

**2010 Keystone State Games
July 20 - 25**

Baseball Handbook & Schedule



Regional Sport Coordinators:

ALG—Jim Chester
BMT—Randy Gibson
CAP—Doug Chestnut
DVL—Bob LaRosa
GLK—Bill Glassman
LHG—Charley Roberts
LVL—Ted Plessl
MET—Jim Knowles
NIT—Jim Guthrie
POC—Vince Yurko

2010 Keystone State Games Junior Baseball Schedule

Junior National League
BMT, DVL, GLK, LVL, NIT

American League
ALG, CAP, LHG, MET, POC

Monday, July 19 7:00pm JM Pre-Competition Meeting at Toyota Expo Center Meeting Room

Tuesday, July 20

8:00am	JM	LVL vs. NIT	York Township Field
8:30am	JM	MET vs. POC	Shyrock Field
11:00am	JM	DVL vs. GLK	York Township Field
11:30am	JM	CAP vs. LHG	Shyrock Field
2:00pm	JM	ALG vs. POC	York Township Field
2:00pm	JM	BMT vs. NIT	Sunset Lane Field
5:00pm	JM	CAP vs. MET	York Township Field
5:30pm	JM	DVL vs. LVL	Sunset Field

Wednesday, July 21

8:00am	JM	ALG vs. CAP	York Township Field
8:30am	JM	BMT vs. DVL	Sunset Lane Field
11:00am	JM	GLK vs. LVL	York Township Field
11:30am	JM	LHG vs. MET	Sunset Lane Field
2:00pm	JM	POC vs. CAP	York Township Field
2:30pm	JM	NIT vs. DVL	Sunset Lane Field
5:00pm	JM	LHG vs. ALG	York Township Field
5:30pm	JM	GLK vs. BMT	Sunset Lane Field

Thursday, July 22

8:00am	JM	MET vs. ALG	Sunset Lane Field
8:00am	JM	LVL vs. BMT	York Township Field
11:00am	JM	POC vs. LHG	Sunset Lane Field
11:00am	JM	NIT vs. GLK	York Township Field
1:30pm	JM	Pool Play Tie Breaker #1 (if needed)	York Township Field
1:30pm	JM	Pool Play Tie Breaker #2 (if needed)	Sunset Lane Field
2:30pm	JM	9 th Place Game	Central York Field
2:30pm	JM	7 th Place Game	Sunset Lane Field
2:30pm	JM	5 th Place Game	York Township Field
5:30pm	JM	Bronze Medal Game	Sunset Lane Field
5:30pm	JM	Gold Medal Game	York Township Field

2010 Keystone State Games Scholastic Baseball Schedule

Scholastic	<u>National League</u> BMT, DVL, GLK, LVL, NIT	<u>American League</u> ALG, CAP, LHG, MET, POC
Thursday, July 22		
7:00pm	Pre-competition meeting	York Expo Center
Friday, July 23		
8:00am	SM LVL vs. NIT	Sunset Lane Field
8:00am	SM MET vs. POC	York Township Field
8:00am	SM CAP vs. LHG	Shyrock Field
11:00am	SM DVL vs. GLK	Shyrock Field
11:30am	SM ALG vs. POC	York Township Field
11:30am	SM BMT vs. NIT	Sunset Lane Field
2:30pm	SM CAP vs. MET	York Township Field
2:30pm	SM DVL vs. LVL	Shyrock Field
Saturday, July 24		
8:00am	SM BMT vs. DVL	York Township Field
8:30am	SM ALG vs. CAP	Shyrock Field
11:00am	SM GLK vs. LVL	York Township Field
11:30am	SM LHG vs. MET	Shyrock Field
2:00pm	SM POC vs. CAP	Sunset Lane Field
2:30pm	SM NIT vs. DVL	York Township Field
5:00pm	SM GLK vs. BMT	York Township Field
5:30pm	SM LHG vs. ALG	Sunset Lane Field
Sunday, July 25		
8:00am	SM MET vs. ALG	York Township Field
8:00am	SM LVL vs. BMT	Shryock Field
8:00am	SM POC vs. LHG	Sunset Lane Field
8:00am	SM NIT vs. GLK	Central York Field
10:30am	SM Pool Play Tie Breaker #1 (if needed)	York Township Field
10:30am	SM Pool Play Tie Breaker #2 (if needed)	Sunset Lane Field
11:30am	SM 9 th Place Game	York Township Field
11:30am	SM 7 th Place Game	Sunset Lane Field
11:30am	SM 5 th Place Game	Shryock Field
2:30pm	SM Bronze Medal Game	Sunset Lane Field
2:30pm	SM Gold Medal Game	York Township Field

FINALS PROCEDURES

1. There will be two pre-competition meetings - one for each division. Each team must have a coach, or person representing their team, at the meeting for their division of play.

