

LVYFH League Hosting Guidelines

Updated 9/17/2023

Thank you for hosting games this weekend for the Lehigh Valley Youth Field Hockey League. Below are some guidelines to help you host a fabulous weekend of field hockey.

1. Field Set up:
 - a. Please make sure fields are freshly mowed short and lined.
 - b. Each field should have cones along the spectator sideline approximately 5 yards back from the sideline.
 - c. On the team and coaches sideline, please use cones to create a substitution box using four cones at the center line and a coaches/players area using 3-4 cones approximately 5 yards from the sideline.
 - d. Signage designating Field Numbers
 - e. **Please use cones to reserve 4 officiating parking spots close to the fields**
2. Central Timer Tent
 - a. Have a tent set up for the officials and central timer table with table and chairs for timer.
 - b. Please provide volunteers to time the games throughout the day and an air horn to indicate end of period.
 - c. Please have the game schedule and timer instructions taped to the timer table.
 - d. Please provide 3 game balls for the day.
3. Concessions
 - a. Please let your concessions tent know that officials with bright yellow shirt should be watered and fed for free. Thank you for supporting our officials.
4. Home field Advantage
 - a. Let the League Commissioners know anything special about your field a week prior to your hosting weekend.
 - i. Concessions?
 - ii. No dogs allowed
 - iii. Special instructions for parking
5. Please make sure there is a representative from your home organization on hand throughout the day to handle any issues that present themselves regarding the hosting area. (Bathrooms, parking, etc).

Timer Table Guidelines for Grades $\frac{3}{4}$ and $\frac{5}{6}$

Updated 8/7/2025

All games are on a central horn.

- a. $\frac{3}{4}$ and $\frac{5}{6}$ games are 10 minute quarters, 2 minutes between quarters, 5 minute halftime

- i. Example

- 1. Game Starts: Horn
 - 2. 1st quarter: 10 minutes, horn to signal end of quarter
 - 3. 2 minute break, horn to indicate start of 2nd quarter
 - 4. 2nd quarter: 10 minutes; horn to signal end of quarter
 - 5. 5 minute half time; horn to indicate start of 3rd quarter
 - 6. 3rd quarter: 10 minutes, horn to signal end of quarter
 - 7. 2 minute break, horn to indicate start of 4th quarter
 - 8. 4th quarter: 10 minutes; horn to signal end of game

- b. Games for $\frac{1}{2}$ are 8 minute quarters, 2 minutes between quarters, 5 minute halftime

- i. Example

- 1. Game Starts: Horn
 - 2. 1st quarter: 8 minutes, horn to signal end of quarter
 - 3. 2 minute break, horn to indicate start of 2nd quarter
 - 4. 2nd quarter: 8 minutes; horn to signal end of quarter
 - 5. 5 minute half time; horn to indicate start of 3rd quarter
 - 6. 3rd quarter: 8 minutes, horn to signal end of quarter
 - 7. 2 minute break, horn to indicate start of 4th quarter
 - 8. 4th quarter: 8 minutes; horn to signal end of game

- c. Please note: games officially start and end on the **officials whistle as per rules.**
The players should not move the ball until the official blows the whistle to indicate game start.

- d. Timer should not be concerned with teams being ready and should blow horn on schedule. It is the responsibility of the coaches to have their teams ready to play.
- e. Volunteer should not leave table until next volunteer is there to replace.