

2013 Keystone State Games

Field Hockey Handbook



August 1-4, 2013

Field Hockey Director: Sylvia Leffler Shunk
KSG Contact: James Costello

PA REGIONAL SPORT COORDINATORS:

West - Jeanne Kaylor
Blue Mountain - Julianne Bojanic
Capital - Steve Heckman
Delaware Valley – Lucy Gil
Lehigh Valley - Sue Butz-Stavin
Nittany - Cathy Keiser
Pocono - Kylie Fisher

Competition Sites:

Lower Dauphin Field 1
Lower Dauphin Field 2

2013 Keystone State Games – Field Hockey Schedule

Keystone Division
 Youth _____, BMT, WEST, NIT, DVL2
 Junior WEST, _____, CAP, BMT, POC2
 Scholastic _____, LVL, CAP, DVL, NIT2

Commonwealth Division
 CAP, POC, DVL, LVL, BMT2
 LVL, NIT, POC, DVL, CAP2
 POC, BMT, WEST, NIT, LVL2

Field 1—Lower Dauphin Field 1

Field 2—Lower Dauphin Field 2

Thursday, August 1

9:00am	Coaches / Coordinators meeting at Farm Show Complex	
12:00pm	Y _____ vs. BMT	Y CAP vs. POC
1:00pm	Y WEST vs. NIT	Y DVL vs. LVL
2:00pm	Y _____ vs. DVL2	Y CAP vs. BMT2
3:00pm	J WEST vs. _____	J LVL vs. NIT
4:00pm	J CAP vs. BMT	J POC vs. DVL
5:00pm	J WEST vs. POC2	J LVL vs. CAP2
6:00pm	S _____ vs. LVL	S POC vs. BMT
7:00pm	S CAP vs. DVL	S WEST vs. NIT
8:00pm	S _____ vs. NIT2	S POC vs. LVL2

Friday, August 2

7:00am	S BMT vs. NIT	S LVL vs. DVL
8:00am	S WEST vs. LVL2	S CAP vs. NIT2
9:00am	S POC vs. NIT	S _____ vs. DVL
10:00am	Y POC vs. LVL	Y BMT vs. NIT
11:00am	Y DVL vs. BMT2	Y WEST vs. DVL2
12:00pm	Y CAP vs. LVL	Y _____ vs. NIT
1:00pm	J NIT vs. DVL	J _____ vs. BMT
2:00pm	J POC vs. CAP2	J CAP vs. POC2
3:00pm	J LVL vs. DVL	J WEST vs. BMT
5:00pm	Athlete's lineup for Opening Ceremonies at Giant Center	
6:00pm	Opening Ceremonies Begins	

Saturday, August 3

8:00am	J _____ vs. POC2	J NIT vs. CAP2
9:00am	J WEST vs. CAP	J LVL vs. POC
10:00am	J BMT vs. POC2	J DVL vs. CAP2
11:00am	J _____ vs. CAP	J NIT vs. POC
12:00pm	Y BMT vs. DVL2	Y POC vs. BMT2
1:00pm	Y _____ vs. WEST	Y CAP vs. DVL
2:00pm	Y NIT vs. DVL2	Y LVL vs. BMT2
3:00pm	Y BMT vs. WEST	Y POC vs. DVL
4:00pm	S LVL vs. NIT2	S BMT vs. LVL2
5:00pm	S _____ vs. CAP	S POC vs. WEST
6:00pm	S DVL vs. NIT2	S NIT vs. LVL2
7:00pm	S LVL vs. CAP	S BMT vs. WEST

Sunday, August 4

8:00am	Y SEMI FINAL 1	Y SEMI FINAL 2
9:00am	J SEMI FINAL 1	J SEMI FINAL 2
10:00am	S SEMI FINAL 1	S SEMI FINAL 2
11:00am	Y 9TH PLACE GAME	Y 7TH PLACE GAME
12:00pm	Y 5TH PLACE GAME	Y BRONZE MEDAL GAME
1:00pm	Y GOLD MEDAL GAME	J 9TH PLACE GAME
2:00pm	J 7TH PLACE GAME	J 5TH PLACE GAME
3:00pm	J GOLD MEDAL GAME	J BRONZE MEDAL GAME
4:00pm	S 9TH PLACE GAME	S 7TH PLACE GAME
5:00pm	S 5TH PLACE GAME	S BRONZE MEDAL GAME
6:00pm	S GOLD MEDAL GAME	

FINALS PROCEDURES

1. There will be pre-competition at the Farm Show Complex 2300 North Cameron Street, Harrisburg, PA 17110 at 9am on Thursday August 1. Each region must have a their coordinator or coach representing their region at the meeting. Uniforms will be distributed at this time for all divisions. All coaches are encouraged to attend.
2. PIAA rules will be used for Youth, Junior and Scholastic play, with modifications to the time of play, and discipline rule. The PIAA Rule for Mandatory Goggles will be implemented for the tournament.

POOL PLAY & SINGLE ELIMINATION GAMES / MEDAL GAMES will play Two, twenty (20) 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. Beyond that date any roster changes must be made at the Finals site and declared at the pre-competition meeting.
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).

FINALS PROCEDURES - continued 2

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 may have time on the field before the start of any game for warm-up if time allows. We will stay on schedule as best as possible throughout the tournament.

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. 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.

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

All 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.

FINALS PROCEDURES - continued 3

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.
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.

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.