JUNIOR 7:00 pm, Monday, July 19 @ Toyota Arena Meeting Room

SCHOLASTIC 7:00 pm, Thursday, July 22 @ Toyota Arena Meeting Room

2. National Federation rules, with the PIAA pitching rule and the discipline rule, will be used for Junior and Scholastic play, except the 10 run rule will be modified.

PIAA Pitching Rule:

A player may pitch in a maximum of nine (9) innings in one (1) calendar day, but not more than fourteen (14) innings in any calendar week (Sunday through Saturday). Delivery of one (1) pitch constitutes having pitched in an inning. If an inning is played in part on two calendar days, delivery of one (1) pitch in that inning in each of those calendar days constitutes having pitched in two (2) innings. If he pitches in less than three (3) innings in one (1) calendar day, no rest is required. If he pitches in three (3) innings in one (1) calendar day, he must have one (1) calendar day of rest. If he pitches in four (4) or five (5) innings in one (1) calendar day, he must have two (2) calendar days of rest. If he pitches in six (6) or more innings in one (1) calendar day, he must have three (3) calendar days of rest.

Modified 10 Run Rule:

The 10 run rule will be modified as follows: The game will be considered complete if one team leads by (12) twelve runs or more at the completion of five (5) innings of play, four and one-half ($4\frac{1}{2}$) if the home team is ahead, or one team leads by ten (10) runs or more after six (6) innings of play, five and one-half ($5\frac{1}{2}$) if the home team is ahead.

Discipline Rule:

The PIAA adjusted discipline rule for the Games will be—Any coach and/or contestant ejected from a contest by a Keystone State Games official and/or game official for unsportsmanlike conduct or flagrant misconduct shall be disqualified from coaching and/or participating for the remainder of the day and in the next contest on the next contest day.

3. All games will be played to conclusion (winner determined), unless excepted by the Tournament Leader. There are instances where a final pool play game may be delayed because of inclement weather where the result, one way or the other, will not affect the advancement schedule of any team, and further play to determine a winner would significantly put in jeopardy the chance to determine medal winners.
4. No roster changes are allowed after the pre-competition meeting. After this time, regardless of the reason for losing a player, the team must continue with the roster as submitted. Remember, no roster changes can be made with the KSG office after July 6. Beyond that date any roster change must be made at the Finals site and declared at the pre-competition meeting. A REPLACEMENT PLAYER MUST HAVE ATTENDED A TRYOUT/TRIAL AND BE PROPERLY REGISTERED AT THE FINALS BEFORE HE WILL BE

FINALS PROCEDURES

ALLOWED TO PARTICIPATE, EXCEPT WHEN LESS THAN 20 PLAYERS PARTICIPATED IN THE TRYOUTS/TRIAL.

5. Rosters will be verified at the pre-competition meeting for each division. Any roster changes made at the meeting will be indicated on a copy of the Team Roster Form. Those changes will be sent to Registration.
6. A three part lineup card will be filled out with a copy presented to the Site Coordinator at least 30 minutes prior to the scheduled start time. That copy will then be supplied to the Official Scorer. At the pre-game conference at home plate a copy will be given to the umpire and the final copy retained by the team. The opposing team will use the Official Scorer's copy for reference. Blank lineup cards will be furnished by the KSG and distributed at the pre-competition meeting.

REMEMBER: Even though a lineup card was supplied to the Site Coordinator earlier, the lineup does not become official until the lineup is given to the umpire.

7. The home team will be determined by a coin toss either (1) at the pre-competition meeting or (2) at the time the lineup cards are given to the Site Coordinator. The Tournament Leader or Site Coordinator will determine who calls the coin toss.
8. Games will start on the scheduled time. In the event of predicted inclement weather, or other legitimate causes, games may start prior to the scheduled start time; or may be delayed. It is vitally important that the Tournament Leader have a local phone number for each team contact. Phone numbers will be listed on the Phone Contact sheet available at the pre-competition meetings.

In the event a previous game on a field has been extended so that 15 minutes is not available before the scheduled start time of the next game on that field and both teams for the next game are ready to play, then the following game will start 15 minutes after the final out of the previous game.

In the event a team's previous game is at another field and is extended to prevent the team's arrival at the next field at least 15 minutes prior to the scheduled start time, the Site Coordinator will determine the start time of the next game, but never more than 30 minutes after the team's arrival at the second field.

For games interrupted for any reason use the National Federation rules to resolve.

9. Field conditions and field availability permitting, each team may be allowed 10 minutes infield practice prior to the scheduled start time of the game. Both teams must be off the field to allow field prep for the final 10 minutes prior to the scheduled start of the game.

30 minutes to 20 minutes prior to the scheduled start time the first team listed on the schedule may take infield practice; 20 minutes to 10 minutes prior to the scheduled start time the team listed last on the schedule may take infield practice; and 10 minutes prior to the scheduled start time the field will be vacated for final prep.

