Softball
Sport Rules
(Including SOSC additions)
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1. GOVERNING RULES
The Official Special Olympics Sports Rules for Softball shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon World Baseball Softball Confederation (WBSC) Rules for slow pitch softball found at https://static.wbsc.org/wp-content/uploads/ENGLISH-2018-2021-Slow-Pitch-Softball-Playing-Rules-A4.pdf. WBSC or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Softball or Article I. These differences are listed below. In such cases, the Official Special Olympics Sports Rules for Softball shall apply.


2. OFFICIAL EVENTS
The following is a list of official events available in Special Olympics.

The range of events is intended to offer competition opportunities for athletes of all abilities. Programs may determine the events offered and, if required, guidelines for the management of those events. If deemed appropriate/necessary by a Program, softball Games Management Team (GMT), venue team and/or competition manager/director, Program-specific modifications are permitted on a case-by-case basis to address certain competition requirements. Coaches are responsible for providing training and event selection appropriate to each athlete's skill and interest.

2.1 Individual Skills Competition
2.2 Coach Pitch Team Competition
2.3 Slow Pitch Team Competition

3. EQUIPMENT
3.1 The Official Softball
3.1.1 Softballs used in Special Olympics play must meet the standards set by the WBSC Equipment Standards Commission or National Governing Body Standards and must be stamped with the WBSC or NGB Slow Pitch approved mark adopted and approved by the Equipment Standards Commission or NGB.

3.1.1.1 The completed 30.5cm (12 in) ball shall be between 30.2cm (11 7/8 in) and 30.8cm (12 1/8 in) in circumference, and shall weigh between 178.0g (6 ¼ ounces) and 198.4g (7 ounces). The flat seam style shall have not less than 88 stitches in each cover, sewn by the two-needle method.

3.1.1.2 The completed ball shall have a coefficient of restitution (COR) and compression standard as shall be determined and set by the WBSC Equipment Standards Commission or NGB.

3.1.2 The red-stitch 30.5cm (12 inch) ball with a compression of 300 and a COR of .52 and under shall be used in all divisions, and must have a marking of MSP-52, in addition to the WBSC or NGB logo.
3.2 **Shoes**

All team members must wear shoes. A shoe shall be considered official if it is made with either canvas or leather uppers or similar materials and is fully enclosed.

3.2.1 No metal cleats are allowed in any division at any level of play.

3.3 **Protective Equipment**

3.3.1 Athlete and coach safety are paramount to the sport of Softball. Use of WBSC/NGB-approved protective equipment/gear is required or recommended to address potential and preventable injuries. When considering use of protective gear, please ensure the equipment is not only age appropriate, but also adequate to provide protection for the maximum number of offensive and defensive participants. For example, teams should make sure to have enough batting helmets to accommodate 2 base coaches, 3 base runners, 1 batter, 1 on-deck batter and a catcher, in addition to having replacement helmets available, if necessary. Also, teams should make sure to have a wide selection of helmet sizes available to accommodate all athletes and coaches, regardless of age. Protective gear should be routinely checked to ensure it is in good working order/condition and if not, replaced with equipment that is.

3.3.2 Masks: Catchers must wear a mask with throat protector and WBSC or NGB approved helmet. An extended wire may be worn in lieu of an attached throat protector.

3.3.3 Note: The ice hockey goalie style facemask is approved for use by catchers. If there is no throat protector built onto the mask, the throat attachment must be added to the mask before using.

3.3.4 Facemasks: Any defensive or offensive player can wear an WBSC or NGB approved plastic face mask/guard. Face masks/guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited from use and must be removed from the game. Catchers cannot wear the plastic face mask/guard in place of the regular mask with throat protector.

3.3.5 Body/Chest Protectors: It is recommended that catchers wear a body/chest protector. It is also recommended that male athletes that may play catcher also wear a protective cup, as long as it is placed in the undergarments. Any defensive player that desires to wear protective body equipment is permitted to do so, as long as the equipment meets WBSC or NGB standards and is in good working order/condition.

3.3.6 Shin Guards: It is recommended that catchers wear shin guards that will offer protection to the kneecap.

3.3.7 Helmets:

3.3.7.1 Any defensive player may wear a cap or an WBSC or NGB approved helmet (should be of similar color of the team uniform).

