

# 2010 Keystone State Games

## Field Hockey Handbook



**JULY 22 - JULY 25, 2010**

Field Hockey Director: Linda Sten  
KSG Contact: James Costello

### **Regional Coordinators:**

ALG: Jeanne Kaylor  
BMT: Lisa McCoy  
CAP: Lea Smith  
DVL: Rosemary Dalesandro  
LVL: Sue Butz-Stavin  
MET: Stacy Mengel  
NIT: Cathy Keiser  
POC: Lisa Lewis

### **Competition Sites:**

West York High School  
York Suburban Field 1  
York Suburban Field 2

## 2010 Keystone State Games – Field Hockey Schedule

	<u>Keystone Division</u>	<u>Commonwealth Division</u>
Youth	ALG, CAP, DVL, POC, LVL2	BMT, MET, NIT, LVL, CAP2
Junior	ALG, CAP, DVL, POC, NIT2	BMT, MET, NIT, LVL, POC2
Scholastic	ALG, CAP, DVL, POC, BMT2	BMT, MET, NIT, LVL, DVL2

	<b>Field 1</b> <b>York Suburban Field 1</b>	<b>Field 2</b> <b>York Suburban Field 2</b>	<b>Field 3</b> <b>West York HS</b>
<b>Thursday, July 22</b>			
11:00am	Scholastic Pre-Competition Meeting at York Suburban HS Field		
12:00pm	S ALG vs. CAP	S BMT vs. MET	
1:15pm	S DVL vs. POC	S NIT vs. LVL	
2:30pm	S ALG vs. BMT2	S BMT vs. DVL2	
3:45pm	S CAP vs. DVL	S MET vs. NIT	
5:00pm	S ALG vs. POC	S BMT vs. LVL	
6:15pm	S CAP vs. BMT2	S MET vs. DVL2	
<b>Friday, July 23</b>			
8:00am	Junior Meeting at York Suburban and Youth Meeting at West York HS Field		
9:00am	S ALG vs. DVL	J ALG vs. CAP	Y ALG vs. CAP
10:00am			Y BMT vs. MET
10:15am	S BMT vs. NIT	J BMT vs. MET	
11:00am			Y DVL vs. POC
11:30am	S POC vs. BMT2	J DVL vs. POC	
12:00pm			Y NIT vs. LVL
12:45pm	S LVL vs. DVL2	J NIT vs. LVL	
1:00pm			Y ALG vs. LVL2
2:00pm	S CAP vs. POC	J ALG vs. NIT2	Y BMT vs. CAP2
3:00pm			Y CAP vs. DVL
3:15pm	S MET vs. LVL	J BMT vs. POC2	
4:00pm			Y MET vs. NIT
4:30pm	S DVL vs. BMT2	J CAP vs. DVL	
5:00pm			Y ALG vs. POC
5:45pm	S NIT vs. DVL2	J MET vs. NIT	
6:00pm			Y BMT vs. LVL
<b>Saturday, July 24</b>			
9:00am	J ALG vs. POC	J BMT vs. LVL	Y CAP vs. LVL2
10:00am			Y MET vs. CAP2
10:15am	J CAP vs. NIT 2	J MET vs. POC 2	
11:00am			Y ALG vs. DVL
11:30am	J ALG vs. DVL	J BMT vs. NIT	
12:00pm			Y BMT vs. NIT
12:45pm	J POC vs. NIT2	J LVL vs. POC 2	
1:00pm			Y POC vs. LVL2
2:00pm	<b>S Semi-Final Game 1</b>	<b>S Semi-Final Game 2</b>	Y LVL vs. CAP2
3:00pm			Y CAP vs. POC
3:15pm	S 9 <sup>th</sup> Place Game	J CAP vs. POC	
4:00pm			Y MET vs. LVL
4:30pm	S 7 <sup>th</sup> Place Game	J MET vs. LVL	
5:00pm			Y DVL vs. LVL2
5:45pm	S 5 <sup>th</sup> Place Game	J DVL vs. NIT2	
6:00pm			Y NIT vs. CAP2
7:00pm	S Bronze Medal Game	J NIT vs. POC2	
8:15pm	S Gold Medal Game		
<b>Sunday, July 25</b>			
9:00am	J Pool Play Tiebreaker	Y Pool Play Tiebreaker	
10:15am	J 9 <sup>th</sup> Place Game	Y 9 <sup>th</sup> Place Game	
11:30am	J 7 <sup>th</sup> Place Game	Y 7 <sup>th</sup> Place Game	
12:45pm	J 5 <sup>th</sup> Place Game	Y 5 <sup>th</sup> Place Game	
2:00pm	J Bronze Medal Game	Y Bronze Medal Game	
3:15pm	J Gold Medal Game	Y Gold Medal Game	

## FINALS PROCEDURES

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

YOUTH	8:00 am, Friday, July 23, West York HS Field
JUNIOR	8:00 am, Friday, July 23, York Suburban HS Field
SCHOLASTIC	11:00 pm, Thursday, July 22, York Suburban HS Field

2. National Federation rules will be used for Youth, Junior and Scholastic play, with modifications to the time of play, and discipline rule.

