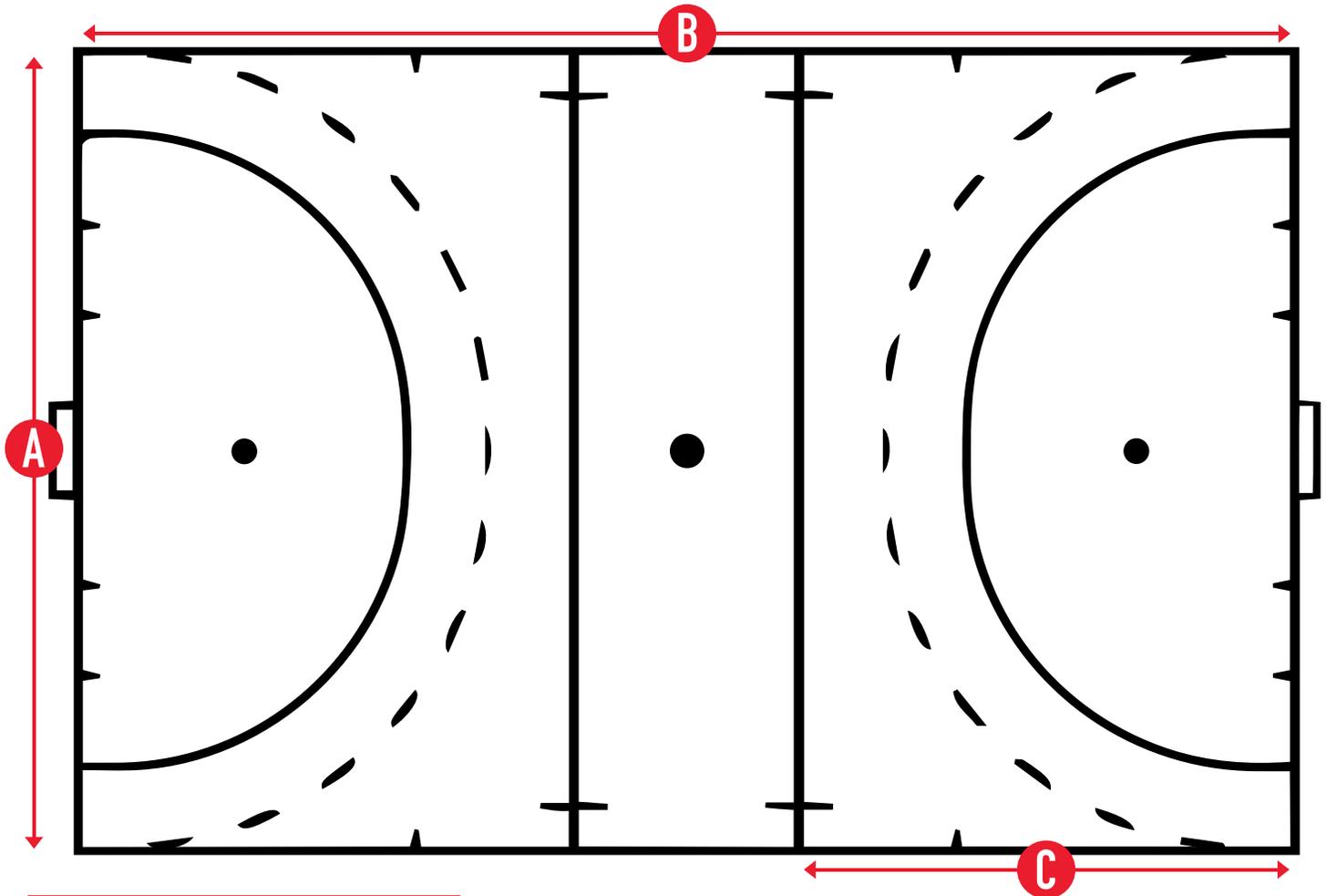


FIELD HOCKEY 7v7 FIELDS



A = 38 yd WIDTH of field
B = 58 yd LENGTH of field
C = 25 yd



GENERAL RULE REMINDERS

- Games are 7v7. Teams can play with 6 field players and a GK or 7 field players.
- Defensive Corners - defended by up to 4 field players and GK; or 5 field players.
Other players to top of opposite circle.
- HALFTIME - Teams will switch sides, umpires will stay.
- Any side-in ball, below the dotted circle, is taken where the dots meet the sideline.

TIMING OF GAMES

- SITE DIRECTOR at tech table will be the MASTER TIMER.
- MASTER HORN = START of GAME
- MASTER FIELD WHISTLE = 1st Q end, 2nd Q start, Halftime, 3rd Q start, 3rd Q end, 4th Q start & END of Game
- Games will be 12/2/12, 3 minute half-time, 12/2/12 with 5 minutes between games