3.3.7.2 WBSC or NGB approved helmets are mandatory on offense for batters, on-deck batters, batter-runners, runners and youth age representatives that participate as a bat boy or girl while on the field or in the dugout. They are recommended for all base coaches, including athletes that may serve as base coaches. Chinstraps for helmets are also recommended, but are not required.

3.4 **All Equipment**

Notwithstanding the foregoing, accredited Special Olympics Programs reserve the right to withhold or withdraw approval of any equipment which, in the Program’s sole determination, significantly
changes the character of the game, affects the safety of participants or spectators, or renders a player’s performance more a product of his equipment rather than his individual skill.

4. **UNIFORM**
   4.1 **Jewelry**

   No items, other than medical alert bracelets or necklaces, may be worn. Medical alert bracelets and/or necklaces are not considered jewelry, but if worn, they must be taped to the body. Effect – If a player refuses to comply with the provisions of Section 4, then that player will be removed from the game.

5. **FIELD OF PLAY**
   5.1 **The Official Diamond Shall Have Base Lines As Follows:**

   - 65’ and may be modified to either 60 or 70 in accordance with NGB guidelines.
   - a. 18.29m (60 ft).
   - b. 19.81m (65 ft)
   - c. 21.33m (70 ft)

   **The Official Diamond Shall Have Two Pitching Plates As Follows:**
   - d. Minimum pitching plate at 12.19m (40ft) and maximum pitching plate at 15.24m (50 ft)

   **Note:** If during the game, the base distance or the pitching distance is found to be at the wrong distance, correct the error at the start of the next full inning and continue playing the game.

5.2 **Bases**

   The bases (first, second and third), other than home plate, shall be 38.1cm (15 in) square and shall be made of canvas or other suitable material, and not more than 12.7cm (5 in) in thickness. The bases should be securely fastened in position.

   **5.2.1 The double base is approved for use at first base. This base is 38.1cm by 76.2cm (15 in by 30 in), made of canvas or other suitable material and no more than 12.7cm (5 in) in thickness. Half the base is secured in fair territory, and half the base (of a different solid contrasting color) is secured in foul territory.**

   **Note:** The following rules apply to the double base:

   **5.2.1.1 After the batter-runner passes first base, they may return to either portion of the double base and may stand on either portion for the beginning of subsequent plays. When tagging up on a fly ball, either portion of the base may be used.**

5.3 **Baserunner’s (Second) Home Plate**

   **5.3.1 The Baserunner’s (second) home plate is approved for use. The dimensions for the second home plate are the same as the regulation home plate. The specific diagram for placement of the second home plate is below:**
5.3.2 The second home plate should be located in foul territory 2.43m (8 ft.) from the back tip of the regulation home plate extended from the first base foul line. The Commitment Line should begin 6.09m (20 ft.) up the third base line from the tip of home plate and marked through the baserunner’s line a minimum of .9m (3 ft.).

5.3.3 Once a baserunner passes the commitment line defensive players can touch only the regulation home plate and baserunners can only touch the second home plate. Runners must touch the second home plate to be declared safe at home and score a run. All plays at home plate are force outs.

5.3.4 Passing the commitment line is defined by one foot stepping entirely beyond the marked line or, if the line has been obscured, where that line was originally marked. Once the line has been crossed, the baserunner may no longer return to third base. Exception: when a live ball appeal for not tagging up on a fly ball or missing third base can be enforced, the baserunner may return to legally touch the base.

5.3.5 A baserunner may not be tagged out after crossing the commitment line. They may be tagged before crossing the line.

5.3.6 A baserunner who touches or crosses the regulation home plate shall be declared out (the ball remains live).

6. **INDIVIDUAL SKILLS COMPETITION RULES**

6.1 **Individual Skills Competition**

6.1.1 The Individual Skills Competition is provided for athletes with limitations (such as walkers and wheelchairs), younger athletes and athletes new to the sport of softball and older athletes who still have the skills to play softball but cannot play an entire game. Individual skills is NOT for athletes who can already play the game.

6.1.2 The Individual Skills Competition is composed of four events: Base Running, Throwing, Fielding and Hitting.

6.1.3 The athlete’s final score is determined by adding together the scores achieved in each of these four events.

6.1.4 Athletes will be pre-divisioned according to their total scores from these four events.
6.1.5 Each event is diagrammed with the suggested number and placement of volunteers who will administer the event. It is also suggested that the same volunteers remain at an event throughout the competition so that consistency is provided.

