

- **Travel Fields**

Availability

Chestnut Hill*	M-F	4 p.m. - Dark
	Sat/Sun.	8 a.m. - Dark

West Hollow*	M-F	5 p.m. - Dark
	Sat.	1 p.m. - Dark
	Sun.	8 a.m. - Dark

Candlewood*	M-F	5 p.m. - Dark
	Sat.	1 p.m. - Dark
	Sun.	8 a.m. - Dark

HSW (Turf)	Sat.	1 p.m. - Dark
	Sun.	8 a.m. - Dark

ALL TIME ON THE FIELD TO BE SCHEDULED THRU CHET

HSE (Grass, inside track)	M-F	5 p.m. - Dark
	Sat./Sun.	8 a.m. - Dark

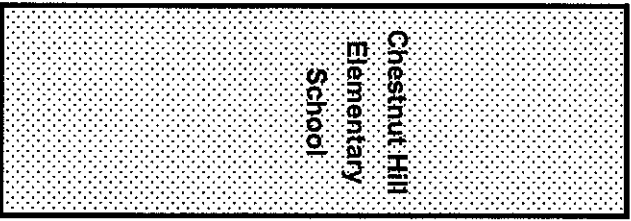
PRACTICE FIELD. WILL NOT BE LINED (8 x 24 GOALS)

5 Towns	M-F	4 p.m. - Dark
	Sat/ Sun.	8 a.m. - Dark

- The grass field at HSW (Corner of Wolf Hill and Caledonia) is closed to soccer for this season.
- The HSE turf field is not to be used this season.
- All scrimmages must be approved and scheduled by Chet.
- Any scheduled game time/location change must be approved by Chet.
- We needed to change the layout at Chestnut Hill and HSE-grass will not be used for the games. If you have a game currently scheduled at Chestnut Hill or HSE, the location is going to change.
- Candlewood Track Field (CW-C) to be only used on weekends for games.
- School teams have priority.

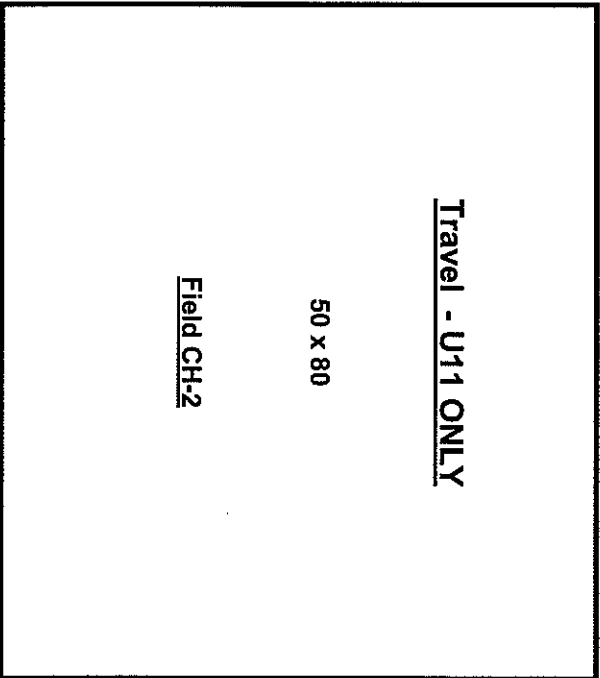
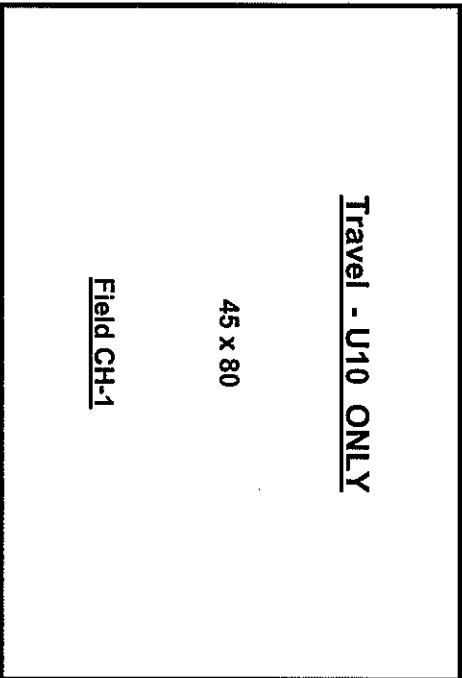
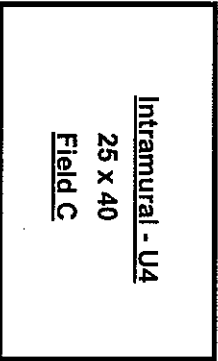
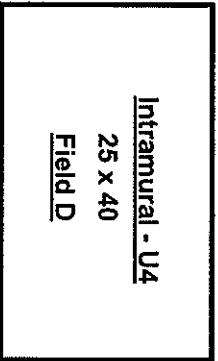
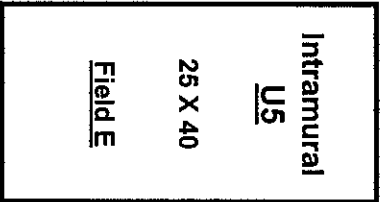
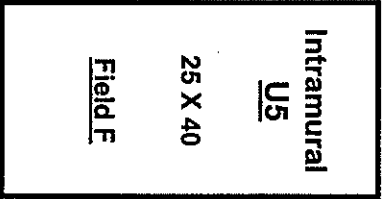
CHESTNUT HILL ELEMENTARY SCHOOL

