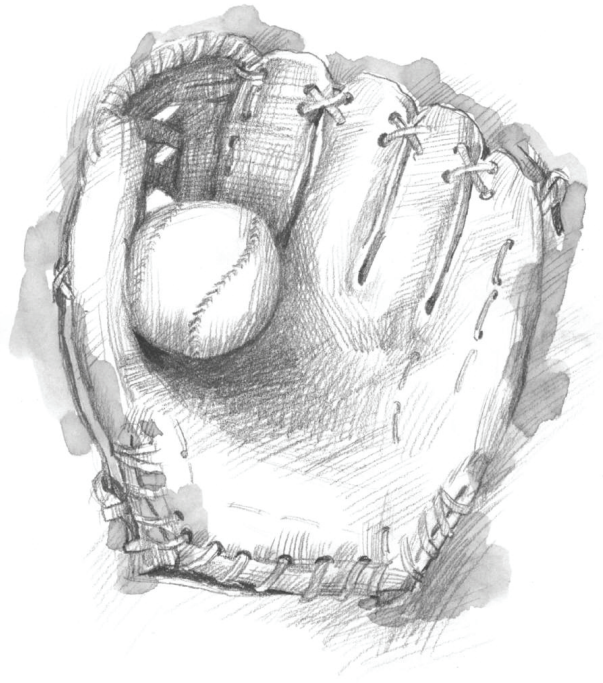


# 2007 Keystone State Games July 24-29

## Baseball Handbook



**July 24 - July 29, 2007**

**Hosted By:**

York County

**Competition Sites:**

York College Field

Sunset Lane Field, Shiloh

McWilliams Field @ York Township Park

West York HS Field



# KEYSTONE STATE GAMES, INC.

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PO Box 1166 • Wilkes-Barre, PA 18703 • (570) 823-3164 • (888) 445-4559 • Fax (570) 822-6558

Website: [www.keystonegames.com](http://www.keystonegames.com) • E-mail: [keystones@aol.com](mailto:keystones@aol.com)

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2007

Baseball Staff Member,

Welcome, and thank you for your commitment to the 2007 Keystone State Games baseball program. You are now part of the largest multi-sport event in the Commonwealth of Pennsylvania.

This handbook is intended to be a working document. Along with the Volunteers Manual, it will provide answers and details about the overall Keystone State Games and the baseball program, and the execution of the 2007 competition. Please read it carefully.

The Best in Sports,

*Park*

Bob Parkison, Competition Director

# BASEBALL HANDBOOK

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## BASEBALL STAFF

### Competition Director

Bob Parkison  
PO Box 1166  
Wilkes Barre, PA 18703  
888-445-4559 or 570-823-3164 Office  
570-822-6558 Fax  
Email: bparkison@keystonegames.com  
570-836-2483 H