6.1.5.1 Base Running

6.1.5.1.1 Equipment: Three bases, home plate, stopwatch.

6.1.5.1.2 Purpose: To measure the athlete's base-running ability.

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

6.1.5.1.4 Scoring: The time starts when the athlete leaves home plate and stops when the athlete returns to 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 improper order shall be assessed. The best score of two trials is recorded.

6.1.5.2 Throwing

6.1.5.2.1 Equipment: Regulation field, two measuring tapes, softballs, two small cones or marking stakes

6.1.5.2.2 Purpose: To measure the athlete's ability in throwing for distance and accuracy.

6.1.5.2.3 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 the ground. The better of the two throws is measured and recorded as the player’s score. If a player steps on or over the line before releasing the ball, the trial must be repeated. There will be a maximum of two repeats.

6.1.5.2.4 Scoring: The net throwing score equals the throwing distance, measured at a point on the throwing line straight across from (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 error scores and distance are measured to the nearest meter; for example, if a ball lands even with (perpendicular to) the 50-meter point on the measuring tape, but is 6 meters off to one side, the player’s score is 44 points (Distance thrown [50] minus number of meters off target [6] results in a net score of 44 meters). Athletes score one point per meter; for example, 44 meters equals 44 points. If the score falls between meters, the score should be rounded down; for example, 44.73 equals 44 points.

6.1.5.3 Fielding
6.1.5.3.1 Equipment: 30.5-centimeter (12-inch) softballs, measuring tape, chalk/line, cones.
6.1.5.3.2 Purpose: To measure athlete’s fielding ability.
6.1.5.3.3 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 6.10-meter (20-inch) 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.
6.1.5.3.4 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 blocked; zero points for a missed attempt, for a maximum score of 50.

6.1.5.4 Hitting
6.1.5.4.1 Equipment — Batting tee, 30.5-centimeter (12-inch) red-stitch restricted-flight softballs, bat, measuring tape and chalk.
6.1.5.4.2 Purpose — To measure the athlete’s ability to hit for distance when hitting off a batting tee.
6.1.5.4.3 Description — Standing in a regulation-size batter’s box (i.e., 2.31 meters [7 feet, 7 inches] by 99 centimeters [3 feet, 3 inches]), the athlete is instructed to hit the ball off the tee. The athlete receives three attempts.
6.1.5.4.4 Score — 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; for example, one meter equals one point; 46 meters equals 46 points. If the score falls between meters, scores should be rounded down; for example, 46.73 equals 46 points. A player’s
7. **COACH PITCH TEAM COMPETITION**

Coach Pitch Team Competitions will use the same rules as Team Slow Pitch Competitions, except for the following modifications. Areas and Regions will not be allowed to deviate from these modifications.

7.1 The coach will be allowed to pitch to his/her team. (The coach pitcher must be identified at the start of the game.)

7.1.1 Each player will receive three (3) pitches from the coach pitcher.

7.1.1.1 The coach must pitch underhand, and the pitch must be over the batter’s head, but not more than 12 feet.

7.1.1.2 A “neutral zone” will be marked in an arc of 45 feet, 11 ¾ inches from home plate. Defensive infield players must remain behind the neutral zone until the ball is hit. Once the ball is hit, the defensive infielders are free to field the ball in fair territory and make a play.

7.1.1.3 If a batted ball is untouched by a defensive player in the neutral zone and the ball does not pass the neutral zone before coming to a stop, it shall be ruled a foul ball.

7.1.1.4 If the defensive player touches the ball in the neutral zone, the ball is fair.

7.1.1.5 Since the defensive players cannot enter the neutral zone until the ball is hit, there is no safety hazard.

7.1.1.6 Any batted ball that does not cross this line will be designated a foul ball.

7.1.2 No new inning shall start after 55 minutes.

7.2 A coaches circle will be located 9 feet, 10 ¼ inches beyond second base and made with a 5 feet, 11 inches diameter. One coach from the defensive team may be allowed to stand in this circle while his/her team is on the field.

7.3 The batting team’s half of the inning shall end when three (3) outs have been made or the team has gone through the 10 player batting order once.

8. **TEAM SLOW PITCH COMPETITION**

Please reference Section 14 for Softball Skills Assessment information for teams, which will be used as part of the divisioning process.