FINALS PROCEDURES

If available, the outfield may be used for warm-up, even when the infield is not used. The decision on field conditions and field availability is the sole responsibility of the Site Coordinator.

No batting practice will be taken on the scheduled fields prior to the game. Batting practice times will be worked out between the team and the site host. The KSG will not be involved. Any costs associated with the field use must be borne by the team.

10. No protests on judgment calls or rules interpretations are allowed. Any disagreements must be resolved before the next pitch or next play. Once the next pitch is thrown or the next play transpires no recourse to the previous situation is allowed. The umpire's decision is final.

The only protests allowed are for ineligible players - an older division player participating in a younger division, AND/OR, participation by a non-Pennsylvania resident. A younger division player playing in an older division is not cause for a protest.

The Competition Committee is the final authority on all protests.

11. Prior to the first game for each team, each player on the roster will be asked to show their ID card to the Site Coordinator.
12. Each team will be provided with uniform shirts and hats corresponding to their region color. These shirts must be worn during competition. Only the Competition Director is allowed to grant exceptions. Team purchased hats may be worn as long as they conform to the region color.
13. Pool Play
 - a. The standings in pool play will determine each team's advancement, and standings are based upon won-loss records. The top team in each pool advances to the gold medal game. The second place team in each pool advances to the bronze medal game. The 3rd, 4th, and 5th place teams in each pool advance to 5th, 7th, and 9th place games.
 - b. In the event of a tie in the pool play standings the tie will be resolved by:
 - 1.If two (2) teams are tied– head-to-head competition between the two tied team.
 - 2.If three or more teams are tied: proceed in order until tie is resolved
 - a. If one team defeated the other two then the team defeating the other two, then head-to-head between the remaining two teams.
 - b. Use the On-Field 3 Team Tie Breaker for Medal games only (detailed plan at end of section).
 - c.If time or conditions preclude the use of the On-Field Tie Breaker then the following will be used to resolve the tie.

FINALS PROCEDURES

1. Least runs allowed in the four pool play games.
 2. Greatest positive (least negative) run differential in the four pool play games, with a maximum of a 10 run differential allowed for any one game.
 3. If one team has been eliminated in steps (1) or (2) and only two teams remain tied then return to the Two Teams Tied criteria. If more than two teams remain tied proceed to next step.
 4. Least runs allowed in the pool play games involving the tied teams.
 5. Greatest positive (least Negative) run differential in the pool play games involving the teams tied, with a 10 run differential allowed for any one game.
 6. Coin flip administered by the Tournament Leader.
14. Due to inclement weather and other occurrences which can delay the schedule, teams must be prepared to play well beyond the original printed schedule. Failure of a team to be ready to play according to the following guidelines may result in a forfeiture of the rescheduled game.

Junior Division - Must be available for a game start time as late as 6:30 pm on Thursday.

Scholastic Division - Must be available for a game start time as late as 4:00 pm on Sunday.

15. A Tournament Pitching Record will be maintained by each head coach. The Form is shown at the end of this section. At the conclusion of each game the head coach will ensure the form is accurately and properly completed with all data, and then have the Site Coordinator verify the accuracy by signing the form on the line for each pitcher who pitched. It is recommended that the forms of both teams participating in the game be verified and signed at the same time in the presence of both head coaches. Any discrepancy MUST be resolved at that time. The Official Scorebook will be the chief reference for resolving any differences.

The team's Tournament Pitching Record must be available for inspection by the opposing head coach before each game; and available at any time for inspection by the Tournament Leader, Assistant Tournament Leader, Sport Host or Site Coordinator.

16. There are instances where a team has assured themselves a spot in the position/medal games without playing the last pool play game. There might be a tendency to forfeit the last pool play game to rest players, save pitchers, etc. Any team forfeiting a pool play game on its own volition will be eliminated from a medal game.
17. Baseball implemented a Cup Award in 2005. It is called the Karwoski Cup. The teams in each division will earn points based upon their finish position and pool play wins. The points for both division teams in a region will be added together, and the region with the greatest point total wins the Cup. The Cup will be etched with the year and winning region's name, and will be retained by the Regional Sport Coordinator until the following year's Games

A. Karwoski Cup SCORING

1. When play is completed with all games as scheduled:
 - (a) Points will be awarded after the medal and place games as follows:
 - Gold Medal Team—15
 - Silver Medal Team—12
 - Bronze Medal Team—10
 - 4th Place Team—8
 - 5th Place Team—6
 - 6th Place Team—5
 - 7th Place Team—4
 - 8th Place Team—3
 - 9th Place Team—2
 - 10th Place Team—1
 - (b) In addition, one point will be awarded a team for each pool play win.
2. When pool play is completed, but no medal/position games are completed.
 - (a) Points will be awarded based upon pool play standings and pool play wins only in the division, or divisions, that completed pool play.

