Special Olympics South Dakota Softball Handbook Version 1.3 (July 2022)

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Practice ideas, skill assessment and development, and rules can be found in the SOI Quick Start Guides and SOI Rules for each respective sport at www.specialolympics.org/sports/aspx

SOSD SOFTBALL OFFICIAL EVENTS

➢ Slow pitch competition (Team)

➢ Coach pitch competition (Team)

➢ Tee ball competition (Team)

➢ Unified competition (Team)

➢ Softball Skills competition (Individual)

SOFTBALL 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 Softball Confederation (WSBC) Rules for slow pitch softball found at http://www.internationalsoftball.com/. ISF 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. In such cases, the Official Special Olympics Sports Rules for Softball shall apply.

SOFTBALL & COACH PITCH GENERAL RULES

Equipment and Uniforms

- Ball - .52 COR, 300 compression, 12 inch red stitich (11 ¾ ", 30 cm).
  Softballs for regulation play will be provided. Teams should provide their own warmup/practice balls.
- Helmets – Batters and base runners must wear a helmet at all times while in live ball territory. Athletes coaching from a coach box must have a helmet on as well. (Athletes who remove their helmet during play shall be declared out.)
- Catcher Equipment – helmet, face mask and chest protector. Shin guards are optional.
- No jewelry allowed.
- Uniform guidelines – Teams need to furnish gloves, bats, warmup balls, helmets, batting tees and catcher's equipment.
    - ➢ No advertisements or sponsor names can appear on uniforms.
    - ➢ All uniforms must be alike in color, trim and style.
    - ➢ Numbers of contrasting color must be worn on the back of all uniforms and at least 15 cm high. No two team members may have identical numbers.
    - ➢ Sliding pants are allowed but if more than one team member wears them they must be alike in color and style. (Clarify: not all team members need to wear sliding pants if one person wears them.)
    - ➢ Shoes are mandatory and should be made of canvas or leather uppers-similar materials.

Game length and Field Specifications

Game Length:

- Seven innings or a 50 minute maximum time limit. NO new inning will begin after 50 minutes (Exception to 50 minutes: Both teams must have equal batting opportunities.)
- If a team has a 15 run lead after the completion of 4 innings or a 12 run lead after the completion of 5 innings the game will be over.
- Tie Game: Extra innings will be played with a maximum of two extra innings. If the game remains tied after the composition of both extra innings, the result will be determined by going back to the last inning when a team (either team) had the lead.

Field Specifications:

- Pitching Rubber – Distance from home plate to the pitcher's rubber may be modified to a minimum distance of 40' (12.19m) from the official distance of 50' (15.24m).
- Distance between bases will be 65'.
- For safety purposes, a double 1st base will be used. The baserunner/batter should use the safety 1st base when they are advancing to 1st base.
- For safety purposes, a double home plate will be used. In regard to all plays at the plate, the runner will be called out if the catcher is in possession of the ball and in contact with home plate prior to the runner reaching the safety home plate. There are no tag plays at the plate.
  - ➢ Once a runner passes the commitment line (20' from home plate), they may not return to 3B (the runner will be called out if returning to 3B and the ball remains live).
  - ➢ If the runner advances to the original home plate, they will be called out and the ball remains live.
  - ➢ If the runner continues the original foul line and interferes with the fielder taking the throw at the plate, the ball is dead and the runner is out.
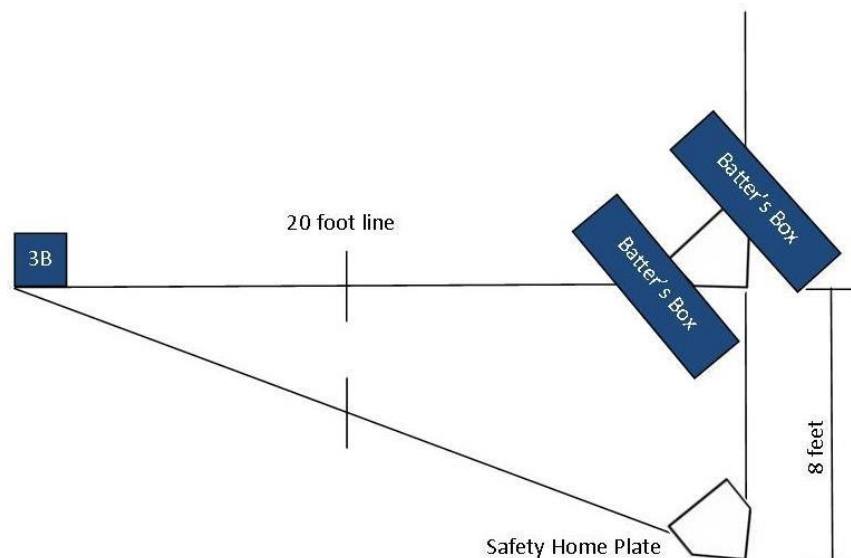
Roster

