

SOFTBALL

The following events will be offered at State level competition. Counties/areas may offer additional events at their competitions.

Lead-Up Events Individual Skills Competition
 Team Skills Softball

Regular Events Slow Pitch Team Softball
 Unified Sports® Slow Pitch Team Softball

Athletes may compete in one event only. All Softball teams will be considered coed teams.

Federation Internationale de Softball (FIS) rules as interpreted by the American Softball Association (ASA) for Coed Slow Pitch Softball, with modifications established by SOI (2004-2007 Official Special Olympics Summer Rules Book) will be followed for all training and competition.

Federation Internationale de Softball (FIS)
1900 Park Street
Plant City, FL 33561
www.internationalsoftball.com

American Softball Association
2801 NE 50th Street
Oklahoma City, OK 73111-7203
(405) 424-5266
www.softball.org

GENERAL RULES AND MODIFICATIONS

Slow Pitch Team Competition

1. All fields will conform to ASA standards for Coed Slow Pitch Softball.
2. A regulation game shall be 7 innings with a 1 ½ hour time limit.
3. A 10 run mercy rule will be in effect after 5 full innings
4. The maximum number of players on a team will be 15. The “extra player” (EP) will not be used.
5. When batting, batters must take their stance within the lines of the batters box.
6. The ball must be pitched in an underhand manner and should travel in an arc no less than 6 feet and no more than 12 feet.
7. A foul ball when a batter has two strikes shall be an out.
8. Coaches must remain within the boundaries of the coaches’ box.
9. If a coach touches a player while the ball is still in play, the runner will be declared out.
10. A 30cm (11 ¾”) red stitch restricted **flight** softball must be used.
11. Only bats marked by the manufacturer as “Official Softball” may be used.
12. Both batters and base runners must wear helmets.
13. The Tournament Director has the right to change the time limit or 10 run rule due to conditions.

UNIFIED SPORTS® RULES

1. During competition, the lineup shall never exceed 5 athletes and 5 Partners. Failure to adhere to the required ratio will result in a forfeit.
Teams that lose players due to injury or suspension and are playing with less players on the court/field must maintain the appropriate ratio of Special Olympics athletes to Unified Partners or be subject to forfeit
2. Each team shall have an adult non-playing coach responsible for the lineup, substitutions and the conduct of the team during competition.
3. The batting order shall be an alternation of athletes and partners.
4. During competition, the following position requirements are:
 - Two athletes and two partners in both the infield and the outfield.
 - One athlete and one partner as pitcher and catcher.
5. Teams must have 10 players present to start each game.

ADVANCEMENT/DIVISIONING

Teams may advance to State level competition provided they have met the following criteria:

1. For a team to advance to Sectionals (Basketball) or State (Soccer, Softball & Volleyball) Competitions, the Team must play a minimum of 4 regulation games, one of which must be at a Sanctioned Area Level Tournament or a Sanctioned Invitational Tournament. Two games must be played before an Area Competition
2. At the Area level competition, teams with correct competition in a specific division must place first in that division to advance. **When there are only 2 teams in a division, a best 2 of 3 games series must be played**
3. At the Area level competition, teams without correct competition in their specific division will be eligible to advance to State level competition if they have met the criteria list in #1 and if, at the discretion of the Director of Sports and Training, the team will have viable competition at the State level event.

The results of these 4 games must be recorded on the “*Team Division Confirmation Forms*”, signed by the coaches of both teams and by a neutral witness and submitted to Special Olympics Florida by the established deadline. Failure to submit these forms will disqualify a team from advancing to State level competition.

A team's final division will be determined based on the information provided on the “*Team Division Confirmation Form*”

The *Softball Divisioning Evaluation Worksheet* must be submitted for each advancing team by the State Games Entry deadline

UNIFORMS/APPROPRIATE CLOTHING

1. Player's uniforms must have 6 inch numbers on the back. Player's numbers may not be identical. For example, 3 & 03 are identical numbers.
2. Catchers must wear a facemask and a batter's helmet.
3. All batters and base runners must wear a batter's helmet.
4. A team's uniforms must all be alike in color, trim and style.
5. A team's athletic-type pants may be either long or short or a mixture but must all be the same color.
6. Exposed jewelry, judged by the umpire to be dangerous, must be removed.
7. Athletic-type shoes must be worn. Metal spikes will not be permitted.
8. All uniform rules will be enforced in all games..