### Tournament Leader

Jim Karwoski  
657 Meadow Lane  
Rochester, PA 15074  
724-775-3450 H

### Sport Host

Dr. Ron Workinger  
3673 Coventry Ct  
York, PA 17401  
717-757-6592 H

### Officials Assignor

Lynne Workinger  
3673 Coventry Ct  
York, PA 17402  
717-757-6592 H

### Regional Sport Coordinators

#### ALG

Ed Driscoll  
1040 Catherine Dr  
Conway, PA 15027  
724-869-5217 H

#### BMT

Randy Gibson  
41 N Hershey Avenue  
Leola, PA 17540  
717-656-2582 H

#### CAP

Lloyd Berre, Sr.  
97 Bungalow Road  
Enola, PA 17025  
717-732-1812 H

#### DVL

George Hadfield  
31 King Road  
Cochranville, PA 19330  
610-593-2674 H

Bob LaRosa, Asst.  
419 Concord Ave  
Exton, PA 19341  
610-363-9505 H

#### GLK

Denny DeSantis  
800 Winfield Road  
Cobat, PA 16023  
724-352-1843 H

Pat Devine, Asst  
105 Macrae Drive  
Grove City, PA 16127  
724-8668-4388

#### LHG

Gary Dudukovich  
201 Laurel Drive  
Bedford, PA 15522  
814-623-1531 H

#### LVL

Ted Plessl  
5143 Ancinetta Drive  
Schnecksville, PA 18078  
610-799-3426 H

#### MET

Jim Knowles  
2821 Michael Rd  
Philadelphia, PA 19128  
215-676-8156 H

#### NIT

Jim Guthrie  
210 Ellen Ave  
State College, PA 16801  
814-234-4336

#### POC

Vince Yurko  
65 Corlear St  
Wilkes Barre, PA 18702  
570-822-8684 H

**BASEBALL STAFF - continued**

COACHES

**JUNIOR**

**SCHOLASTIC**

**ALG**

Steve Wetzel  
521 Rock Avenue  
Beaver Falls, PA 15010  
724-846-9755 H

Vince Palladini  
2932 Espy Ave  
Pittsburgh, PA 15216  
412-571-2384 H

**BMT**

Glenn Gallagher  
325 Coplay Drive  
Lancaster, PA 17601  
717-569-9384 H

Randy Gibson  
41 N Hershey Ave  
Leola, PA 17540  
717-656-2582 H

**CAP**

Lloyd Beere  
97 Bungalow Road  
Enola, PA 17025  
717-985-0511 H

William Hoover  
1606 Lowell Lane  
New Cumberland, PA 17070  
717-319-4185

**DVL**

Dwight Weaver  
PO Box 13  
Atglen, PA 19310  
610-593-2161 H

Mickey Hess  
1179 E Kings Hgwy  
Coatesville, PA 19320  
610-384-1742 H

**GLK**

Joe Leithead  
PO Box 1058  
Grove City, PA 16127  
P.devine@georgejuniorrepublic.org

Pat Devive  
105 Macrae Drive  
Grove City, PA 16127  
724-866-4388

**LHG**

Charlie Roberts  
313 Minor Road  
Summerville, PA 15958  
814-487-4677 H

Dave Seitz  
801 Linden Avenue  
Johnstown, PA 15902  
814-288-1230 H

**LVL**

Scott Cooperman

Ted Plessl  
5143 Ancinetta Drive  
Schnecksville, PA 18078  
610-799-3426 H

## BASEBALL STAFF – continued

### **MET**

Mark D'Ambrosia  
2838 Manchester St  
Philadelphia, PA 19152  
215-677-2557

Jim Knowles  
2821 Michael Road  
Philadelphia, PA 19128  
215-676-8156 H

### **NIT**

Jim Guthrie  
210 Ellen Avenue  
State College, PA 16801  
814-234-4186

Mark Conceni  
  
Danville, PA 17881  
570-275-4478

### **POC**

Sean Foley  
542 Wilkes Barre St  
Wilkes-Barre, 18702  
570-819-0561 H

Vince Yurko  
654 Corlear St  
Wilkes-Barre, 18702  
570-822-8684 H

## **Site Coordinators**

*York College*  
Ed Driscoll

*McWilliams Field, York Twp*  
John Woltman  
jwoltman2@comcast.net

*Sunset Lane*  
Bernie Wolfe  
717-515-7346

*West York HS*

## KEYSTONE STATE GAMES NOMENCLATURES & ABBREVIATIONS

There are several nomenclatures, abbreviations and acronyms commonly used in Keystone State Games communications. Knowing these will enhance your understanding of the Games, its procedures, and its communications.

### Finals:

The capital F indicates the competition at the finals site, and not associated with regional competition.

### Individual Registration Form:

The document to officially register an athlete in the Keystone State Games, which must be filled out completely and accurately, to include waiver(s) signed on reverse side.

### Player Evaluation Form:

A written system drawn up by the Regional Sport Coordinator to be used by the Selection Panel members to give a fair and equitable appraisal of each participant's performance at the tryout/trial; and to document the basis for selection of players to the roster.

### Qualifier:

Regional competition, held in a game or contest format, used both by team sports having the team entry format and individual sports that identify Finals participants through regional performance.

### Selection Panel:

A group of sport competent individuals geographically representing the region, who, using the Player Evaluation Form appraise participants based upon their tryout/trial performance, and collectively select players to fill the roster. The Regional Sport Coordinator, whether an appraising member of the panel or not, will chair the Selection Panel.

### Team Entry Form:

The document, pertinent only to team sports using the team entry format, to enter the team for competition.

### Team Roster Form:

The document to officially identify the players on the roster (with data), the coaches of the team (with data), and the division of play and region of the team.