- Roster Size: 15 maximum, 10 minimum. Team must start with at least 10 players; if one is lost to injury, a team may continue to play, but anytime that athlete is due up to bat an out will be declared. If a team loses another player, 8 or less players, the game is forfeited. The teams may finish out the game/time limit, but it will be recorded as a forfeit.
  NOTE: A score for a forfeited game shall be 7-0 in favor of the team not at fault.
- **Athletes requiring a wheelchair, assistive devices (walkers, canes, etc), or assistance from another person are not eligible for Team Competition and should be encouraged to participate in Individual Softball Skills.**
- Each team will be comprised of the following defensive positions: Infielders (pitcher, catcher, 1st base, 2nd base, 3rd base, short stop) and four outfielders. Outfielders must play a minimum of 3m (9'10 ¼") behind the infielders.
- Extra Hitter (EH): An extra 11th player can be used in the game. The EH must play the entire game and must bat in the same batting position for the entire game. You may substitute for the EH and place him/her in any defensive position, but the sub will bat in the same position. The original EH may re-enter the game. A sub for the EH can be anyone who has not already played in the game. If the EH leaves the game without a sub, an out will be called when the EH comes up to bat. You must inform the umpire and opposing team coach if you choose to use an EH (prior to the game). If an EH is used, 11 must bat and 10 may play defense.
- Substitutions: A position player removed from the game due to substitution (not injury) may return to the game one time as a substitute but will not be allowed to re-enter the game if substituted out a 2nd time. Players who bat in a position in the batting order other than the one previously occupied by the player they are replacing will be declared out.
- Players who are disqualified or ejected from a game can be replaced by a substitute.

Game-play Rules

- Pitching: The ball must be pitched in an underhand motion and should travel in an arc no less than 6 feet and no more than 12 feet. Prior to the pitch, the pitcher must have one or both feet in contact with the pitching rubber/plate.
- Tees for batting are allowed ONLY in Coach Pitch, Tee ball and JUNIOR unified divisions.
- Balls and Strikes: Each batter will begin with a one ball and one strike count.
- Four balls constitute a walk and three strikes constitute an out. If the batter has two strikers and fouls off the third pitch, he/she will be declared an out.
- Infield Fly Rule: Will be used when there is less than two outs and there is a force out at 3rd base or home plate. Any ball hit up in the infield which can be caught with ordinary effort (by infielder or outfielder) will be called an infield fly and the batter will be out. The runners may advance at their own risk. If the ball is caught the runners must tag up but if the ball is not caught they don't need to tag up. This call is considered an umpire's judgement and cannot be protested.
- Out of Play: Balls leaving the playing area (overthrow) are considered dead balls and play stops immediately. The runner(s) will be awarded two bases; the base he/she is running to at the time of the throw and the following base.
- Batter/Runner: While running the bases, athletes cannot be physically pulled or pushed to run in a certain direction by a coach. If a coach touches or encourages a player with physical actions, the batter/runner will be declared out. If incidental contact occurs, there will be no action taken against the batter/runner.