8.1 **Choice of Turn at Bat**

The choice of the first or last bat in the inning shall be decided by a toss of a coin, unless another procedure is defined by the Games Management Team or Tournament Director. Should a coin toss be used, this should occur after the exchange of line-up cards prior to the start of the game.

8.2 **Fitness of Ground**

The fitness of the ground for a game shall be decided by the Games Management team.

8.3 **Regulation Game**

8.3.1 The plate umpire shall declare a forfeit in favor of the team not at fault in the following cases:

8.3.1.1 If, because of the ejection of the player(s) from the game by the umpire or for any cause there are less than 10 or 11 (with an EP) players on either team, or if a team cannot continue play with one player less that its line-up due to injury or removal of a player.

8.3.2 A game that is:
8.3.2.1 Not considered regulation, or
8.3.2.2 A regulation tie game, shall be replayed from the beginning. Original line-ups may be changed when the game is replayed.

Exception: When the Tournament Umpire-In-Chief suspends a game of a World or National championship, this game shall be resumed at the exact point where the game was suspended.

8.4 Run Ahead Rule
8.4.1 A run ahead rule must be used as follows: Twenty (20) runs after four (4) innings or fifteen (15) runs after five (5) innings.

8.5 Charged Conferences
8.5.1 Offensive Conferences. There shall only be one charged offensive conference in an inning.

Note:
8.5.1.1 Umpires should not permit any such conferences in excess of one per inning

Effect – A second charged conference shall result in the removal of the coach insisting on another charged conference.

8.5.2 Defensive Conferences. There shall only be three charged defensive conferences in a seven-inning game. For every inning beyond seven or after the time limit has expired, there shall be one charged conference per inning.

Note:
8.5.2.1 The first correction of a pitching distance used by any pitcher in that inning.

Effect: For every correction thereafter, a conference shall be charged.

8.6 Time Limit Rule
8.6.1 If the schedule permits, games should be played to seven innings. If a time limit is to be used when the schedule does not permit playing a complete seven inning game, no new inning shall begin after 55 minutes. When the time limit rule is in effect, time begins with the first warm-up pitch. If the game is still tied after the time limit has expired, the tie breaker rule shall be in effect at the start of the next inning. In medal play, it is recommended that the time limit be increased to 1 hour thirty minutes.

9. PITCHING REGULATIONS
9.1 Preliminaries
9.1.1 Must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher’s plate or selected pitching position, which may be any distance between 12.19m (40 ft) and 15.24m (50 ft) within the 61cm (24 in) width of the pitcher’s plate. Pitchers may adjust their pitching distance, without penalty, if in the judgement of the umpire(s), there is no attempt to gain an advantage.

9.2 Legal Delivery
9.2.1 The ball must be delivered with a perceptible arc of at least 1.83m (6 ft) and not more than 3.65m (12 ft), from the ground.

9.2.2 The pivot foot must remain in contact with the pitcher’s plate until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher’s plate and the step is simultaneous with the release of the ball.

9.2.3 The pitch shall be released at a moderate speed.
9.2.4 The pitcher has 10 seconds to release the next pitch after receiving the ball.
9.2.5 Strike Zone
   9.2.5.1 The space over any part of home plate between the batter’s back shoulder and the knees when the batter assumes their natural batting stance.

9.3 Non-charged Pitching Conference
9.3.1 One non-charged pitching conference will be allowed each inning for the purpose of a coach adjusting a pitcher’s positioning.
Effect – For each additional requested pitching adjustment a conference will be charged. (A pitcher must be replaced after the third charged conference and will be ineligible to pitch for the remainder of that game).

10. BATTING
10.1 The On-Deck Batter
   10.1.1 Shall take a position within on-deck circle nearest his bench.
10.2 Batting Order
   10.2.1 a. The batting order must show the first and last name, uniform number and the position on the line-up card and must be delivered before the game by the manager or captain to the plate umpire.

11. Batter-Runner and Runner
11.1 Courtesy Runner
   Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. Only one courtesy runner may be used per inning.
   11.1.1 A courtesy runner is in the game when announced by the offensive team representative.
   11.1.2 A courtesy runner whose turn at bat comes while on base:
   Effect: Will be called out. The courtesy runner will be removed from the base and come to bat.
   A second courtesy runner cannot be substituted at this time.

