

2018 Keystone State Games

Field Hockey Handbook & Schedule



KSG Field Hockey State Directors:
Sylvia Leffler Shunk & Linda Pesotski

PA SPORT COORDINATORS:
Blue Mountain - Kendra Delgado
Capital - Tracey Cantabene
Lehigh Valley - Sue Butz-Stavin
Nittany - Ashtin Klingler
Pocono - Jean Lipski

Competition Sites:
Wyoming Seminary, Intersection of Hoyt and Chestnut,
Kingston, PA 18704

Competition Dates:
Friday July 27 - 29, 2018

2018 Keystone State Games – Field Hockey Schedule

Youth Division - POC1, POC2, LVL1, LVL2, CAP1, CAP2, NIT, POC3

Junior Division - POC1, POC2, LVL1, LVL2, NIT, BMT

Scholastic Division - POC1, POC2, LVL1, POC3, NIT, BMT

Day 1- Friday July 27, 2018

Wyoming Seminary - Stadium Field

9:30am Y - POC1 vs LVL2

10:15am Y - LVL1 vs POC2

11:00am J - BMT vs NIT

11:45am J - LVL2 vs POC1

12:30pm S - POC3 vs POC1

1:15pm Y - POC1 vs CAP1

2:00pm Y - LVL2 vs NIT

2:45pm J - BMT vs LVL1

3:30pm J - NIT vs LVL2

4:15pm S – POC2 vs POC1

Day 2 – Saturday July 28, 2018

Wyoming Seminary - Stadium Field

9:30am Y - POC1 vs NIT

10:15am Y - LVL1 vs CAP2

11:00am J - BMT vs POC2

11:45am J - LVL1 vs LVL2

12:30pm S - NIT vs POC1

1:15pm Y - POC1 vs LVL1

2:00pm Y - CAP1 vs POC2

2:45pm J - BMT vs LVL2

3:30pm J - LVL1 vs POC1

4:15pm S – NIT vs POC2

5:00pm Y - POC1 vs POC2

5:45pm Y - CAP1 vs POC3

Day 3 – Sunday July 29, 2018

Wyoming Seminary - Stadium Field

9:30am Y - POC1 vs POC3

10:15am Y - LVL2 vs LVL1

11:00am J - BMT vs POC1

11:45am J - POC2 vs LVL2

12:30pm S - NIT vs LVL1

1:15pm Y - POC1 vs CAP2

2:00pm Y - CAP1 vs LVL1

2:45pm J - 5TH PLACE GAME

3:30pm J - BRONZE MEDAL GAME

4:15pm S – 5TH PLACE GAME

Wyoming Seminary - Klassner Field

9:30am Y - CAP1 vs NIT

10:15am Y - POC3 vs CAP2

11:00am J - LVL1 vs POC2

11:45am S - BMT vs NIT

12:30pm S– LVL1 vs POC2

1:15pm Y - LVL1 vs POC3

2:00pm Y - POC2 vs CAP2

2:45pm J - POC2 vs POC1

3:30pm S - BMT vs LVL1

4:15pm S - NIT vs POC3

Wyoming Seminary - Klassner Field

9:30am Y - LVL2 vs CAP1

10:15am Y - POC2 vs POC3

11:00am J - NIT vs POC1

11:45am S - BMT vs POC2

12:30pm S– LVL1 vs POC3

1:15pm Y - LVL2 vs POC3

2:00pm Y - NIT vs CAP2

2:45pm J - NIT vs POC2

3:30pm S - BMT vs POC3

4:15pm S - LVL1 vs POC1

5:00pm Y - NIT vs LVL1

5:45pm Y - LVL2 vs CAP2

Wyoming Seminary - Klassner Field

9:30am Y - CAP1 vs CAP2

10:15am Y - NIT vs POC2

11:00am J - NIT vs LVL1

11:45am S - BMT vs POC1

12:30pm S– POC2 vs POC3

1:15pm Y - LVL2 vs POC2

2:00pm Y - NIT vs POC3

2:45pm J - GOLD MEDAL GAME

3:30pm S - BRONZE MEDAL GAME

4:15pm S - GOLD MEDAL GAME

FINALS PROCEDURES

1. Uniforms will be distributed at the competition tent at the sport venue on Friday July 27, 2018, 1 hour before the start of each division. Coordinators may pick up uniforms on Thursday at the KSG Headquarters by 8pm if desired. Any roster changes must be handed in when you pick up your uniforms.
2. PIAA rules will be used for Youth, Junior and Scholastic play, with modifications to the time of play, discipline rule, and mandatory use of goggles. The PIAA Rule for Goggles will not be mandatory for the tournament, but are allowed per the discretion of each player.

ALL GAMES will play: 9 minute quarters with a water break / timeout between each quarter as follows:

Quarter 1—9 minutes
Water break / timeout—2 minutes
Quarter 2—9 minutes
Water break / half time—3 minutes
Quarter 3—9 minutes
Water break / timeout—2 minutes
Quarter 4—9 minutes

- RUNNING CLOCK for all games
- NO TIMEOUTS during the game—the mandatory 2 minutes between quarters will act as a coachable timeout

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. No overtime will be played during pool play games. All corners played out at the conclusion of each quarter.
4. All roster changes must be completed during the time a team representative picks up the uniforms. After this time, regardless of the reason for losing a player, the team must continue with the roster as submitted.
5. A flip of a coin by the official will determine ball possession or direction for the start of each game. The team listed second on the game schedule will call the coin toss.
6. 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.
7. 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.

8. 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. 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.

9. Athletes should have an ID or Wrist Band to show that they have registered with KSG.

10. Each team will be provided with uniform shirts. 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.

11. Pool Play

- a. The points earned in pool play and will determine the place for single elimination and medal games
 - 3 points awarded for a win
 - 1 point awarded for a tie
 - 0 points awarded for a loss

12. 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.

Tie Breaker for Points in Pool Play

If there is a point tie among teams at the end of pool play, the following procedure will be used to break ties:

1. Points
2. Head-to-head competition
3. Most wins
4. Goal differential, max 5 goal differential per game
5. Goals Against
6. Goals Scored

Single Elimination and Medal Games

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.