### trial:

The last regional evaluation of talent, held in a game or contest format, used by team sports having the individual entry format where athletes have been invited to attend based upon their performance at a tryout, and where selection of players to the Finals roster occurs. This is also referred to as the "final trial". Note: the f is not capitalized.

### tryout:

A sub-region evaluation of talent, held in a workout or drill format, used by team sports having the individual entry format to identify athletes for advancement to the trial (final trial).

Some team sports in some regions combine the tryout and trial format into one trial.

## KEYSTONE STATE GAMES NOMENCLATURES & ABBREVIATION—continued

ASL = Assistant Sport Leader  
ATL = Assistant Tournament Leader  
CC = Competition Committee  
CD = Competition Director  
KSG = Keystone State Games  
OA = Officials Assignor  
OOS = Out of State  
RSC = Regional Sport Coordinator  
SH = Sport Host  
SL = Sport Leader  
TL = Tournament Leader

### **Regional Identifications:**

ALG = Allegheny  
BMT = Blue Mountain  
CAP = Capital  
DVL = Delaware Valley  
GLK = Great Lake  
LHG = Laurel Highlands  
LVL = Lehigh Valley  
MET = Metro  
NIT = Nittany  
POC = Pocono



## KEYSTONE STATE GAMES NOMENCLATURES & ABBREVIATIONS - continued

### Sport Identifications:

AR = Archery	JU = Judo
BD = Badminton	KR = Karate
BE = Baseball	KB = Kickball
BK = Basketball	LC = Lacrosse
BT = Baton Twirling	MS = Masters Swimming
BM = BMX Racing	RQ = Racquetball
BV = Beach Volleyball	RG = Rugby
BL = Billiards	SH = Shooting Sports
BW = Bowling	SL = Sled Hockey
BX = Boxing	SC = Soccer
B3 = 3 on 3 Basketball	SS = 7v7 Soccer
CC = Cross Country	SF = Softball
CK = Canoeing/Kayaking	SW = Swimming
DG = Disc Golf	SY = Synchronized Swimming
DI = Diving	TT = Table Tennis
DB = Dodgeball	TK = Tae Kwon Do
FN = Fencing	TN = Tennis
FH = Field Hockey	TF = Track & Field
FS = 7v7 Field Hockey	VS = Volkspport
GF = Golf	VB = Volleyball
HS = Horseshoes	WP = Water Polo
IH = Ice Hockey	WT = Weightlifting/Power Lifting
IL = Inline Hockey	WR = Wrestling

*Following the sport identification these lower case letters identify:*

f = female  
m = male

s = senior(adult)  
Y = youth

a = adult  
J = junior

S = scholastic

## TRYOUT/TRIAL PROCEDURES

1. The intent of the format for any team sport in the Keystone State Games is to involve the most participants while building competitive teams to represent the region at the Finals. Baseball has chosen the format of registration as individuals, and tryout as individuals for selection to a roster for the Finals competition.
2. For the Junior and Scholastic divisions a player must tryout in his region of residence. If a player is temporarily residing in another region at the time of the tryout permission must be obtained from the Competition Committee, prior to the tryout, to allow the athlete to try out in the region of temporary residence. Once an athlete gains permission to tryout in their region of temporary residence, they may not tryout in their region of permanent residence.
3. Each RSC is responsible for developing a comprehensive and fair Player Evaluation Form, well in advance of the first tryout, to be used for evaluation of players and selection to rosters in all divisions in their region. The exact format may vary between regions. A blank evaluation form must be available for inspection by players prior to the tryout.
4. Selection of players to the Finals roster will be made by a competent panel of evaluators. If none of the team coaches are on the panel then the Selection Panel will contain a minimum of three people, with five being the recommended size. If one, two or all three of the team coaches are on the panel, then the Selection Panel must contain at least five selectors. Members of the Selection Panel will be representative of the entire region, not just the coaching staff or a limited portion of the region. The RSC will chair the Selection Panel.
5. A (1) blank Player Evaluation Form, to be used during tryouts/trial, and (2) the list of members on the Selection Panel, and information about each, MUST be submitted to the Competition Director by March 31, 2007. The March 31 date is a deadline, not a target date.
6. To be eligible for selection to the Finals roster an athlete must attend at least one tryout/trial and be properly evaluated. It is strongly recommended that any athlete considered for selection attend one, and only one, sub-region tryout, be invited to the final trial, and attend the final trial.
7. It is understood that many functions vie for the athletes' time during the period of the tryouts/trial, and attendance at both may not be possible. For baseball, with the RSC's approval of a legitimate reason, an athlete may attend only a tryout and still be considered for a roster slot; OR an athlete may be invited to the trial (must be properly pre-registered) without prior tryout attendance and still be considered for a roster slot.
8. Prior to each tryout a mailing will be made to the person conducting the tryout. The packet will contain a list of pre-registered athletes from that region, blank registration forms for walk-ons to complete, entry booklets, a sheet for accounting of the walk-on money, a personnel summary sheet, and a return envelope. Since the trial is only for invitees from the tryouts, no packet will be mailed for it. The required items must be sent to the KSG office in the return envelope within one week after the tryout.