11.2 Baserunner’s (Second) Home Plate
   11.2.1 Defensive players can only touch the original home plate and runners can only touch the second home plate.
   11.2.2 Runners must touch the second home plate located adjacent to the right-handed batter’s box in order to be safe at home.
   11.2.3 Runners tagged by a defensive player will not be out if past the commitment line.
   11.2.4 Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner would be out.
   11.2.5 If the runner touches the original home plate, the runner will be out and the ball will remain live.
   11.2.6 Once a runner passes the commitment line (20 foot marking), from a second home plate, the runner cannot return to third base.
Effect: The runner will be called out if the runner returns, and the ball remains live.
11.2.7 If the runner has passed the commitment line (20 foot marking) and continues to run on the original foul line and interferes with the fielder taking a throw at or in contact with the original home plate:

Effect: A dead ball should be declared, the runner is out and interference rules shall be enforced.

12. COACHES, PLAYERS, & SUBSTITUTES
12.1 Players
12.1.1 Shorthanded Rule
12.1.2 To start a game:
   12.1.2.1 A game may begin or finish with one less than required to start (nine players).
   12.1.2.2 The vacant position must be listed last in the batting order.
   12.1.2.3 An out will be recorded each time when the vacant position in the batting order is scheduled to bat.

To continue a game once started with a full team listed on the line-up card:
   12.1.2.4 If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the line-up whenever a player leaves the game for any reason other than ejection. Under no circumstances shall a team be permitted to bat less than nine.
   12.1.2.5 If playing shorthanded, and a substitute arrives, the substitute must be inserted immediately into the vacant spot. If the substitute refuses to enter for any reason, that player becomes ineligible for the remainder of the game.
   12.1.2.6 If the player leaving the game is a runner or batter, the runner or batter shall be declared out.
   12.1.2.7 When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat. An inning or the game can end with an automatic out.
   12.1.2.8 The player who has left the game cannot return to the line-up.

Exception: A player who has left the game under the blood rule may return even after missing a turn at bat.

Effect - Failure to have the required number of eligible players to start or continue a game will result in a forfeit.

12.1.3 A team must have the required number of players present in the team area to start or continue a game.

Effect – The game is forfeited.

13. Protest Procedures
13.1 Protests That Will be Received
Protests that shall be received and considered include matters of the following types:

13.1.1 Should a policy of meaningful inclusion be enforced, whereby every eligible and able-bodied athlete participate in each game, a coach can file a protest if the opposing team did not follow the policy.

Exception: If the coach notified the opposing team, umpire and scorekeeper prior to or during the game that the athlete would not participate. Protest (ie. due to medical reasons) would follow procedures in accordance with Article I, with penalties and consequences to be
determined by the Sports Rules Committee, Games Rules Committee or Games Management Team.

13.2 **Time to Lodge an Official Protest**

The official written protest must be filed within a reasonable time.

13.2.1 Within 30 minutes after the umpires have left the playing field is generally considered a reasonable time.

14. **DIVISIONING**

14.1 Teams will be divisioned according to:

14.1.1 Scores compiled from each athlete’s score on the four Softball Skills Assessment Tests (SATs) of Base Running, Throwing, Fielding and Batting. These tests are for player/team assessment only and are not competition events for medals and ribbons. (Information regarding these Softball Skill Assessment Tests follows).

14.1.2 A classification/preliminary pool play round of games

14.2 Coaches shall submit a Softball Skills Assessment Test Score for each player on their rosters prior to the competition.

14.3 The “team score” shall be determined by adding the top 12 players’ scores and then dividing that total by 12.

14.4 Teams are initially grouped in divisions according to their SAT team score. A classification/preliminary pool play round of games shall then be conducted as a means of finalizing the divisioning process.

14.5 In the classification/preliminary pool play round, teams will play one or more games with each game lasting no longer than 60 minutes. Each team will be required to play all eligible and able-bodied players whose scores were used to determine the “team score.” Both teams will be required to play each player at least one half-inning in the field and provide each player at least one at-bat.

14.6 Teams should play to the best of their ability levels during all games, including games in the divisioning round. Should teams not follow this protocol, teams should be warned they may be in violation of the Honest Effort policy. If teams continue to circumvent the Honest Effort policy, penalties may be levied upon the head coach, assistant coach(es) and players. Procedures for enforcing Honest Effort and any corresponding penalties should be determined and communicated to teams prior to the beginning of the competition.

