



**Field Marshal Handbook  
October 2007**

## General Duties of the Field Marshal

All Field Marshals will be issued a special T-shirt so they can be easily spotted. They will also be issued a walkie-talkie for communications. Field Marshals should move throughout the complex to oversee the events taking place. The Field Marshal's responsibilities include the following:

- 1) Posting the Score Sheets and Entering Scores onto Score Sheet (at sites where scores are kept). In the event of rain please keep these score sheets as dry as possible.
- 2) Notifying headquarters of injuries, especially if they require an ambulance. Dedicated EMTs/Physical Trainers will be available during the tournament.
- 3) Notifying headquarters if games are running late, referees do not show or any other issue arises that they cannot handle by themselves.
- 4) The Field Marshal should be available to answer general questions pertaining to the tournament. Each Field Marshal will be issued a booklet with directions to all the fields and division schedules. If the Field Marshal is unable to answer a question, please contact Tournament Headquarters for assistance.

## Injuries

If an injury occurs, the Field Marshal should immediately get the on-site trainer to assess the injury. It is NOT the Field Marshal's responsibility to determine if the trainer is required. If the trainer should determine that the player cannot be moved and an ambulance is required, immediately notify headquarters. In the case of an extended outage of play due to an injury, the game clock continues to run and the tournament director should be notified immediately. **NO GAME IS TO BE EXTENDED DUE TO AN INJURY.**

**NOTE:** There will be no site EMTs/Physical Trainer at Pulaski Road Elementary School, Norwood Elementary School, Lahey Primary School or Fifth Avenue Elementary School. The trainer at Northport High School is covering the Pulaski Road Elementary School, the trainer at East Northport Middle School is covering Fifth Avenue Elementary School, and the trainer Old Fields will cover Lahey and Ocean Avenue trainer will cover Norwood.

## Scoring

Field Marshals must enter the scores onto the Division scorecard at those complexes where scoreboards are kept. The coach of the winning team will be given the white copy of the games score sheet. The coach will give this to the Field Marshal who will enter the score on the Division scorecard. The Field Marshal is to keep the score sheet. **DO NOT** return it to the coach. **NO SCORE IS TO BE ENTERED WITHOUT THE WHITE SCORE SHEET.** At the end of the day, the white score sheets should be returned to Tournament Headquarters (Northport High School). Scores will be kept at the following complexes:

- 1) Northport Soccer Park
- 2) Northport High School
- 3) East Northport Middle School /Larkfield path
- 4) Old Field Middle School
- 5) Ocean Avenue Elementary

Scores for Fifth Avenue Elementary will be kept at East Northport Middle School. Scores for Pulaski Road Elementary School will be kept at Northport High School. Scores at Norwood will be kept at Ocean and scores at Lahey will be kept at Old Field Middle School.

There will be a **DIVISION SCORE CARD** for each division in the tournament. It is very important that the scores are posted correctly, since this will determine standings for trophies. **ALL SCORE CARDS** are to be returned to headquarters at the end of the tournament. Do not give the scorecards to the division winners, no matter how much they beg. We need these to report scores and standings back to ENYYSA.



And finally, Sachem (Team 5) played Smithtown (Team 6)

<b>BOYS U10 RED</b>	<b>Team 1</b>	<b>Team 2</b>	<b>Team 3</b>	<b>Team 4</b>	<b>Team 5</b>	<b>Team 6</b>	<b>Bonus</b>	<b>Total</b>
1) CSH Elite		3 - 0						
2) Dix Hills Hurricane	0 - 3							
3) Hauppauge Hawks				2 - 4				
4) NCHU Crusaders			4 - 2					
5) Sachem Sabres						9 - 4		
6) Smithtown Explosion					4 - 9			

This is repeated for each round until all games have been played. To determine the TOTAL points each team is awarded three (3) points for a win and one (1) point for a tie. Bonus Points are only used in the case of a tie in the standings. Bonus points are the difference of Goal Scored minus Goals Against up to a maximum of three (3).

The Bonus points would look as below:

<b>BOYS U10 RED</b>	<b>Team 1</b>	<b>Team 2</b>	<b>Team 3</b>	<b>Team 4</b>	<b>Team 5</b>	<b>Team 6</b>	<b>Bonus</b>	<b>Total</b>
1) CSH Elite		3 - 0						3
2) Dix Hills Hurricane	0 - 3							0
3) Hauppauge Hawks				2 - 4				0
4) NCHU Crusaders			4 - 2					2
5) Sachem Sabres						9 - 4		3
6) Smithtown Explosion					4 - 9			0