## TRYOUT/TRIAL PROCEDURES - continued 2

9. At each athlete's initial tryout all the data for the Team Roster Form will be recorded - height, weight, position and a specific reminder for glasses/contacts/none and 60 yard dash time.
10. The tryouts/trial will be conducted in a professional manner, ensuring that each attendee is given a fair and proper opportunity for selection to the Finals roster. The pre-published Player Evaluation Form will be used and followed closely.
11. At the conclusion of each tryout the attendees should be told that they are "invited" or "not invited" to the trial. They should be informed before they leave the tryout venue. The timing of the schedule often precludes proper postal mail, phone or email notification before the trial.
12. Each coach and RSC, prior to the trial in their region, will be mailed a blank copy of the Team Roster Form that must be completed after the trial and submitted to the KSG office. The Team Roster Form is also available on the KSG website. The deadline for submitting the fully completed Team Roster Form is one week following the trial, sooner if possible, with July 6 being the absolute final date for submitting any roster changes to the office. The July 6 date is set to allow the athlete to be entered into the registration system, and for completing the Finals baseball program. **DO NOT ATTEMPT TO SUBMIT ANY ROSTER CHANGES TO THE KSG OFFICE AFTER THE JULY 6 DATE.** Hold any roster changes after July 6 until arrival at the Finals site.
13. It is **STRONGLY** recommended that the Selection Panel meet at the trial site immediately after the conclusion of the final trial, make their roster selections, and announce them before the athletes leave the venue. Parent feedback has been overwhelming to say that the worst time for the athletes during the entire tryout-trial-selection process is the waiting period between the end of the trial and notification of whether they made the team. This is even true for the athletes that make the team. Let us not put the athletes through the agony of this waiting period.
14. If the roster announcement is not made at the trial venue, (last tryout if no final trial is used) then phone, email or postal mail contact **MUST** be done for each athlete that participated at the trial. Communication should be made as quickly as possible. **EVERY ATHLETE WILL BE CONTACTED!**
15. Twenty players will be selected for each roster, and **ONLY 20** players will go to the Finals. **THERE IS NO SUCH THING AS "ALTERNATES"**. The coach will know the next player or two from the evaluations, but he should keep this to himself. If one of the first 20 players selected drops out, then the coach is ready with a replacement.
16. A full 20 players must be selected for the roster if at least 20 players tried out. The KSG has advertised a roster of 20 players for baseball. The athletes have paid their money and tried out with the understanding 20 players will be on the roster. Selecting less than 20 players is unfair to the athletes.
17. If less than 20 players tryout in a division contact the Competition Director for the protocol in completing the roster.