REQUIRED FORMS FOR STATE GAMES ENTRY IN ADDITION TO GENERAL REG. FORMS

- ◆ Athlete Sports Entry Form (for individual skills athletes)
- ◆ Team Roster
- ◆ Team Divisioning Confirmation Form (minimum of 4)
- ◆ **Softball Divisioning Evaluation Worksheet**



SOFTBALL ROSTER

COUNTY:	ESTIMATED DIVISION:
TEAM NAME:	PHONE:
HEAD COACH:	E-MAIL:
ADDRESS:	CITY/ZIP:

Team type: Traditional Team Unified Sports® Team Team Skills**

Age : Pee Wee (8-11 yrs) Junior (12-15 yrs) Senior (16-22 yrs) Master (23 years & older)

The age of the oldest player on the team will determine the Age Division of the Team

Enter "P" for Unified Sports® Partner	Athlete Names	DOB
	(Last Name, First Name)	
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

Maximum # of Players: Traditional Team - 15, Unified Sports® Team – 15, Team Skills – 10
Place a "P" in the appropriate column for all Partners on a Unified Sports® Team

Team composition may not change after Area Level competition.

SOFTBALL DIVISIONING EVALUATION WORKSHEET

This worksheet is a tool developed to assist the coach and competition committee in establishing correct Team divisions. The format will be used in conjunction with the *Team Division Confirmation* Form (based on performance in competition) to determine each Team's actual division.

This evaluation must be completed no more than one week prior to Area Level/Invitational tournament and submitted to the Area Program Director prior to the tournament. Teams advancing to Sectional and/or State Tournaments must re-evaluate no more than one week prior to the tournament and submit form to the State Office.

Skills that must be evaluated

Base Running – Proficient base running includes taking the proper turn at each base as well as when and how to slide.

Fielding – Cleanly and consistently catch both ground and fly balls and judging distance and placement.

Hitting– Selectivity with their pitches, consistency of swing form, quality of contact with ball, distance, trajectory of hits and ability to control trajectory

Throwing– A good throw includes accuracy first and then velocity.

Pitching- Consistency of control, accuracy and then velocity. Ability to achieve the proper arc.

Movement – Includes understanding how the movement of the ball makes the play. Making judgments and moving to the ball.

Rules Knowledge –Understanding of the basic rules of the game

Overall Athletic Ability – Over-all speed, strength, endurance and basic motor skills.

Criteria for Evaluating each Player

5 points - Proficiently demonstrates skill in competitive situations

4 points - Competently demonstrates skill with minimal errors in majority of competitive situations

3 points - Performs skill in structured training environments

2 points - Attempts skill when cued

1 points - Unable to perform skill

Criteria for Self-Evaluation of Head Coach

5 points - Proficiently demonstrates knowledge of the game + skills to coach sport with special athletes in all situations

4 points - Competently demonstrates coaching knowledge (in this sport) and skill with minimal errors in majority of competitive situations

3 points – Knowledge of sport and skills, but limited experience with SO athletes.

2 points – Experienced SO Coach, but new to this sport.

1 points – New to coaching and Special Olympics. No training in either Special Olympics or coaching this sport

SOFTBALL DIVISIONING EVALUATION WORKSHEET

County: _____ Team Name: _____

Age Group: Pee wee (8 – 11 years) Junior (12 – 15 years) Seniors (16 – 22 years) Masters (23 years & older)

Traditional Team: Unified Sports® Team: Date of Evaluation: _____

Head Coach: _____ Phone: _____ E-Mail: _____

Athlete	Base Running	Fielding	Hitting	Throwing	Pitching	Movement	Rules	General Ability
TOTALS								

(Indicate Unified Sports Partners with a (P))

Grand Total for TEAM _____ **divided by** the number of players on the team = _____ + Coaches Criteria total _____ = _____

THIS TEAM'S DIVISION IS = _____

Division 1 = 40 to 33; Division 2 = 32 to 26; Division 3 = 25 to 18; Division 4 = 17 & below



SOFTBALL INDIVIDUAL SKILLS CONTEST SCORECARD FOR A HEAT

Division: _____

ATHLETE NAME	BASE RUNNING	THROWING	HITTING	FIELDING	TOTAL	PLACE
	1) 60 - ____ - ____ = ____ 2) 60 - ____ - ____ = ____	1) ____ - ____ = ____ 2) ____ - ____ = ____	1) _____ 2) _____ 3) _____	1) ____ 1) ____ 2) ____ 2) ____ 3) ____ 3) ____ 4) ____ 4) ____ 5) ____ 5) ____		
	1) 60 - ____ - ____ = ____ 2) 60 - ____ - ____ = ____	1) ____ - ____ = ____ 2) ____ - ____ = ____	1) _____ 2) _____ 3) _____	1) ____ 1) ____ 2) ____ 2) ____ 3) ____ 3) ____ 4) ____ 4) ____ 5) ____ 5) ____		
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	1) 60 - ____ - ____ = ____ 2) 60 - ____ - ____ = ____	1) ____ - ____ = ____ 2) ____ - ____ = ____	1) _____ 2) _____ 3) _____	1) ____ 1) ____ 2) ____ 2) ____ 3) ____ 3) ____ 4) ____ 4) ____ 5) ____ 5) ____		

