

2016 KEYSTONE OPEN IFH CHAMPIONSHIP

December 10, 2016 at UTZ Arena, York, PA

Sponsored by



Indoor field hockey is back to York when Premier Amateur Sports & Keystone State Games is hosting 78 teams in the sixth Annual Keystone Open IFH Championship at the York Expo Center UTZ Arena in York, PA on Saturday December 10, 2016. The tournament will be played in the UTZ Arena on the York Fairground and will utilize six full-sized courts of Sport Court flooring with state-of-the-art Aluminum Sideboards and Goals provided by Elixer Sports Equipment.

This event will prepare your team for the indoor qualifier season as well as give your athletes an advantage and the confidence they need playing in a big arena like the NIT. Run by an experienced staff and filled with high quality, professional officials for every game.

General Information

- Divisions:** U12 (8 teams), U14 (18 teams), U16 (28 teams), U19 (24 teams)
Teams will have the opportunity to **rank their level of skill** during the registration process and we will match as best as possible even level skilled teams within each pool.
- Organization:** Premier Amateur Sports & Keystone State Games with the support of Sylvia Leffler-Shunk, High Styx Founder, former PA Futures Director, and current Keystone State Games Field Hockey Director to oversee the Keystone Open. For more information on PAS please visit our website at www.premiersportingevents.com
- Location:** The tournament will be held at the UTZ Arena: 331 Carlisle Ave., York, PA 17403

UTZ Arena Information

- Competition will take place in the UTZ Arena
- Food and drinks will be available for purchase at the concession stand
- There will be minimal seating available for spectators with bleachers
- Spectators may bring their own seating if desired
- 6 Full-sized Sport Court playing surfaces
- State-of- the-art ELIXER Aluminum Sideboards and Goal Cages

Safety

- Please make your players, spectators and coaches aware to be alert when inside UTZ Arena with competition taking place.
- No ball or stick play will be allowed in the hallways, with the exception of the teams competing on each court. **This will be strictly enforced.**

Date: Competition will take place on Saturday, December 10, 2016. All teams will play a minimum of 4 games and a maximum of 7 games during the event.

Team Check-In: Team check-in will start at 6:15am on Saturday, December 10, 2016 and will take place at the UTZ Arena (*times subject to change*) -Teams are encouraged to register at least 45 minutes before their first scheduled game. Each Individual Player must complete a participation waiver before competition.

Parking: Parking will be available at UTZ Arena for no cost

Admission: There will be a \$7 admission for spectators – Children under age 5 - FREE

Hotels: We were able to secure reduced rate hotel rooms through the York Convention and Visitors Bureau as our Host Sponsor. [Please click here for a direct link for the BEST prices in housing.](#) Also, plan in advance that if there is winter weather we WILL have the tournament.

Directions: DIRECTIONS TO YORK EXPO CENTER – UTZ ARENA

334 Carlisle Avenue
 York, PA 17404
 Phone: 717-848-2596
 Fax: 717-845-1718

From The North

Take I 83 S to Exit 22 (N. George St.). At first traffic light, make a right. At the second traffic light, make a right on to 30 W. Stay in right hand lane and watch for Carlisle Ave./Rt. 74 Exit.* At end of exit, turn left at traffic light on to Carlisle Ave (74 S). Stay in left-hand lane. The expo center is approx. 1 mile on the right-hand side. You can't miss it ! *Approx. 3 miles

From The South

Take I 83 N to Exit 15 (S. George St.) At the third traffic light (Country Club Rd.) make a left. At the second traffic light (Richland Ave.) make a right turn; stay on Richland Ave until the sixth traffic light (W. Market St.) make a left. The expo center is approx. 2 blocks down on the right-hand side. You can't miss it !

From the East

Take Rt. 30 West to Carlisle Ave./Rt. 74 Exit. At end of exit, make a left at the traffic light (74 S). Stay in left-hand lane. The expo center is approx. 1 mile on the right-hand side. You can't miss it !

From the West

From Rt. 30 take Route 462 (W. Market St.). Follow Market St. to Highland Ave. Turn left onto Highland Ave. to the expo center on right. (Highland Ave. Gate 6)

Mileage From York

Allentown, Pa - 95	Newark, NJ - 181
Atlantic City, NJ – 152	New York, NY - 194
Baltimore, MD - 54	Philadelphia, PA - 97
Easton, PA - 110	Pittsburgh, PA - 225
Gettysburg, PA - 31	Reading, PA - 60
Harrisburg, PA - 22	Washington, DC - 93
Hershey, PA - 38	Wilmington, DE - 75
Lancaster, PA - 28	Virginia Beach, VA - 302

Get Out & Play

We were able to secure reduced rate hotel rooms through the York Convention and Visitors Bureau as our Host Sponsor. [Please click here for a direct link for the BEST prices in housing.](#) Also, plan in advance that if there is winter weather we WILL have the tournament.

With a great discounted hotel rate take advantage of some of the best holiday shopping locations in all of Pennsylvania. You are only minutes away from Hershey Park attractions & the Outlets in Hershey and Lancaster plus great destinations throughout the Greater York Area!!!