BURR LANE



P A R K I N G

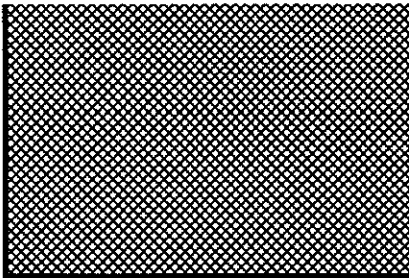
P A R K I N G
L O T



B A G A T E L L E R O A D

EASTBOUND SERVICE ROAD

WEST HOLLOW MIDDLE SCHOOL

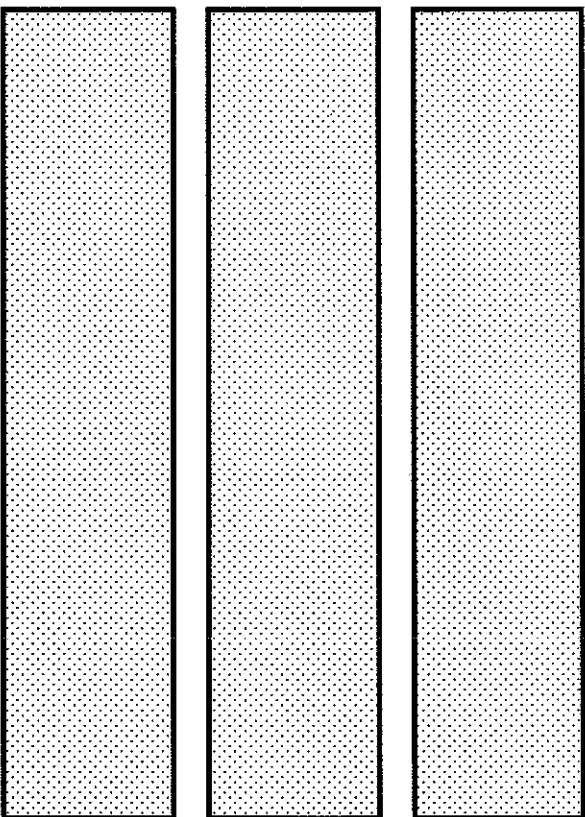


Baseball Field

Travel U-12 and Older
70 X 110
Field A

Baseball Field

Football
Field



WEST HOLLOW SCHOOL

PARKING LOT

OLD EAST NECK ROAD

CANDLEWOOD MIDDLE SCHOOL

* GAMES ONLY *

Travel & Interleague U12 and Older
70 x 110
Field B

Travel & Interleague U12 and Older