BASE RUNNING – 2 non-consecutive attempts – 60 seconds minus elapsed time minus penalty = score

**THROWING – 2 attempts – Throwing Distance minus error distance ** = score

HITTING – 3 attempts – Distance of longest hit = score

FIELDING – 2 trials, 5 attempts per trial = 10 total attempts – Clearly Fielded Ball=5pts, Blocked Ball=2pts, Missed Ball=0pts – Maximum score 50 pts.

PENALTIES:*A 5-second penalty is assessed for each base missed or touched in an improper order. *The error distance equals the number of meters the ball lands off target.

SPECIAL OLYMPICS FLORIDA

SOFTBALL -- INDIVIDUAL SKILLS COMPETITION

EVENT LAYOUTS & EVENT DESCRIPTION

EVENT 1 - BASE RACE

DESCRIPTION

Bases are set up like a baseball diamond and positioned 19.81 m (65') apart. The athlete is instructed to start on home plate and run around the bases as fast as possible, touching each base en route

SCORING

The time starts when the athlete touches home plate after circling the bases. The time elapsed, in seconds, is subtracted from 60 to determine the point score. A penalty of five seconds for each base missed or touched in an improper order shall be assessed. The best score of two trials is recorded.

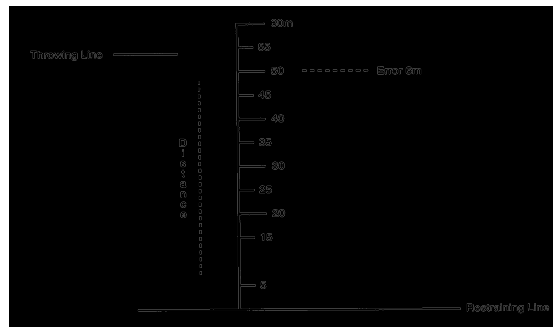
EVENT 2 – THROWING

DESCRIPTION

The player being tested stands behind the restraining line, back far enough to take one or more steps in preparation for throwing. The player has two trials to throw the softball as far and as straight as possible down the throwing line, without stepping over the restraining line. Coaches, assistants or other waiting players should be positioned in the field to indicate, using a cone or marking stake, the spot where each ball first touches.

SCORING

The net throwing score equals the throwing distance, measured at a point (perpendicular to) the spot where the ball landed, minus the error distance – the number of meters the ball landed off target, away from the throwing line. The player's score is the better of the two throws. Both scores and distance are measured to the nearest meter. I.E. If a ball lands even with (perpendicular to) the 50m point on the measuring tape, but is 6m off to one side, the player score is 44 points. (Distance thrown [50] minus number of meters off target [6] results in a net score of 44m). Athlete's score one point per meter. I.E. 44m = 44 points. If score falls between meters, score should be rounded down, I.E. 44.73m = 44 points.



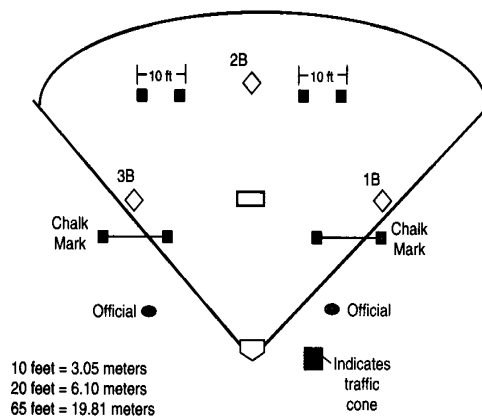
EVENT 3 – FIELDING

DESCRIPTION

The athlete will stand between and behind the two cones. The official must throw the ball on the ground to the athlete, between the cones. The throw to the athlete must hit the ground before the 6.10m (20') chalk mark. The athlete may move aggressively toward the ball. If the thrown ball is outside of the cones, the throw must be repeated. Each athlete gets five fielding attempts per trial. Each athlete receives two trials.

SCORING

The athlete receives five points for a clearly fielded ball (either caught in glove or trapped against the body, but off the ground); two points for a ball that is block; zero points for a missed attempt, for a maximum score of 50.



EVENT 4 – HITTING

DESCRIPTION

Standing in a regulation-size batter's box (i.e. 2.31m (7'7") by 99cm (3'3")), the athlete is instructed to hit the ball off the tee. The athlete receives three attempts.