EXAMPLE: The top team in each pool is awarded 13.5 points (average of gold/silver), the second place team in each pool will be awarded 9 points (average bronze/4th points), etc. One point will be added for each pool play win, since each team played an equal number of pool played games.
3. When pool play is completed and some, but not all, medal/place games are completed.
 - (a) Pool Play standings and wins will be scored as in 2.a. above, and points for finish position will be awarded for those medal/place games played, and the points will be averaged and split between the two teams in medal/position games not played.

EXAMPLE: Gold medal game is played but bronze medal game is not. The gold medalist would get 15 points, the silver medalist 12, and the two teams unable to play for the bronze would get 9 each (average of 10 for 3rd and 8 for 4th.
4. When Pool Play is not completed, but teams are determined for medal/position games and they are conducted.
 - (a) Points will be awarded for finish positions; but no points are given for number of wins, since all teams did not play an equal number of pool play games.
5. When Pool Play is completed or conditions 2., 3. or 4. above were met for only one division, then the Cup shall be awarded based upon the points of only that division.
6. When Pool Play is not completed and medal/position games were not conducted in both divisions, then the Tournament Leader will convene and chair a panel of himself, the Competition Director, and two Regional Sport Coordinators presumably not involved in Cup consideration, and the panel will decide the region most worthy of meriting the Cup Award. The intent of this option is to present the Cup when the normal scoring criteria cannot be applied.
7. There will be one, and only one, Cup winner each year. There will be no duplicate awards presented, or ties for the Cup Award.

B. TIE BREAKERS

1. If a tie exists in total points after normal scoring or the application of all options, the following will be used to resolve the tie (proceed in order until tie is broken).
 - a. The region with the most gold medals.
 - b. The region with the most silver medals.
 - c. The region with the most bronze medals.
 - d. The region with the most Pool Play wins.
 - e. The region with the least runs allowed.
 - f. The panel method described in A. 6. ⁸

ON-FIELD PLAYOFF BETWEEN THREE TIED TEAMS

A three inning game will be played between the tied teams. Each team will play one inning against the other tied teams. Most runs scored will determine a winner.

1. The Tournament Leader will assign the field and game time, if not already shown on the schedule, and the umpires for the game. An Official Scorer will be designated, and accurate results on runs, hits, earned runs, base runners, runner advancement, etc. will be kept.
2. A representative from each tied team will meet with the Tournament Leader at the venue. The team reps will draw to determine Team A, Team B and Team C.
3. In the first inning Team A will be the visitor and occupy the first base dugout, and Team B will be the home team and occupy the third base dugout. In the second inning Team A will vacate the field, Team B will be the visitor, and Team C will be the home team and occupy the first base dugout. In the third inning Team B will vacate the field, Team C will be the visitor, and Team A will be the home team and occupy the third base dugout.
4. At the field each team will be allowed 5 minutes for infield practice in A-B-C order. All three team captains will meet with the plate umpire to hand in their lineups. The lineups are now set.
5. In the first inning Team A will put their #9 hitter on second base. The leadoff hitter will step to the plate with a 3-2 count. Each batter for all three innings will step into the batters box with a 3-2 count. Excepting foul balls, all plate appearances will be a one-pitch at bat. In the bottom of the first inning Team B will put their #9 hitter on second to start the half inning.
6. In the second inning the first Team B batter will be the next in order after the final out in the first inning, and the player just before the batter stepping to the plate will go to second base. In their half of the inning Team C will place their #9 hitter on second base and the leadoff batter will step to the plate. Again, each batter will start with a 3-2 count.
7. In the third inning Team C and Team A will continue their lineup and batting order from the previous inning they played, with the last official batting position player starting the half inning on second base. Again, all batters start with a 3-2 count. If Team A does not need all or part of the bottom of the inning to determine ALL three positions then the game will be halted at that point.
8. The National Federation & PIAA substitution, re-entry and pitching rules will apply. The KSG Discipline Rule will apply. The Mercy Rule will not be in effect.
9. The team which scores the most runs is awarded first place in the pool and advances to the gold medal game. The team with the second most runs is awarded second place in the pool and advances to the bronze medal game. The team with the least runs is awarded third place in the pool and advances to the fifth place game. NOTE: If the teams are tied for 2nd, 3rd and 4th places in the pool then the teams will advance to the bronze, 5th and 7th place games.
10. At the conclusion of three innings if the teams, or two teams, are tied based upon runs scored the following will be used to break the tie. (1) Most earned runs scored, (2) most hits, (3) most base runners, (4) most base runners advancing to third base, most base runners advancing to second base, (6) team whose pitcher(s) strike out the most opposing batters. (7) Tournament Leader discretion.