity to challenge red cards only. Any appeal must be received in writing 10 days after the completion of the tournament, submitted to the 3Step Sports, LLC: Ainslee Lamb at ainslee@threestep.com

All cards issued during the tournament will be reviewed by the Review Committee after 10 days. The Review committee will be comprised of 3Step Sports staff and a Shooting Star Umpire Manager. Players and coaches can be exonerated from the issued red cards after review.

Players and coaches can be administered further suspensions based on review including suspension of attending future 3Step Sports field hockey events.

Refund Policy

Specific refund Policies for each event are posted on the website

No refunds will be issued if the tournament is shortened in part for any reason, including inclement weather or any other "Act of God."

No refund for any team that is removed from the tournament by the tournament director for using illegal players or behavior that requires the team to be removed from the tournament.

Shooting Star or its staff will not be responsible for any expenses incurred by any team, club or organization if the tournament is canceled in whole or in part.

Weather Policy

In the event of adverse weather or unplayable field conditions, the tournament director reserves the right to:

- Reduce game times in order to catch up with schedule.
- Finish games before inclement weather arrives, or to preserve field conditions. Reschedule games, if possible.
- Every attempt will be made to update cancellations on the website. However, weather conditions can change rapidly and all teams should be prepared to play as soon as weather and fields are playable. Updates will be announced on twitter [@shootingstarfh](https://twitter.com/shootingstarfh)
- No refunds will be granted if these actions are necessary.

Thunder/Lightning Policy

If thunder or lightning is observed play will be suspended immediately and players and fans will be asked to leave the fields to return to cars & seek shelter. Play will be allowed to resume 30 minutes after the last sound of thunder or sighting of lightning is observed which the tournament medical staff will determine. Every attempt will be made to begin subsequent games on time.

For up to date schedule changes please check twitter [@shootingstarfh](https://twitter.com/shootingstarfh).

Transgender Athletes Policy

** Shooting Star will adopt and implement the NCAA Policies

The following policies clarify participation of transgender student-athletes undergoing hormonal treatment for gender transition:

1. A trans male (FTM) student-athlete who has received a medical exception for treatment with testosterone for diagnosed Gender Identity Disorder or gender dysphoria and/or Transsexualism, for purposes of NCAA competition may compete on a men's team, but is no longer eligible to compete on a women's team without changing that team status to a mixed team.
2. A trans female (MTF) student-athlete being treated with testosterone suppression medication for Gender Identity Disorder or gender dysphoria and/or Transsexualism, for the purposes of NCAA competition may continue to compete on a men's team but may not compete on a women's team without changing it to a mixed team status until completing one calendar year of testosterone suppression treatment.

Any transgender student-athlete who is not taking hormone treatment related to gender transition may participate in sex-separated sports activities in accordance with his or her assigned birth gender.

•A trans male (FTM) student-athlete who is not taking testosterone related to gender transition may participate on a men's or women's team.

•A trans female (MTF) transgender student-athlete who is not taking hormone treatments related to gender transition may not compete on a women's team.

For review, NCAA policy: http://www.ncaa.org/sites/default/files/Transgender_Handbook_2011_Final.pdf.

The Hampshire Dome: General Rules

- At the Hampshire Dome, we take pride in our facility. Please help us by respecting the area and placing trash in proper receptacles.
- For safety, please keep the Track clear when in use by Runners.

General Rules:

1. The Hampshire Dome is a public facility. There are no Dome memberships; we offer special privileges to Hampshire Hills Athletic Club (HHAC) members, including use of track, and walk on field time at no charge and a daily free large bucket of golf balls.
2. People **enter and leave through the revolving doors** at the front of the Dome at all times, except during an emergency. We have 7 emergency exit doors located along the side of the building and 3 emergency exit doors in the front lobby area.
3. Opening an exit door in the absence of a life emergency situation is strictly prohibited.
4. **USE REVOLVING DOORS SLOWLY AND CAREFULLY – for personal safety do not allow children to play with revolving doors.**
5. If someone is bringing in a stroller, or other device they may use the **handicap airlock**, but must make sure that one door is closed before the other is open.
6. Please, **NO FOOD** beyond the safety wall between the lobby and the track.
7. Beer and Wine must remain at the Bar or in the designated Adult Only Area.
8. Please be respectful of the building and pick up after yourself.
9. As a spectator, you may bring in your own chairs to view games. There are no bleachers.