14.7 The Skill Assessment Test shall consist of the following:

14.7.1 **Hitting and Base running**

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>never</td>
</tr>
<tr>
<td>2</td>
<td>rarely</td>
</tr>
<tr>
<td>3</td>
<td>sometimes</td>
</tr>
<tr>
<td>4</td>
<td>frequently</td>
</tr>
<tr>
<td>5</td>
<td>always</td>
</tr>
</tbody>
</table>

Enters batter’s box
Assumes proper batting stance
Tracks pitches to bat
Makes good pitch selections to swing at
Knows pitch count and situations
Has good bat control
Can hit the ball with power
Can place the hit to all fields
Drops or carries the bat after the ball is hit
Can run with speed (rate 1 as slow and 5 as fast) _____
(To determine base speed a timer should be used and charted. Fast, slow and average times should be based upon the base distance and field conditions. Softer sand infields will be considerably slower than artificial surfaces or cement. Objectivity is important, as fast in younger skills athletes is NOT fast by adult athletic standards!)
Avoids fielders while running _____
Rounds a base without breaking stride _____
Slides into a base when needed _____
Reacts to coach’s signs, signals or directions _____
Looks for the ball and decides to stop or continue _____
Tags up on caught fly balls _____

14.7.2 Fielding, Throwing, and Catching
Score: 1=never 2=rarely 3=sometimes 4=frequently 5=always

Cleanly fields a grounded ball hit directly at them _____
Moves laterally to a grounded ball and fields it cleanly _____
Catches a fly ball hit to them _____
Catches a fly ball on the run _____
Can leap to catch a fly or thrown ball _____
Can dive to field a hit or thrown ball _____
Can position them self at a base to catch a thrown ball _____
Can properly grip a ball _____
Can throw a ball accurately _____
Can throw a ball with velocity _____
Knows where to throw the ball without coaching _____
Has a quick release _____

14.7.3 Pitching (must have a minimum of two pitchers submitted)
Score: 1=never 2=rarely 3=sometimes 4=frequently 5=always
Remains in contact with the pitching rubber _____
Pauses on the pitcher’s plate prior to the pitch _____
Can maintain a legal arc (6-12’) _____
Pitches with accuracy _____
Knows the count and makes appropriate pitch selection _____
Finishes the pitch in fielding-ready position ____
Makes sure team is ready prior to each pitch ____
Is a team leader ____

14, 17, 4 Coaching (Overall Team Grades for All Coaches)
Score: 1=never 2=rarely 3=sometimes 4=frequently 5=always
Have good control of team ____
Communicate well with athletes & partners ____
Have knowledge of rules ____
Have a positive attitude ____
Are prepared (line-up cards, equipment, etc…) ____
Can direct runners from coach’s box ____

15. Awards
15.1 See Sport Rules Article 1
The shortening of a competition due to inclement weather or other unforeseen conditions may require the Games Management Team or Competition Committee to modify the awarding of medals, ribbons, and trophies at their discretion.

15.2 Tiebreakers
Within pool play and/or medal round competition, the following criteria should be used in the following order to determine final placement of teams for awards:
15.2.1 Head-to-Head run differential
15.2.2 Total run differential
15.2.3 Total runs for
15.2.4 Total runs against

16. GLOSSARY OF TERMS

Baserunner’s (Second) Home Plate:
Shall be placed in foul territory, eight feet from the back tip of home plate on a line extended from first base. A line shall be drawn from third base to the safety home plate.
1. Defensive players can only touch home plate and runners can only touch the second home plate.
2. Runners must touch the second home plate located adjacent to the right-handed batter’s box in order to be safe at home.
3. Runners tagged by a defensive player will not be out if past the commitment line.
4. Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner would be out.
5. If the runner touches the original home plate, the runner will be out and the ball will remain live.
6. Once a runner passes the commitment line (20 foot marking), from a second home plate, the runner cannot return to third base.

   Effect: The runner will be called out if the runner returns, and the ball remains live.

7. If the runner has passed the commitment line (20 foot marking) and continues to run on the original foul line, and interferes with the fielder taking a throw at, or in contact with the original home plate:

   Effect: A dead ball should be declared and the runner is out.