- Sliding: When there is a close play at a base, the runner should make all attempts to avoid unnecessary contact. Sliding is encouraged during plays but not required. If a base runner runs over a defensive player, the runner may be ejected (umpire's call).
- Substitutions can be made anytime that time is called. Starting players may leave and re-enter the game and this is allowed one time with the players occupying the same position in the batting lineup. The starting player may only re-enter the game for the person who substituted for him/her. Substitutes may re-enter the game in the same manner.
- Coaching privileges: Two base coaches are allowed for the offensive team, one in the 1st base coaches' box and one in the 3rd base coaches' box. Both coaches must remain in the box while their team is at bat.
- Protests: Not allowed on judgement calls- ONLY on rules interpretations.
- Appeals: Are defined as a play in which an umpire is unable to make a decision unless he/she is requested to do so by a coach or player. Appeals are allowed when there is a question about a player leaving a base too soon, missing a base, or a check swing. If time has been called, the defensive team must set itself and request judgement from the umpire on the play in question.
- The umpires are empowered to make all decisions on the playing field. If a protest is made, it shall be brought to the Softball Rules Committee who will then make a final decision. A protest may only be made if it questions the applicability of the rules. No protest will be considered which pertains to any judgement call made by an umpire.
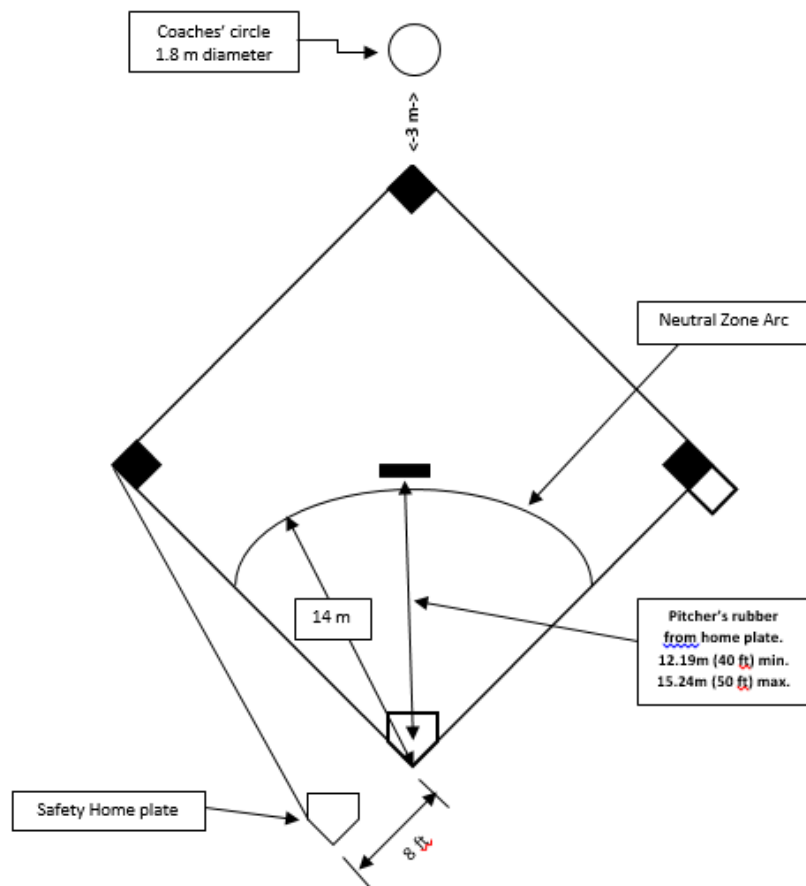
COACH PITCH SPECIFIC RULES

- A five pitch, three swing rule will be enforced in coach pitch softball. After five pitches or three swings, whichever comes first, the batter will be declared out. Players cannot be walked.
- A coach from the team batting will do the pitching for his/her team, but the defensive team will still field an athlete in the pitcher position. The coach pitching does not field at all, but they can defend themselves. A dead ball will be declared if the ball contacts the coach and the batter/runners will be awarded one base; however, it's the umpire's discretion on awarding the base if he/she deems the coach could not get out of the way.
- T-Ball Assistance: Athletes in Coach Pitch that need a tee may use a tee when they are batting. T-Ball assistance is meant for athletes that are unable to hit a pitched ball.
  - Registration: Athletes using a tee must be marked on the registration forms that they will be using a tee. Only athletes that have been properly registered as needing T-Ball assistance aer allowed to use a tee during competition. Athletes may not switch between coach pitch and tee during the same at bat. Athletes may switch between at bats.
  - Roster: Teams may only have up to half their roster registered to use a tee in the coach pitch division. (EX: 10 on roster->no more than 5 registered to use a tee. 15 on roster-> no more than 7 registered to use a tee)

TEE BALL SPECIFIC RULES

- Neutral Zone: A 14 meter (45 feet, 11 ¼ inch) arc is marked from the 1st base line to the 3rd base line. All defensive players must stand behind the neutral zone before the ball is hit.
  - If a ball does not cross the arc line and is untouched by a defensive player it is considered a foul ball.
  - Players can rush the ball if it is moving, but if the ball stops forward movement (without being touched defensively) prior to the neutral zone line, it is a foul ball.