While you're in town for the tournament be sure to hit the road to experience all of the marvelous things York County, PA has to offer. From fascinating factory tours with presidential appeal to our fun outdoor winter attractions, get ready to discover what makes York County the perfect place to get out and play! Visit www.yorkpa.org for the details or call 1-888-858-9675.

KEYSTONE OPEN IFH TOURNAMENT RULES & REGULATIONS

Unless otherwise noted, the rules of the Tournament will be as stated in the Rules of the Game of Indoor Hockey published by the FIH. The following Tournament rules will be enforced. *Note: Failure to comply with the rules as outlined will be cause for the match to be declared a forfeit with loss of posted forfeit fee.*

EQUIPMENT

1. Indoor sticks are required for all games. Any team member not using an indoor stick will disqualify the entire team from the match and a forfeit will be declared.
2. Goalkeepers and designated goalkeepers are required to wear a helmet with a facemask while in the striking circle per FIH rule 2.2.
3. Mouth guards and shin guards are required for each player.
4. No jewelry or hats of any kind will be allowed.
5. Face masks or goggles must meet FIH regulations (Rule 4.2)

UNIFORMS

1. Each team is encouraged to bring two different colored shirts with matching socks: (Pinnies will be available if needed)
2. Team shorts should be of a consistent color.
3. Numbers are required on the backs of uniform shirts.
4. Goalkeepers or designated goalkeepers must wear a completely different color shirt from that of the colors worn by both teams
5. The first team listed on the schedule will wear light shirts and light socks; the second team listed will wear dark shirts and dark socks. The first team listed is the HOME team and will be responsible to change shirts and/or socks should there be a conflict of uniforms.

ROSTERS

1. Rosters may have an unlimited number of players
2. Teams must have age appropriate players.
3. **Five (5) players plus goalie on the court**
4. Athletes may play in multiple divisions AND on multiple teams within the same division but must be listed on the roster at the time of check-in – NO EXCEPTIONS
5. Athletes may play up an age division if desired

TEAM AREA & SUBSTITUTIONS

1. Players and substitutes are under the jurisdiction of the umpires during the whole game, including any period of temporary or permanent suspension, and are therefore subject to their decisions under the Rules of Indoor Hockey.
2. The HOME team shall sit at the designated HOME team side bench and defend the goal to the RIGHT of their bench.
3. The AWAY team shall sit at the designated AWAY team side bench and defend the goal to the LEFT of their bench.
4. The players on any team who are not on the court shall sit on the team's bench as substitutes along with the team coaches. No other persons or equipment will be allowed in the bench area.
5. Substitutions shall be made from the side of the pitch where the team benches are located and at, or near to, the center of the court. Players coming off the court shall also leave at the side where the benches are located.

POINTS

Teams will receive:

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

GAME TIME

1. Games will consist of 25-minute games with 5 minutes between games.
2. All games will start and stop with a central 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.

ARRIVAL TIME

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

GAME RESULTS CARDS

1. The umpires will have the official scorecard for each game.
2. At the conclusion of the game, the score must be verified and the team coaches and the game umpires must sign the card.
3. Once the scorecard has been signed the score of that game becomes official.

FORFEITS

1. A forfeit will be declared if a team:
 - a. Does not show up for the match;
 - b. Forfeits or is declared "forfeit";
 - c. Arrives more than 5 minutes after the match start time;
 - d. Does not have 4 players dressed in proper uniform on the court after the 5 minute grace period.
2. If a forfeit is declared:
 - a. A 3-0 win will be awarded to the opponent;
 - b. A team that has a forfeit may play in their next scheduled game and are not removed from the tournament

A. TIES DURING CROSS-OVER PLAY

If a game is tied during crossover play, the two teams will move immediately to the designated stroke area for a 3-player stroke off.

1. A coin toss will determine whether the team chooses to stroke or defend first; the team in the dark uniform will call the toss.
2. If the score is tied after the initial stroke-off, the teams will go to a sudden-victory stroke-off using three different players from their roster.
3. The team that stroked first in the first round will now defend first.

4. If the score remains tied after the first set of sudden-victory strokes, the team will repeat the stroke-off in the sudden victory format using the first round of stokers. Strokes continue in the sudden-victory format, alternating first and second round stokers until a winner has been determined. The team that strokes first will continue to alternate

B. 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:

- a) Points
- b) Head to head competition
- c) Most wins
- d) Goal differential
- e) Goals for
- f) Coin Toss

PENALTIES

Any coach or player receiving a red card in a game is suspended from the remainder of the game in which the offense occurred AND the player receiving a red card will miss their team's next game or a coach receiving a red card the next game of the team the coach was coaching.

1. Umpires will notify the Umpiring Coordinator of any red card issued immediately after the game in which it was issued.
2. Any team using a disqualified coach/player shall forfeit the game in which the disqualified coach/player was a participant and the disqualified coach/player shall be immediately ejected from the Tournament.

Tie Breaker For Pool Play To Seed For Tournament Bracket

1. Points Earned:
 - Teams will receive:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
2. Least goals allowed in all pool play games
3. Goal differential in all pool play games, max 5 goal differential per game
4. Least goals allowed in games involving tied teams
5. Goal differential in games involving tied teams, max 5 goal differential per game
6. If there is still a tie at this point between 2 teams we will have a flip of a coin