### TRYOUT/TRIAL PROCEDURES - continued 3

18. The normal KSG policy regarding selection of players to a BE roster when 20 or less players attend the tryouts/trial in a region for one division of play is that all attendees must be taken on the roster before going outside the tryouts to fill the roster. Recently, in a team sport there was an instance where a player who was properly registered attended a tryout, but whose skill level was so far below the other athletes trying out that putting this person on the field would create a safety factor during the competition and/or a travesty in the quality of competition. If the Selection Panel (not just one person or just the coaching staff) determines this to be the case for a player, then after notifying the Competition Director of the situation, the RSC may inform the player and his parents of the SP decision not to place him on a roster. REMEMBER, this will only occur when there are 20 or less players trying out in a division in one region.
19. In the mailing with the blank Team Roster Form each coach will receive several copies of a letter from the Competition Director to hand to each athlete selected for the roster. It congratulates the player and provides basic info about the Finals. Also, the letter concerning the Finals Fee will accompany the Congratulations Letter and be handed to the athlete.
20. The KSG does not have a “must play” rule, and baseball has not implemented one. Each coach should ensure that every player and their parents are fully aware of this at or before the time of selection. Although there is not a “must play” rule every effort should be made to involve each athlete on the roster. In some instances a player may be selected only as a pitcher, and their participation will occur only when they are on the mound. This is okay, but make sure the player and the parents understand. There should be several opportunities for position players to enter a game. Bringing a player to the Finals and then having him sit on the bench for four or five games is unacceptable.
21. Three (3) coaches are authorized and recognized for each baseball team. PLEASE DO NOT EMBARRASS YOURSELF OR THE COMPETITION DIRECTOR BY LISTING ADDITIONAL COACHES ON THE ROSTER FORM. The KSG policy authorizes a maximum of 20 players on a baseball team. The general policy authorizes one coach for rosters with up to 9 players; two coaches for rosters with 10 to 19 players; and three coaches for rosters of 20 or more players.
22. When listing players on the roster sheet the “Shirt #” column is for the shirt number the player will wear at the Finals. The lower numbers will be the smaller sized shirts: 1-5 are large and 6-23 are X-large. List the shirt number the player will wear at the Finals in this column. Letting players wear numbers other than what is listed in the program is very confusing to the college coaches and MLB scouts in attendance, as well as the fans. If the players are listed on the Team Roster Form without a number shown when the roster is submitted, then players will be assigned shirt numbers 1-20 in order from top to bottom as listed on the form. If a XXL shirt is needed the KSG office must be informed by June 15.
23. The Team Roster Form should be filled out with complete data for each player and each coach. The forms are due into the KSG office within one week after the trial (last tryout if no trial is used).

#### **TRYOUT/TRIAL PROCEDURES - continued 4**

24. Roster changes may be made up to the conclusion of the pre-competition meeting at the Finals site; BUT, any changes not making the July 6 deadline must be made at the Finals site, which may require the athlete to go to the Problem Desk in the Registration Area. The latest team roster forms will be available at the pre-competition meetings for each coach to verify.
25. No refund of the Finals Fee will be made when a roster change is made. If the athlete is not replaced he forfeits the fee. If the athlete is replaced the two athletes involved must work out the exchange on their own.

## 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 23 @ Toyota Arena Meeting Room

SCHOLASTIC        7:00 pm, Thursday, July 26 @ 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 - continued 2

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 - continued 3

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 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> place teams in each pool advance to 5<sup>th</sup>, 7<sup>th</sup>, and 9<sup>th</sup> 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 - continued 4

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. A Showcase will be held for the Scholastic Division teams. The event will be held on Thursday, July 26, at the York College Field, and will be conducted by KSG staff, assisted by MLB scouts, and college coaches.

One team at a time will perform at the Showcase in a very concentrated regimen. Players will be limited to performing in no more than two positions. Teams will warm up 30 minutes prior to schedule Showcase time, and be on the Showcase venue at their scheduled time.

8:00-8:45am	CAP	8:45-9:30am	BMT
9:30-10:15am	DVL	10:15-11:00am	MET

## FINALS PROCEDURES— continued 5

11:00-11:45am	LHG	11:45am-1:00pm	break
1:00-1:45pm	NIT	1:45-2:30pm	LVL
2:30-3:15pm	POC	3:15-4:00pm	ALG
4:00-4:45pm	GLK	4:45-5:30pm	make up time

17. 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.
18. 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. 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, 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

## FINALS PROCEDURES— continued 7

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.

## **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.





## 2007 Keystone State Games Junior Baseball Finals Schedule

NATIONAL LEAGUE  
ALG, BMT, MET, POC, DVL

AMERICAN LEAGUE  
GLK, LHG, LVL, NIT, CAP

MONDAY, JULY 23

7:00pm JM Pre-competition meeting Toyota Expo Center Mtg Room

TUESDAY, JULY 24

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

WEDNESDAY, JULY 25

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

THURSDAY, JULY 26

8:00	am	JM	POC	vs	BMT	Sunset Lane Field
8:30	am	JM	NIT	vs	LHG	York Township Field
11:00	am	JM	MET	vs	DVL	Sunset Lane Field
11:30	am	JM	LVL	vs	CAP	York Township Field
1:30	pm	Pool Play Tie Breaker #1 (if needed)				York Township Field
1:30	pm	Pool Play Tie Breaker #2 (if needed)				Sunset Lane Field
2:30	pm	JM	5th Place Game			York Township Field
2:30	pm	JM	7th Place Game			Sunset Lane Field
2:30	pm	JM	9th Place Game			West York HS Field
5:30	pm	JM	Gold Medal Game			York Township Field
5:30	pm	JM	Bronze Medal Game			Sunset Lane Field
7:30	pm	JM	Medal Presentations			At Fields