- ➢ If a defensive player rushes and touches a still moving ball before it reaches the neutral zone line, it is considered a live (fair) ball.
- The coaches' circle will be located 3 meters (9'10 ¼") beyond 2nd base and be 1/8 meter (5'11") in diameter. One coach from the defensive team will be allowed to stand in this circle while his team is on the field.
- A batting tee will be placed directly on home plate. A coach from the batting team will adjust the tee to fit the batter. This coach will be one of the two coaches occupying the 1st base line or 3rd base line coaches boxes. Once the tee is adjusted, the coach should return to the coaches' box.
- To start play, the catcher will place the ball on the tee and the umpire will say "Play Ball" at which time the batter will step into the batter's box and hit the ball.
- The batter must hit the ball between the foul lines and beyond the neutral zone arc to be ruled a fair ball. If the batted ball does not leave the neutral zone, and a defensive player does not touch it, the ball will be called a foul ball.
- Strike Out: Three strikes (swings) or if the batter has two strikes and fouls off the third attempt. Batters in the T-ball division do not start with one strike.
- A regulation game consists of six innings. A new inning will not begin after 50 minutes.
- A batting team's half of the inning shall end when three outs have been made or the line-up batting order is complete. (to clarify: the line-up refers to those players listed as playing in the game NOT all players listed on the roster.)
- After a ball is hit into fair territory and the batter has left the batter's box, the umpire shall remove the tee from home plate and set it in foul territory.

TEE BALL FIELD SET UP

Coaches' circle
1.8 m diameter

<-3 m->

Neutral Zone Arc

14 m

Pitcher's rubber from home plate.
12.19m (40 ft) min.
15.24m (50 ft) max.

Safety Home plate

8 ft

UNIFIED SOFTBALL SPECIFIC RULES

- Roster: minimum 10, maximum 16. Proportionate number of athletes and Unified Partners.
- Line up: 5 athletes and 5 unified partners. Teams must register and start with 10 players.
  - ➢ A team must start with 10 players; if one is lost to injury, a team may continue to play with 9 players but anytime that player is due up to bat an out will be declared. If a team loses another player (8 or less) the game is forfeited. The teams may finish out the game/time limit, but will be recorded as a forfeit. (Recorded score for a forfeit is 7-0)
  - ➢ If a team has less than 10 players then there must be an equal number of athletes and Unified Partners in the field OR more athletes than Unified Partners in the field.
  - ➢ If a team is using the EH (Extra Hitter) then there must be 12 batting team members (6 athletes and 6 unified partners) in alternating order and 10 of those will play defense. EH's must remain in the same batting position throughout the game but subs can be made.
- Batting Order: Athletes and Unified Partners must alternate. Order remains the same throughout the game.
- **Tees for batting are not allowed in Senior Unified Softball.**
- **JUNIOR UNIFIED ONLY:** Athletes and Unified Partners may use a tee when batting.
- Defensive Positions:
  - ➢ Infield: Two athletes and two unified partners
  - ➢ Outfield: two athletes and two unified partners
  - ➢ Pitcher/catcher: one athlete and one unified partner

- Home Run Rule: Limit of two over the fence home runs per team will be used in all Unified divisions.
  - ➢ After two over the fence hits, the ball is dead, the batter is out and <u>no</u> runners can advance.
  - ➢ Any fair fly ball touched by a defensive player that clears or has cleared the fence in fair territory, should be declared a four base award and shall not be included in the total of over the fence home runs.
  - ➢ A home run will be charged for any ball hit over the fence whether runs score or not.
  - ➢ Both athlete and unified partner home runs count toward the Unified home run limit.
- In the Park Home Run/Extra base rules: There are no limits to in the park home runs; however, the following modifications apply.
  - ➢ Athletes are allowed to hit an unlimited number of in the park home runs.
  - ➢ Unified partners are limited to doubles on all extra base hits; no in the park home runs or triples are allowed for UP's.
- Athletes/UP's on base when a home run is hit (either over the fence or in the park) may advance at their own risk. There is no base limit for those on base when a homerun is hit.
- **UP's that are walked when at bat will be awarded two bases and the athlete following them in the batting order will have their "at bat". EXCEPTION: With two outs, the athlete batter has the option to walk or bat.**
- Each team shall have a NON PLAYING coach responsible for the lineup and the conduct of their team during competition. Coaches shall take appropriate measures to prevent any player from dominating the game. Coaches shall warn any athlete/UP whose play is deemed dangerous. Subsequent dangerous play by that athlete/UP shall result in disqualification from the game.
- All Special Olympics South Dakota rules are used.

UNIFIED SOFTBALL SAFETY RULES:
- Position Requirements:
  - ➢ 1st base, 3rd base and pitcher- helmet and facemask recommended.
  - ➢ Catcher-helmet, face mask and chest protector required. Shin guards are optional.
  - ➢ Helmet face masks are encouraged for batters and players in the infield. Shin guards are optional.
- Unified Divisioning Requirements: Please note which Unified Divisioning you prefer (divisioning is not a guarantee; however, it is a helpful tool to place teams in a division that is appropriate and safe).
  - ➢ Competitive Divisioning: majority of athletes and Unified Partners are adults and/or have softball experience
  - ➢ Player Development Divisioning: majority of athletes and Unified Partners are youth and/or have little softball experience
  - ➢ Player development is more a learning and mentoring experience for the athletes.