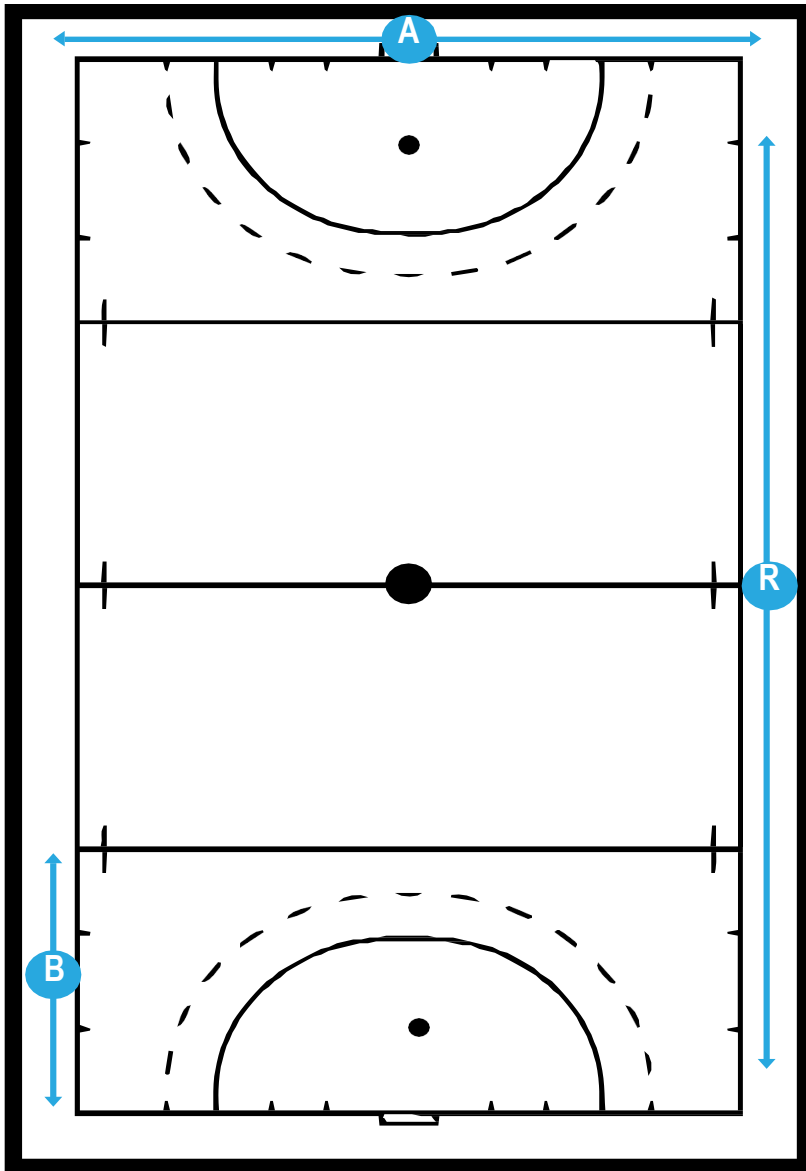
Field Rules:

1. **No spitting or gum chewing** while using the fields or the track.
2. **Field changes** are on the hour or half-hour. **5 minutes prior to the end of your rental period**, groups on fields should begin preparing to exit so they are completely off on time. Accordingly an hour rental means 55 minutes of use and 5 minutes to exit.
3. Please be respectful when other organizations are renting field space. Proceeding to/from Fields 2 or 3, please **walk around the outside of the Track**.
4. **No Duct Tape** on the field turf – it destroys the turf when removed.
5. At end of your session **return any goals** you moved back to where you found them.
6. **No ball playing** in the lobby, track, or rollaway. For safety, no hanging on goals or nets.
7. Softball teams **MUST** use the **designated mats for pitchers** to avoid damaging turf.

Track Rules:

1. Fees are \$6.00 for the public and free for HHAC members.
2. Except for schools with exclusive time, **All Runners Must Wear a Dome Bracelet**.
3. Five laps around the track equals approximately one-mile.
4. Specific rules for runners and walkers are posted at the track entrance.
5. Parents/guardians who have a child in a sports practice, clinic, or league on the Field may **fitness walk** the track at no charge while their child is on a field. **All Runners** will still need to check in, pay the appropriate fee, and be issued a bracelet.
6. Check www.hampshiredome.com Hours/Schedules link for hours the Venue/Track is "OPEN to All". Any times not listed for Venue/Track it is closed.