POOL PLAY - Two, twenty (20) minute halves, with a five minute half-time.

### SINGLE ELIMINATION/MEDAL GAMES -

Youth: Two, twenty (20) minute halves, with a five minute half-time.

Junior: Two, twenty-five (25) minute halves, with a five minute half-time.

Scholastic: Two, thirty (30) minute halves, with a five minute half-time.

- RUNNING CLOCK for all games including both pool play and medal games.
- NO TIMEOUTS in the last 5 minutes of any game.
- 1 TIMEOUT per team per game, unless weather (specifically heat) requires the addition of another timeout. The TOURNAMENT DIRECTOR before the start of a game will make this decision. This will be a game-by-game decision.

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 POOL PLAY GAMES will conclude at the expiration of the second 20 minute period. No overtime will be played.

All SINGLE ELIMINATION/MEDAL GAMES will be played to determine a winner. If a position or medal game is tied at the end of the regulation play a 10 minute overtime will be played, with seven (7) players (including the goalie) on the field for each team with the first goal scored determining the winner. If no goal is scored in the overtime period then the outcome of the game will be determined by penalty strokes as prescribed in the rules.

During the overtime period, substitutions are allowed the same as during regulation play.

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 9. Beyond that date any roster changes 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 SHE WILL BE ALLOWED TO PARTICIPATE, EXCEPT WHEN LESS THAN 16 PLAYERS PARTICIPATED IN THE TRYOUT/TRIAL.

## FINALS PROCEDURES - continued 2

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. Lineups will be submitted to the official scorer at least 10 minutes prior to the scheduled game start time, or in the event of schedule changes, the rescheduled game start time.
7. A flip of a coin by the official will determine the home team and that team will occupy the team bench to the right of the scorer's table (the decision may also be decided at the coaches meeting before competition begins).
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.
9. All practice opportunities must be completed prior to the beginning of the tournament. Teams will not be allowed to practice at the tournament venues. Any breach of this rule will result in a forfeiture of the next scheduled game for that team.

Teams will have a 15-MINUTE WARM-UP on the field before the start of any game. This will remain regardless of any time delay during the tournament. If a game finishes EARLY, the next game will not begin until the scheduled time.

10. No protests on judgment calls or rules interpretations are allowed. Any disagreements must be resolved before the ball is next put into play. Once the ball is next put into play no recourse to the previous situation is allowed. The referee'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 Sport Leader and KSG Leader is the final authority on all protests.

11. Athletes should have a ID Card or Wrist Band to show that they have registered with KSG.
12. Each team will be provided with uniform shirts corresponding to their region color. In the case of the ALG region, white will be their uniform color. These shirts must be worn during competition. Only the Competition Director is allowed to grant exceptions.

Shin guards will not be provided, but will be mandatory for each player. Each team listed first on the schedule will be considered the home team. The home team will have light/white colored shin guards/socks, and the away team will have dark/black shin guards/socks. NOTE: It would eliminate equipment changes if all teams would coordinate their shinguards/socks with their shirt colors. If the coordination is possible this would override the "home team light - away team dark" requirement.

## FINALS PROCEDURES - continued 3

### 13. Pool Play

- a. The points earned in pool play will determine where a team advances in single elimination play.
  - 3 points awarded for a win
  - 1 point awarded for a tie
  - 0 points awarded for a loss

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 scholastic division will play a semi-final game to compete for gold and bronze. The 3rd, 4th, and 5th place teams in each pool advance to the 5th, 7th, and 9th place games.

- b. In the event of a tie in the pool play standings the tie will be resolved by an on-field tiebreaker. Refer to the Attachment in this section for the Tiebreaking Procedures.

14. Due to inclement weather or other occurrences that 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 re-scheduled game.

Youth Division- Must be available for a game start time as late as 5:00 pm on Sunday, July 25.

Junior Division- Must be available for a game start time as late as 5:00 pm on Sunday, July 25.

Scholastic Division- Must be available for a game start time as late as 9:00 pm on Saturday, July 24.