INDIVIDUAL SOFTBALL SKILLS COMPETITION

The Individual Softball Skills Competition is provided for athletes with limitations (such as walkers or wheelchairs), younger athletes and athletes new to the sport of softball or older athletes who may have the skills but are no longer able to play the game. Individual skills is NOT for athletes who can already play the game.

- Four events make up the Skills Competition: Base running, Throwing, Fielding and Hitting.

- The athlete's final score is determined by adding together the scores achieved in each of the four events.
- Skills athletes will be divisioned based on gender, age group and qualifying score.

Event #1: Base running
- <u>Equipment</u>: Three bases, home plate, safety home plate, helmet, stopwatch.
- <u>Purpose</u>: To measure the athlete's base-running ability.
- <u>Description</u>: Bases are set up and positioned 65 feet apart. The athlete, wearing a helmet, is instructed to start on home plate and run around the bases as fast as possible, touching each base en route.
- <u>Scoring</u>: The time starts when the athlete leaves home plate and stops when the athlete returns to the safety 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 (subtracted from the score). The best of two trials is recorded.

Event #2: Throwing
- <u>Equipment</u>: Marked throwing line, two measuring tapes, softballs & small cones/marking stakes.
- <u>Purpose</u>: To measure the athlete's ability in throwing for distance and accuracy.
- <u>Description</u>: The player being tested stands behind the restraining line, back far enough to take one or two 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. Volunteers should be positioned to mark the spot where the ball first touches the ground. The athlete will have two trials and the better of the two throws is recorded as the athlete's score. If the athlete steps on or over the restraining line before releasing the ball, the trial must be repeated. There will be a maximum of two repeats.
- <u>Scoring</u>: 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 athlete's score is 44 pts. (Distance thrown (50) minus number of meters off target (6) results in a net score of 44 meters). Athletes score one point per meter. If the score falls between meters, the score should be rounded down (example: 44.73 equals 44).

Throwing Line ——————

60m
55
50 - - - - - - - - Error 6m
45
40
35
30
25
20
15

5

D i s t a n c e

Restraining Line
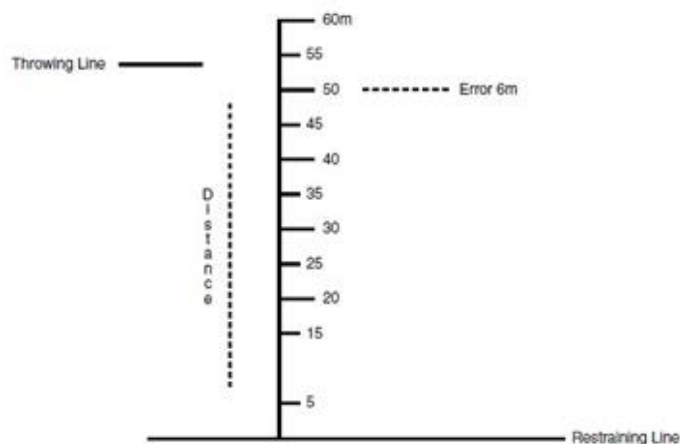
EVENT #3: Fielding
- Equipment: softballs, measuring tape, chalk/line, cones, pitching machine if available.
- Recommendation: conduct the fielding on the infield not grass. Use of a pitching machine if available provides more consistency is encouraged; if not available, then the same person should throw the ball for the entire fielding portion of the competition.
- Purpose: To measure an athlete's fielding ability
- Description: The athlete will stand between and behind the two cones. The official (or pitching machine) must throw the ball on the ground to the athlete, between the cones. The throw to the athlete must hit the ground before the 6.1m (20 ft) chalk line. 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 body, but off the ground). Two points are awarded for a ball that is blocked but remains in front of the athlete. Zero points for a missed attempt. Total score equals 10 attempts in two trials of five each. The maximum total is 50 points.