Venues				
<b>Name:</b>	York College Field	McWilliams Field	Sunset Lane Field	West York HS Field
<b>Outfield Dimensions:</b>	L-315 C-390 R-315	L-323 C-371 R-323	L-355 C-385 R-335	
<b>Location:</b>	Country Club Rd	York Twp. Recreation Park	Sunset Lane	Bannister St.
<b>Site Contact:</b>	Shawn Sullivan	Monica Newcomb	Lori Trimmer	David Peck
<b>Phone #:</b>	717-815-6819	717-741-8361x177	717-792-3505	dcpeck@wyasd.k12.pa.us
<b>Address:</b>	441 County Club Rd. York, PA 17403	Recreation Director 190 Oak Rd., Dallastown, PA 17313	Shiloh W. Manchester Twp.	West York Area SD 2605 W Market St.
<b>Field Prep:</b>	York College Staff	John Woltman, 717-309-4951	Bernie Wolfe, 717-515-7346	Jim Galliera, JNGalliera@wyasd.k12.pa.us

**2007 Keystone State Games  
Scholastic Baseball Finals Schedule**

NATIONAL LEAGUE

ALG, BMT, MET, POC, DVL

AMERICAN LEAGUE

GLK, LHG, LVL, NIT, CAP

THURSDAY, JULY 26

7:30	am	SM			warm-up for CAP	York College Field Complex
8:00	am	SM	Showcase for CAP,		warm-up for BMT	York College Field Complex
8:45	am	SM	Showcase for BMT,		warm-up for DVL	York College Field Complex
9:30	am	SM	Showcase for DVL,		warm-up for MET	York College Field Complex
10:15	am	SM	Showcase fro MET,		warm-up for LHG	York College Field Complex
11:00	am	SM	Showcase for LHG,			York College Field Complex
11:45	am	BREAK				
12:30	pm	SM			warm-up for LVL	York College Field Complex
1:00	pm	SM	Showcase for LVL		warm-up for NIT	York College Field Complex
1:45	pm	SM	Showcase for NIT		warm-up for POC	York College Field Complex
2:30	pm	SM	Showcase for POC		warm-up for ALG	York College Field Complex
3:15	pm	SM	Showcase for ALG		warm-up for GLK	York College Field Complex
4:00	pm	SM	Showcase for GLK			York College Field Complex
4:45	pm	SM	Make-up time			
7:00	pm	SM	pre-competition meeting			Toyota Expo Center Mtg Room

FRIDAY, JULY 27

8:00	am	SM	LVL	vs	NIT	York College Field
8:00	am	SM	MET	vs	POC	Sunset Lane Field
8:00	am	SM	GLK	vs	LHG	York Township Field
11:00	am	SM	ALG	vs	BMT	York College Field
11:30	am	SM	POC	vs	DVL	Sunset Lane Field
11:30	am	SM	NIT	vs	CAP	York Township Field
2:30	pm	SM	LVL	vs	GLK	York Township Field
2:30	pm	SM	MET	vs	ALG	Sunset Lane Field
6:00	pm	SM	Athletes Gathering			York Fairgrounds
7:30	pm	SM	Opening Ceremony (form @ 7 pm)			York Fairgrounds

SATURDAY, JULY 28

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

SUNDAY, JULY 29

8:00	am	SM	POC	vs	BMT	Sunset Lane Field
8:00	am	SM	NIT	vs	LHG	York Township Field
8:00	am	SM	LVL	vs	CAP	West York HS Field
8:00	am	SM	MET	vs	DVL	York College Field
10:30	am	SM	Pool Play Tie-Breaker #1 (if needed)			York College Field
10:30	am	SM	Pool Play Tie-Breaker #2 (if needed)			Sunset Lane Field
11:30	am	SM	7th Place Game			Sunset Lane Field
11:30	am	SM	9th Place Game			West York HS Field
11:30	am	SM	5th Place Game			York Township Field
2:30	pm	SM	Bronze Medal Game			Sunset Lane Field
2:30	pm	SM	Gold Medal Game			York College Field
4:30	pm	SM	Medals Presentation			At Fields
5:00	pm		Karwoski Cup Presentation			Expo Center