15. 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, etc. Any team forfeiting a pool play game on its own volition will be eliminated from a medal game.

16. Field Hockey implemented a Cup Award in 2005. It is called the Klassner Cup. The teams in each division will earn points based upon their finish position and pool play wins. The points for all three 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.

REMINDER: Only one team will be scored from each region in a division. If more than one team represents a region in a division, then the team with highest pool play finish will be scored.

#### A. 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, and 10th place team 1. No points are awarded if a team fails to show or on their own volition fails to complete play.
  - (b) In addition, three points will be awarded a team for each pool pay win, and one point will be awarded for each pool play tie.
- (2) When pool play is completed, but no medal/position games are

## FINALS PROCEDURES—continued 4

completed.

- (a) Points will be awarded based upon pool play standings and pool play wins and ties only in the division, or divisions, that completed pool play.  
EXAMPLE: The top team in each pool will be awarded 13.5 points (average gold/silver medal points), the second team in each pool will be awarded 9 points (average bronze/4th points), etc. Three points will be added for each pool play win and one point for each pool play tie, since each team played an equal number of pool play games.
- (3) When pool play is completed and some, but not all, medal/place games are completed.
  - (a) Pool Play standings and wins and ties will be scored as 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 and ties, 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 one division, or two divisions, then the Cup shall be awarded based upon the points of only one division, or two divisions.
- (6) When Pool Play is not completed and medal/position games were not conducted in any of the three 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 options, the following will be used to resolve the tie (proceed in order until the 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 goals allowed.
  - (f) The panel method described in item A. (6).

NOTE: When a region supplies two teams in a division only one team will be credited with points toward the Cup Award—the highest finishing team.

## FINALS PROCEDURES—continued 6

### ON-FIELD TIEBREAKER PROCEDURE

The Tournament Leader will assign the field(s) and game time(s), if not already shown on the schedule, and game officials for the tie-breaker(s). An Official Scorer will be designated, and accurate results will be kept. A representative from each tied teams will meet with the Tournament Leader/Site Coordinator at the venue at least 15 minutes prior to the scheduled start time to clarify any questions on the tie-breaker format.

#### TWO TEAM TIEBREAKER

1. Reduce the number of on-field players per team to 7.
2. Play a 7 minute sudden victory game with all rules still in effect.
3. If still tied after the 7 minute game, play a 7 minute sudden victory overtime. NOTE: “Sudden Victory” means the first goal scored wins the game.
4. If the game is still tied after two 7 minute periods go to Strokes.
  - a. Five (5) players will be designed for each team.
  - b. Strokes will be taken in an alternating pattern as prescribed by the rules.
  - c. The outcome during Strokes will be a sudden victory format, noting that each team must have a equal number of stroke attempts to declare a winner. EXAMPLE: One team scores and the other team does not in the same round of Strokes the scoring team is the victor, whether it is after one set of Strokes, two sets, or any greater number of sets.
  - d. If the tie still exists after the five sets of Strokes, then designate five (5) players (can be the same or can be changed from the previous five) and repeat strokes with a sudden victory format.
  - e. Continue the Strokes format until a winner is determined
  - f. The winner will advance to higher medal game.

#### THREE TEAM TIEBREAKER

1. Teams will be designed A, B, & C based upon the tiebreaker criteria in 13.A, with Team A first in the Criteria and Team B second.
2. Reduce the number of on-field players per team to 7.
3. Play three (3), 7 minute sudden victory games.
  - Game 1 - Team A vs. Team B
  - Game 2 - Team B vs. Team C
  - Game 3 - Team A vs. Team C
4. If any game is still tied after the first 7 minute game, play a 7 minute sudden victory overtime. NOTE: “Sudden Victory” means the first goal scored wins the game.
5. If any game is still tied after two 7 minute periods go to Strokes.
  - a. Five (5) players will be designated for each team.
  - b. Strokes will be taken in an alternating pattern as prescribed by the rules.
  - c. The outcome during Strokes will be a sudden victory format, noting that each team must have a equal number of stroke attempts to declare a winner. (If one team scores and the other team does not in the same round of Strokes the scoring team is the victor, whether it is after one set of Strokes, two sets, or any greater number of sets.)
  - d. If the tie still exists after the five sets of Strokes, then designate five (5) players (can be the same or can be changed from the previous five) and repeat the Strokes with a sudden victory format.
  - e. Continue the Strokes format until a winner is determined.
6. After the three tiebreaking games the team that has 2-0 record advances as the top team, the team with a 1-1 record advances as the second team.
7. If teams should all end up with 1-1 records, use the tiebreaking Criteria in 13.A.