Fielding
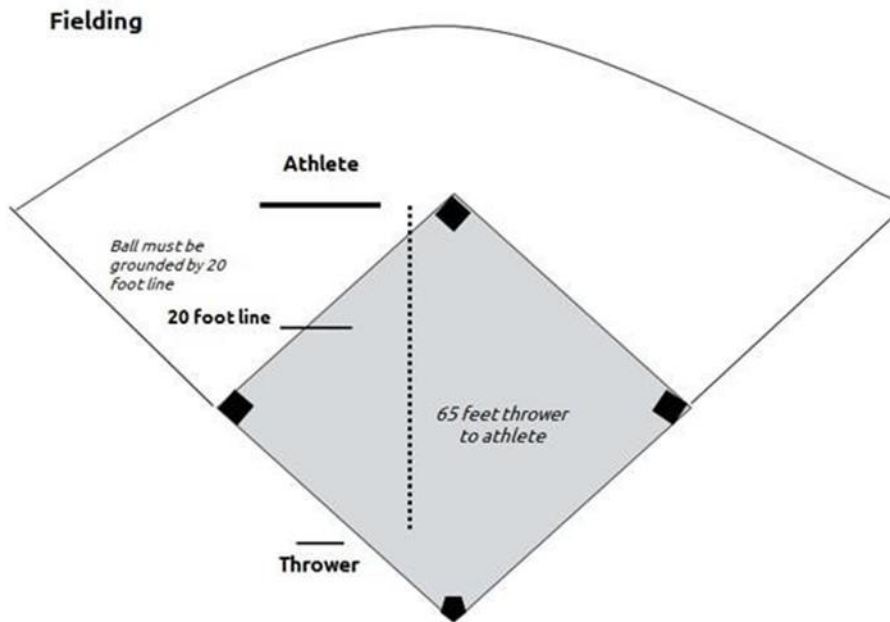
Example:

Trial #1:
1st attempt: 5 pts (clearly fielded)
2nd attempt: 5 pts (clearly fielded)
3rd attempt: 2 pts (ball blocked)
4th attempt: 0 pts (missed, ball passed)
5th attempt: 5 pts (trapped against body)
Trial 1 Total: 17 pts

Trial #2:
1st attempt: 5 pts (trapped against body)
2nd attempt: 2 pts (ball blocked not fielded)
3rd attempt: 2 pts (ball blocked)
4th attempt: 2 pts (ball blocked)
5th attempt: 5 pts (clearly fielded)
Trial 2 Total: 16 pts

Fielding Total Score = 33 pts

EVENT #4: Hitting
- Equipment: Batting tee, helmet, softballs, bat, measuring tape and chalk
- Purpose: To measure the athlete's ability to hit for distance when hitting off a batting tee
- Description: The athlete will wear a batting helmet. Standing in a regulation size batter's box, the athlete is instructed to hit the ball off the tee. The athlete receives three attempts.
- Score: The distance of the longest hit shall determine the athlete's hitting 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. If the score falls between meters, scores should be rounded down (46.73 equals 46).

Special Olympics South Dakota
Individual Softball Skills Contest

Name:_____**School/Agency**_____

Event #1: Base Running

Best out of two trials. For each trial, the time elapsed is subtracted from 60 sec for the point score. THEN, 5 seconds for each based missed is subtracted from the point score. Times are measured to the nearest second and should be rounded down.

	Time	Penalty	Score

Trial #1:   60 - _____ - _____ = _____

Trial #2:   60 - _____ - _____ = _____

Event Score

Event #2: Hitting

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 nearest meter. If score fall between meters, scores should be rounded down.

Attempt #1	Attempt #2	Attempt #3
_____	_____	_____

Event Score

Event #3: Fielding

The athlete receives five points for a clearly fielded ball (either caught in glove or trapped against body, BUT off the ground), two points for a ball that is blocked and zero points for a missed attempts for a maximum score of 50 pts. (10 attempts total → two trials of five attempts)

Trial #1

Trial #2

Event Score

Event #4: Throwing

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 (number of meters the ball landed off target) away from the throwing line. The athlete's score is the better of the two throws. Example: if the ball lands even with the 50.3m point on the measuring tape, but is 6.8m off to one side, the athlete's score is calculated as such 50.3-6.8=43.5. Scores rounded down to the nearest full meter (43.5=43).

	Distance	Error	Score

Throw 1 →   _____ - _____ = _____

Throw 2 →   _____ - _____ = _____

Event Score

FINAL SKILLS SCORE

FINAL SOFTBALL SKILLS SCORE (add all 4 event scores together)

DIVISIONING

Divisioning is the process we use to set up competitions where athletes are competing against other individuals or teams with the same skill level and ability. Divisions are based on skill level, age and gender. Individual sports and team sports each have a different process for divisioning.