## ADMINISTRATIVE ITEMS

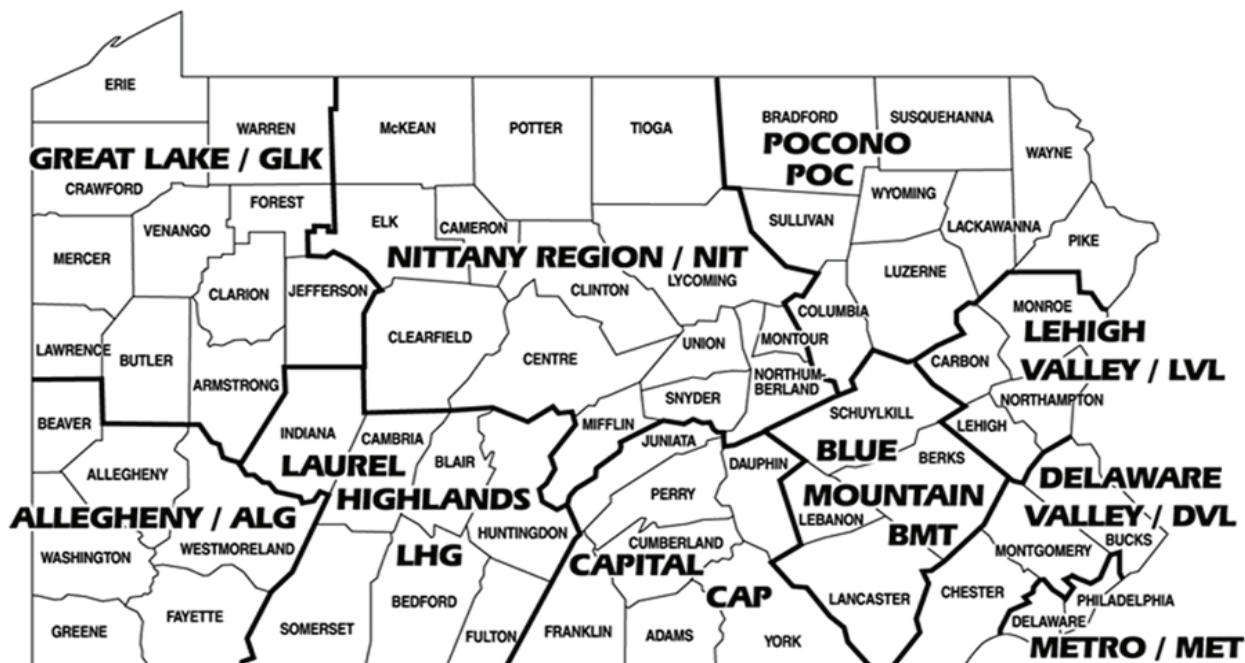
### REGIONAL BOUNDARIES

The Keystone State Games are organized as an Olympic-style multi-sport event. One of the facets of “Olympic-style” is the competition between areas. For the Olympics an area is a country; and for the KSG an area becomes a region.

The specific makeup of the ten regions in the Keystone State Games was designed to strike a balance between population and area; yet still uphold some traditional relationships, and of course apply common sense. For definition clarity, and to aid administratively, it made the most sense to use counties as the geographical units that make up each of the regions.

ALG	Region colors are black and gold.
BMT	Region colors are burgundy and cream.
CAP	Region colors are Columbia blue and white.
DVL	Region colors are Kelly green and white.
GLK	Region colors are orange and white.
LHG	Region colors are tan and charcoal.
LVL	Region colors are teal and black
MET	Region colors are scarlet and gray.
NIT	Region colors are royal blue and white.
POC	Region colors are canary and white.

*The map below shows each region’s makeup by county:*



## ADMINISTRATIVE ITEMS

### POOL PLAY ALIGNMENT

The Keystone State Games are organized as an Olympic-style multi-sport event. One of the facets of “Olympic-style” is the conduct of team competition in pool play format leading to single elimination play.