SCORING

The distance of the longest hit shall determine the athlete's final score. The distance of a hit is measured from the batting tee to the point where the ball first touches the ground. The distance is measured to the nearest meter, i.e. 1m – 1 point, 46m – 46 points. If the score falls between meters the score should be rounded down, i.e. 46.73m – 46 points.



SOFTBALL TEAM SKILLS SCORECARD

COUNTY: _____

TEAM NAME: _____

	Player 1	Player 2	Player 3	Player 4	Player 5	Bonus	Total
Inning 1							
Inning 2							
Inning 3							
Inning 4							
Inning 5							
Team Total							

PLACE _____

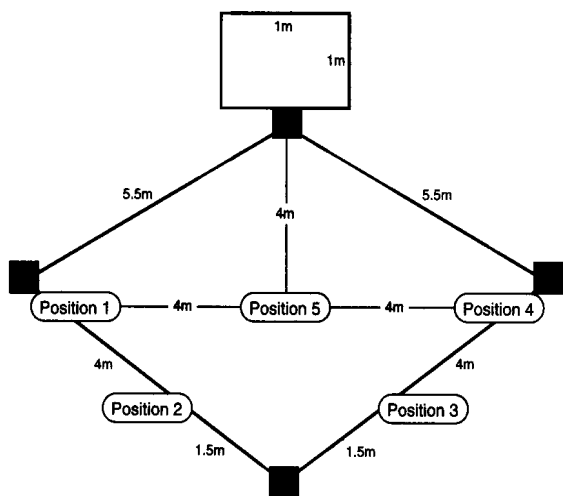
COUNTY: _____

TEAM NAME: _____

	Player 1	Player 2	Player 3	Player 4	Player 5	Bonus	Total
Inning 1							
Inning 2							
Inning 3							
Inning 4							
Inning 5							
Team Total							

PLACE _____

SPECIAL OLYMPICS FLORIDA TEAM SKILLS SOFTBALL EVENT LAYOUT & DESCRIPTION



EQUIPMENT

1. Softball, four bases, measuring tape, chalk, five gloves.
2. Barrel or box approximately 1m (3; 3 ½") tall by 1m wide.

RULES

(Note: A throw is overhand or underhand but not a roll)

1. The event director shall determine how many games shall be played. Two five-member teams shall compete. Only one team shall conduct a round at a time.
2. The game is comprised of five innings consisting of five rounds. Players will be given one opportunity at each one of the five positions on the field.
3. Each player on the first five-member team shall attempt to catch the softball cleanly, and then throw it accurately to the player stationed at the next position.
4. The umpire should hand the ball to the player in position number one. When the umpire shouts "Play Ball", the game will begin.
5. The player in position #1 begins the round by throwing the ball to the player at position #2. The player at position #2 then throws the ball to the player at position #3, and this sequential throwing rotation continues until the ball reaches the player at position #5.
6. Athletes may throw the ball in any manner, but each player must throw in numerical sequence. Players should attempt to throw the ball to their teammates on the fly.
7. If the ball is thrown past an athlete, the athlete, coach, or umpire may retrieve the ball. However, the athlete must return to his/her position number in order to throw the ball to the next position. An accurate throw is defined as a ball that is thrown within reach of the receiving player.
8. When the ball reaches the player in position #5, then he/she attempts to accurately pitch the ball in an underhand manner into the target. Players stationed at position #5 are required to simulate a softball pitching motion and throw underhand.
9. Athletes at position #5 shall only be given one pitch at the target.
10. After the attempt by the player in position #5, the round ends.
11. Following the completion of the round by the first team, the second team will conduct their initial round.
12. Players shall rotate in numerical sequence to the next position after each round (i.e.: player in position #1 moves to position #2 and so on while player in position #5 moves to position #1). Each player must receive one turn at each position.
13. Play alternates between teams following the completion of each round, until all five rounds have been completed. Once each team has completed five rounds, the game concludes.
14. Substitutes are allowed into the game only after a round has been completed.
15. Coaches shall remain in the coach's boxes. One will be located outside of first base and one will be located outside of third base. Coaches may give verbal or signed instruction to players. Deaf athletes may receive physical assistance when they are positioning themselves.

SCORE

1. The team receives one point for each accurate throw; one point for each successful catch; one point for successfully throwing the ball into the target; and one point for each successful round of catches and throws.
2. Final score shall be the aggregate number of points scored after all rounds are completed.
3. Each team's score shall be compared to other teams' scores to determine the final standings in this event.
4. The maximum number of points that can be accumulated by a single team is 50.