The divisioning process for team sports is much different, and much harder, than individual sports. Unlike most individual sports, team sports do not have concrete distances or times that can be used, although we do have teams submit assessment scores for individual players. Once a game starts, however, the information contained in the assessments often takes a back seat to the dynamics at play minute-by-minute, play-by-play on the court or field.

The challenge with divisioning team sports is that there are many factors that affect how a team performs on any given day — missing players, illness, penalties, behavior, coaching, who's hot and who's not, individual match-ups, etc. With divisioning in team sports, much more emphasis is put on game results, common opponents, coach rankings and coach notes. There is not a perfect science to ensure that all divisions will have close games, which is why we have developed a process for team sports that includes divisioning committees. The divisioning committees allow for more coach involvement, better team evaluation and improved divisioning. We recognize there may be some games during a competition that are not competitive, but we hope that the team sports divisioning process creates the most equal divisions as possible.

To help put team divisioning in Special Olympics in context, take a quick look at other sports organizations. Most other sports organizations, whether high school, college or pro, go through a series of eliminations to find the top two teams to play each other for a championship. Given the nature of those tournament formats, the goal of which is to eliminate the competition and single out the "best" two teams of sometimes hundreds of teams, one would expect their championship games to be extremely competitive and tight. But they seldom play out that way because of all the same variables and factors mentioned above in what makes divisioning difficult for Special Olympics. For instance:

- During the last 10 years of college football championships, there have only been two games where the margin of victory was three points or less

- The largest margin of victory during an NCAA championship basketball game was 30 points (UNLV 103, Duke 73)

- The average margin of victory in the Super Bowl during the 1980s was 22 points. Super Bowl scores included the Raiders defeating the Redskins 38-9, the 49ers beating the Dolphins 38-16, the Bears defeating the Patriots 46-10, the Redskins win over the Broncos by a score of 42-10, and lastly the 49ers over the Broncos 55-10

- The team with the better regular season winning percentage has won the World Series 53 times, only 50% (53 of 106) of the time

- There have been 18 World Series four-game (4–0) sweeps

- Since 1905 when the World Series format changed to a best-of-seven series, only 35 out of 96 World Series have gone to a Game 7 showdown. That's roughly 36% of all World Series.

- Since 1939 when the Stanley Cup format changed to a best-of-seven game series, only 14 series have extended to seven games

- Since 1950, only 16 NBA championship series have gone to seven games. There have been eight 4-0 sweeps

Our goal is that teams within a division are as competitive as they can be with each other, but as illustrated above the dynamics of team sports don't always play out that way. And even if games within a division are all competitive, a team still has to win the division and a team still has to lose the division.

Sportsmanship

Good sportsmanship is both the coach's and athlete's commitment to fair play, ethical behavior and integrity. In perception and practice, sportsmanship is defined as those qualities which are characterized by generosity and genuine concern for others. Below we highlight a few focus points and ideas on how to teach and coach sportsmanship to your athletes. Lead by example.

Competitive Effort

- Put forth maximum effort during each event.
- Practice the skills with the same intensity as you would perform them in competition.
- Always finish a match/event: Never quit.

Fair Play at All Times

- Always comply with the rules.
- Demonstrate sportsmanship and fair play at all times.
- Respect the decision of the officials at all times.

Softball Registration Evaluation Form
(please fill out by team)

Delegation: _____   **Area:** _____

Team Attending Area? _____   Team Attending Regional? _____   Team Attending State? _____

Team Name: _____

Athlete Last Name:	Athlete First Name:	Date of Birth:	Hitting*	Fielding*	Base Running*	Game Awareness*	Throwing*	Pitching*	Catching*	Total
								Total score for all athletes	
								Please Fill in # of Players --->		
								Average amongst all players (will automatically be calculated)		

*Please refer to information on next page for skill levels for each assessment area.

The maximum roster size for a softball team is 16.

Please list top 12 players first - calculation based on top twelve scores. Unified Partners are included in the above assessment.