To instill diversity into the spirit of competition the regional teams assigned to each pool are rotated every two years. Below is shown the recent past, current, and future alignments of the two pools.

	<u>NATIONAL LEAGUE</u>	<u>AMERICAN LEAGUE</u>
1994 & 1995	Delaware Valley Great Lake Nittany Pocono	Allegheny Blue Mountain Capital Philadelphia
1996 & 1997	Allegheny Blue Mountain Delaware Valley Great Lake	Capital Nittany Philadelphia Pocono
1998 & 1999	Allegheny Delaware Valley Nittany Philadelphia	Blue Mountain Capital Great Lake Pocono
2000 & 2001	Blue Mountain Delaware Valley Great Lake Nittany	Allegheny Capital Philadelphia Pocono
2002 & 2003	Allegheny Capital Great Lake Delaware Valley Lehigh Valley	Blue Mountain Laurel Highlands Metro Nittany Pocono
2004 & 2005	Allegheny Blue Mountain Great Lake Laurel Highlands Nittany	Capital Delaware Valley Lehigh Valley Metro Pocono
2006 & 2007	Allegheny Blue Mountain Delaware Valley Metro Pocono	Capital Great Lake Laurel Highlands Lehigh Valley Nittany
2008 & 2009	Blue Mountain Capital Great Lake Lehigh Valley Pocono	Allegheny Delaware Valley Laurel Highlands Metro Nittany

## LOGISTICS

### 1. REGISTRATION

Registration for all divisions will be at the Toyota Arena, York Expo Center, (York Fairgrounds) York, PA.

This will cover all pre-registered athletes who are listed on the Team Roster Form, and any changes to the roster made by July 6. Roster changes made at the Finals site may require the athlete(s)/someone to go to the Problem Desk to complete their registration.

Registration will consist of the athlete going to the desk, alphabetically listed for their last name, and picking up an ID card and a shirt card. The shirt card will then be taken to the shirt issue desk (same room) and the souvenir T-shirt will be issued. The ID will be retained by the athlete. The ID card will be checked prior to their first game, and will admit the athlete free to any venue that requires an admission fee.

Coaches will go to the coaches' desk and pick up their ID cards and coaches' shirt.

### 2. HOUSING

Athletes are responsible for their own housing. Sport staff, RSC, and coaches that request housing from the KSG (forms will be sent to each RSC and head coach concerning their desire for a KSG booked room) will be assigned lodging at KSG expense. Keep in mind if coaches accept KSG housing they may be scheduled two coaches per room.

Many of the teams develop a team housing plan where the Regional Sport Coordinator, coach or team representative makes the reservations for all team members. There are teams that get donations or raise funds to cover housing costs.

**To make lodging reservations visit <http://housing.yorkpa.org> or call 1-888-858-YORK**

### 3. HEADQUARTERS

There will be a Competition Headquarters located in the Toyota Arena, York Expo Center, 335 Carlisle Avenue, York. It will be staffed by volunteers from about 8:00 am until 10:30 pm, July 23 to July 29. For most of the time the Competition Director or an assistant will be on hand. You are invited to stop in and talk, and to use desk space in the room when needed.

The Headquarters will have radio, telephone and FAX communications; and will be equipped with computers and a copy machine. Contest results from team sports will be communicated to the headquarters, where result sheets will be maintained and posted for public view, and the results will be supplied to the Media Center.

### 4. EQUIPMENT AND UNIFORM SHIRTS PICKUP

Pickup of game equipment - such as baseballs, scorebooks, etc. - and delivering them to the venues is the responsibility of the Tournament Leader.

## **LOGISTICS - continued**

Pickup of the game shirts and hats is the responsibility of the Regional Sport Coordinators for their region, but they may delegate that responsibility to each head coach. A signout sheet will be maintained in the room to control and document the issuance of equipment and shirts.

### **5. OPENING CEREMONY**

The Finals schedule was developed with the intent of providing time for the athletes to participate in the Athletes' Picnic and the Opening Ceremony. Please encourage all your athletes to take part in this portion of the Games.

### **6. SHOWCASE**

A scholastic showcase will be supervised by Tournament Leader Jim Karwoski, and conducted by MLB scouts and college coaches on Thursday, July 26. Additional MLB scouts and college coaches will be present. For details of the showcase contact Jim directly.