FIELD HOCKEY FIELDS----7vs7



A=45 yd WIDTH of field

B=25 yd

R=60 yd= LENGTH of field

Defensive Penalty Corners

- FULL Defensive PC #'s
- Remaining 2 players are at the opposite circle edge

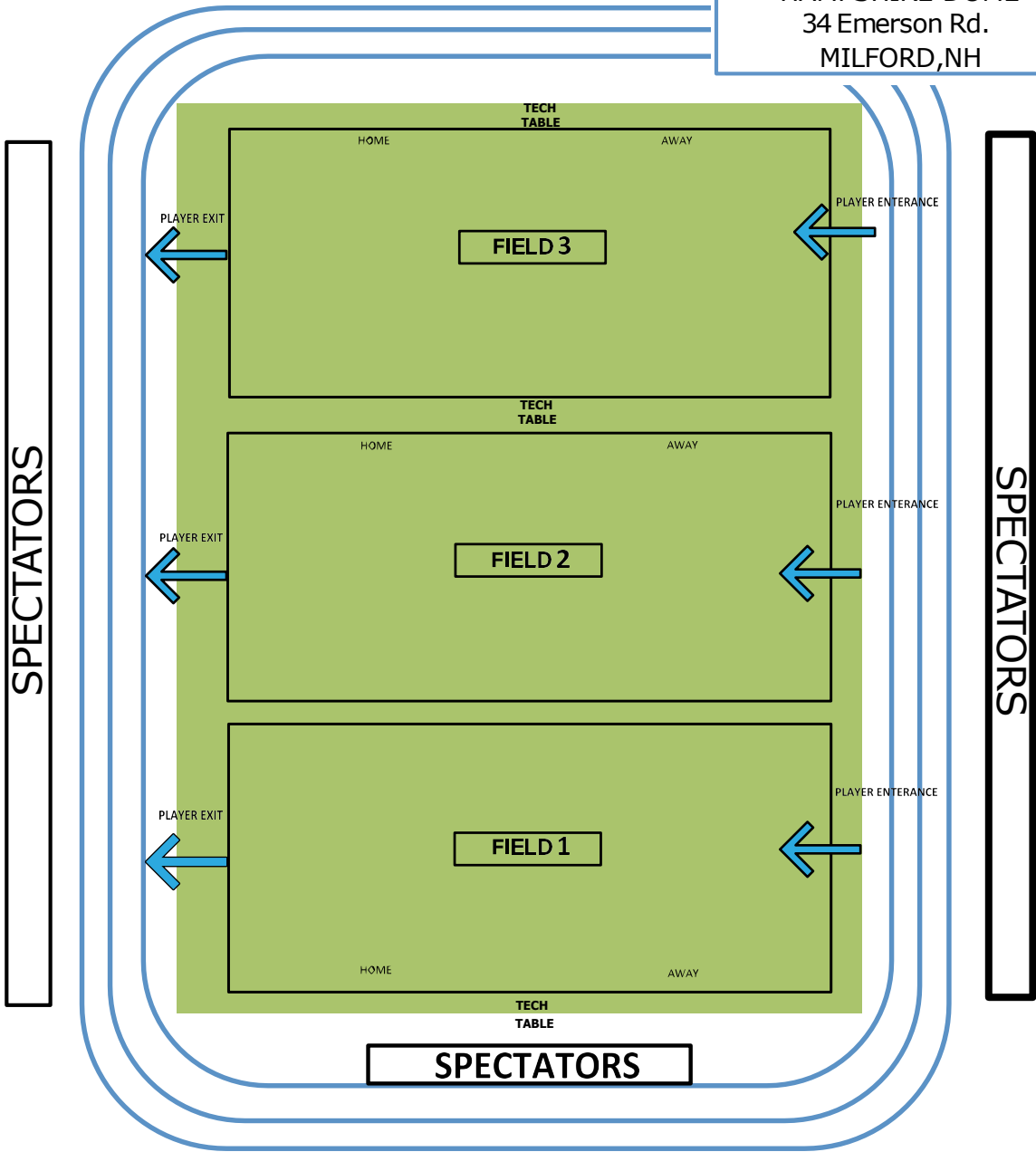


Facility Map

SPECTATORS SHOULD BRING CHAIRS

SPECTATORS

HAMPSHIRE DOME
34 Emerson Rd.
MILFORD, NH



SPECTATORS

SPECTATORS

UMPIRE, COLLEGE & CLUB COACH
HOSPITALITY

SPECTATORS

VENDOR VILLAGE
Presenting Sponsor - APPROACH
Shooting Star Information Table

**CONCESSION/
BATHROOMS**

ENTRANCE



SPECTATORS SHOULD BRING CHAIRS