

2019 DISTRICT ONE PLAYOFFS

- SPORT:** Field Hockey
- CLASSIFICATION:** **A, AA & AAA.**
- TOURNAMENT FORMAT:** Single elimination in A, playbacks for 3rd, 4th, and 5th in AA, playbacks for 3rd, 4th, 5th and 6th in AAA.
- DATES:** **A** —First round—Oct. 22, semi-finals on Oct. 24. Finals on Oct. 29.
- AA** - First round—Oct. 22, second round Oct. 24, Semi-finals Oct. 29, finals Nov.2 at Methacton High School at 5:30. Playbacks for third and fourth place on Nov. 1. Playbacks for fifth and sixth place on Oct. 29 and Nov. 1.
- AAA**- First round—October 21, second round—Oct. 23, third Round—Oct. 25. Semi-finals Oct. 29. Finals Nov. 2 at Methacton High School at 3:30. Playbacks for third and fourth place on Nov. 1. Playbacks for fifth and sixth place on Oct. 29 and Nov. 1.
- SITES/TIMES:** All games with the exception of the finals will be played at the higher seed's field. Starting times will be determined by the higher seed. Rain date for all games will be the next playable date.
- SEEDING MEETING:** October 17th at Upper Dublin High School at 7:30
- METHOD OF SEEDING:** **AAA** - A maximum of 24 teams will receive bids. 16 will play on the first date. The top 8 teams will receive a bye and play on the second playing date. Teams will be selected and seeded in the tournament by the Steering Committee using the approved power ranking system.
- AA** – A maximum of 16 teams will receive bids. All teams will play on the first playing date. Teams will be selected and seeded in the tournament by the Steering Committee using the approved power ranking system.
- A** —A maximum of 8 teams will receive bids. All teams will play on the first playing date. Teams will be selected and seeded in the tournament by the Steering Committee using

the approved power ranking system.

POWER RANKING SYSTEM:

Win points—5 points for each win.

Tie points—2.5 points for each tie.

Schedule points—winning percentage of all opponents on your schedule X 5.

Bonus points—the winning percentage of the team that your team defeated X12 and the winning percentage of the team that your team tied X6.

All of the schools on your schedule are now included in the calculation including not just PIAA schools.

The power ranking is determined by dividing the sum of all the win points, tie points, schedule points, and bonus points by the number of games that you played.

It is strongly recommended that you play all 18 games.

All games should be completed by the day prior to the seeding meeting.

OFFICIAL'S ASSIGNMENTS:

Umpires and timekeepers are recommended by coaches and assignors.

TICKET PRICES:

\$5 at all sites where tickets are sold.

UNIFORMS:

The higher-seeded team will wear white (light colored) uniforms throughout the tournament and will be considered the home team. The visiting team will wear dark-colored uniforms.

CONTEST TIME LINE

For a 3:30 game the clock starts at 2:40 for a forty-five minute warm up with sticks and balls. At 3:25 the field is cleared and the captains meet. The game begins at 3:30. The same time line will be followed for night games.

EQUIPMENT:

Each team is required to provide one timing device and six balls of the same color (white or orange) with the National Federation stamp. The officials will decide the color of the ball to be used for the entire game. No rubber balls are permitted. Each team is responsible for providing two ball holders. For night games white balls will be required.

MEDICAL COVERAGE:

Schools are urged to bring their own trainer. For neutral site games, the game manager will have an athletic trainer present.

AWARDS:

A----1st place trophy and twenty-two team medals.

AA - 1ST place trophy and twenty-two team medals.

AAA - 1st place trophy and twenty-two team medals.

Additional medals requested will be paid by each individual

school.

NUMBER QUALIFYING

A--2

TO STATES:

AA - 5

AAA - 6

DATES OF STATES:

November 5, 9, 12, 16

SUSPENDED GAME:

Any PIAA field hockey championship game interrupted due to events beyond the control of the site game manager, such as inclement weather, shall be continued from the point of suspension at a later time during the day of competition or the next day unless it is declared an official game because one (1) complete half or more of the game has been played and one (1) team has scored the greater number of goals. The time of suspension and the location of the ball should be noted in the scorebook.

CLARIFICATION:

- If the game is suspended at the completion of the 1st half and cannot be continued and one team is ahead in the score, that team is declared the winner.
- If the game is suspended at the completion of the 1st half and the score is tied, the game will be restarted with play beginning with the 2nd half.
- If play is suspended in the 2nd half and play is unable to be restarted and one team is ahead in the score, that team is declared the winner.
- If play is suspended in the 2nd half and the score is tied, the game will be started from the exact point where it was suspended.
- If the game is suspended during the first half, the game will be replayed from the point of suspension.
- The point of suspension should be noted in the scorebook as well as the placement of the game ball and team possession.

**BANNERS, SIGNS, NOISE-
MAKERS, BENCH DECORUM:**

Both the presence and use of balloons, towels, sirens, whistles and portable listening devices (without earphones) are prohibited. The Principal and Athletic Director of each school will be requested to confiscate these items from the spectators from their school and community. Small portable listening devices with earphones and stationary banners and signs, which are sportsmanlike in their messages, are permitted. Principals and Athletic Directors of competing schools shall announce and publicize these regulations.

The Principal, Athletic Director, coaches, team physician, team trainer, players in uniform managers, ball holders and statisticians will be the only persons permitted in the team area.

TIMING

Refer to the rule book under Officials and Duties. At the end of each half, the timer shall sound an audible device to indicate that the time in the half has expired. The umpire's whistle shall signal the official end of each half. When a visible scoreboard is available, it shall be the official clock and shall remain on until the clock runs down to zero.

PRE GAME PRACTICE

Each team will be permitted a forty-five minute pre-game practice (with sticks and balls)

CHANGE OF SITE:

If a home site must be changed any time during the tournament the Athletic Directors must contact Sheila Murphy and Sean Kelly for approval.

DISTRICT CHAIRPERSON:

Sheila Murphy
14001 Kelvin Avenue
Phila., PA 19116
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Email—sheila.murphy14001@comcast.net

MEETING:

All schools must attend mandatory rules interpretation meeting.