Comments:

_____
_____
_____

17

Player Evaluation descriptions of each skill

A. Hitting
(one choice – should be the most representative of the athlete's skill level)

Athlete needs direction on proper stance, grip and where to stand (1)

The player exhibits proper stance and grip and knows where to stand, but does not usually make contact with the ball (2)

The player occasionally makes contact, but is not familiar with what is a strike pitch (3)

The player regularly makes contact, but does not hit the ball out of the infield (4)

The player regularly makes contact and occasionally hits the ball to the outfield (5)

The player regularly makes contact and hits the ball with authority (6)

B. Fielding
(one choice – should be the most representative of the athlete's skill level)

The athlete is unable to make basic fielding plays (1)

The athlete cleanly fields balls hit directly at them (2)

The athlete attempts to field balls hit within three or four feet of them (3)

The athlete occasionally fields balls hit within 3-4 feet of them (4)

The athlete regularly fields balls hit within 3-4 feet of them (5)

The athlete routinely makes all basic plays and some difficult plays (6)

C. Base Running
(one choice – should be the most representative of the athlete's skill level)

The athlete needs direction on when to run (1)

The athlete knows when to run, but will only move forward one base without coaching direction (2)

The athlete has a basic understanding of when to move more than one base (3)

The athlete has a fair understanding of when to run and when not to run and sometimes looks to the coach for cues and direction (4)

The athlete has a complete understanding of when to run, how many bases to take and is consistently able to pick-up and use the coaches direction (5)

D. Game Awareness
(one choice – should be the most representative of the athlete's skill level)

The athlete needs frequent coaching on what to do on both offense and defense (1)

The athlete exhibits an understanding of the most basic game situations (2)

The athlete has a fair knowledge of what to do in most game situations, but still requires occasional coaching (3)

The athlete has a clear understanding of what they should do in the context of the current game situation (requiring little or no coaching) (4)

The athlete is able to make the play at hand and also recognize that there is other action occurring which may require attention (5)

The athlete has a clear understanding of not only their role in the game, but of their teammates' roles as well and is able to use that knowledge to direct play on the field. (6)

E. Throwing
(one choice – should be the most representative of the athlete's skill level)

The athlete has difficulty throwing the ball on the fly for any distance (1)

The athlete is able to throw the ball on the fly a distance of at least 10 feet (2)

The athlete regularly makes throws of at least 25 feet (3)

The athlete is able to regularly make accurate throws of up to 25 feet (4)

The athlete can regularly mke an accurate throw within the infield or from the outfield to a cut-off (5)

The athlete regularly throws the ball accurately to any other position or player on the field (6)

F. Pitching
(one choice – should be the most representative of the athlete's skill level)

The athlete has the right distance, but is consistently unable to get the ball over the plate for a strike (1)

The athlete occasionally throws the ball in the strike zone, but without the correct arch (2)

The athlete frequently throws the ball in the strike zone, but without the correct arch (3)

The athlete occasionally throws quality pitches for strikes showing the proper technique and delivery (4)

The athlete frequently throws quality pitches for strikes showing the proper technique and delivery (5)

The athlete consistently throws quality pitches for strikes showing the proper technique and delivery court (6)

G. Catching
(one choice – should be the most representative of the athlete's skill level)

The athlete has difficulty catching most thrown balls (1)

The athlete is able to catch balls thrown or hit directly to them (2)

The athlete is able to catch some balls not thrown directly on target (3)

The athlete is able to regularly catch balls thrown off target and occasionally those thrown or hit within 2-3 feet of their starting position on the field (4)

The athlete frequently catches batted or thrown ball's requiring movement from their original fielding position (5)

The athlete regularly catches ball requiring movement from their original fielding position, plus all balls thrown or hit directly at them and all balls thrown off target (6)

Softball Registration
(please fill out by team)

Delegation: _____ **Area:** _____

Team Attending Area? _____ **Team Attending Regional?** _____ **Team Attending State?** _____

Team Name: _____ **Team Type:** _____

1. Competition Record for Previous Three Games: Please list three games played in this competition season against another team - please submit any games played prior to area competition (we will receive area results from Area Coordinator).

Opponent*	Date	Score	Winner of Game Our team/Opponent	Our Team Stronger/Equal/Weaker than opponent

2. If you brought this team to state last year, is your team:

Stronger   Equal   Weaker   New Team

3. If this team came to last year's competition, what was their name last year (i.e. Wild Angels **Silver**)? _____

4. Are you missing any key players? If so, please explain: _____

5. Any Additional Team Information about your team's ability level (including information about Unified Partners) _____

6. If your delegation is bringing more than one team to the state softball, please rank your teams in order of their strength and indicate which division (1 - 5, 1 being strongest division) you feel they should play:

Softball Team Name: _____   Division: _____

Softball Team Name: _____   Division: _____

Softball Team Name: _____   Division: _____

Softball Team Name: _____   Division: _____

7. If this team competed in last years Special Olympics South Dakota Fall Classic Tournament, do you feel they were divisioned appropriately?

Yes   No   If No, should they have been higher or lower?

(Please underline or bold)   (Please underline or bold)   Higher   Lower

Information Submitted by:

Head Coach _____   **Date** _____