70 x 110
Field A

U9 Interleague
50 X 80
Field D

School Lacrosse
Do Not Use

U10 & U11 Travel
50 x 80
Field C

* GAMES ONLY *

U8
45 x 75
Field E

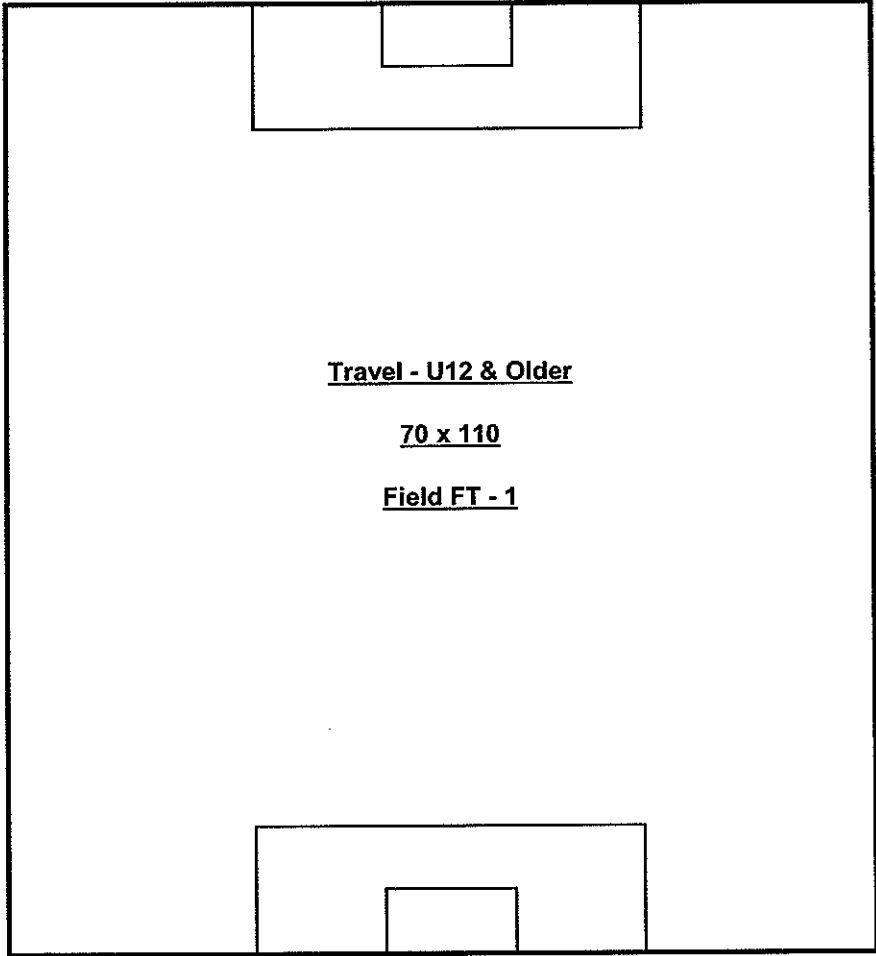
Handball Court

Parking Lot

FIVE TOWNS COLLEGE



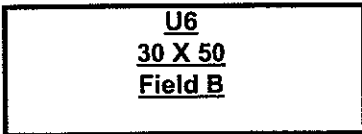
Practice Field



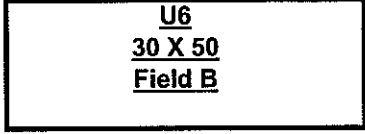
Travel - U12 & Older

70 x 110

Field FT - 1



U6
30 X 50
Field B



U6
30 X 50
Field B

Parking Lot

Parking Lot