



2024 SW Area SOFTBALL

DATE / LOCATION:

Saturday, July 20th

Ewing Sports Complex
1400 S Scenic Avenue
Springfield, MO 65807

Coach/Team Check-in: 8:45AM-9:15AM,

Opening Ceremonies: 9:15 AM,

First Games: 9:30 AM

Roster, Physicals, Unified Partner Forms, Meal Count Forms, and Class A's due June 24th

Please send all forms to jwilliams@somo.org

Lunch will be provided. Concession stand has not been verified at this time.

Please bring water bottle and sunscreen as needed.

COMPETITION NOTES:

-If the heat index on the day of the tournament is forecasted to be 105F or higher, the event will follow a heat schedule or be cancelled. Coaches will be notified as soon as possible if questionable conditions exist.

-All athletes on your roster must have current physicals. Please bring copy of all athlete physicals with you to the competition in case of emergency.

SOMO West Regional Softball – Saturday, August 24th- Kansas City, MO

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Please direct any questions to:

Special Olympics Missouri
Jesse Williams, Area Program Director
E-mail: JWilliams@somo.org

COMPETITION:

The following pertain to all softball events:

1. An inning shall consist of ten batters or three outs whichever comes first.
2. The tenth batter shall run the bases, if he/she hits the ball in fair territory, until he/she is declared out. If a fielder while in possession of the ball touches ANY base in front of the tenth batter regardless if there is a force out or not, after the ball has been hit into fair territory, the runner shall be declared out and the inning is over. If the base touched is any base other than first base, all runners that cross home plate shall count if in the opinion of the umpire they would have scored before the out occurred. If the fielders fail to touch any base in front of the tenth batter, then he/she may only be declared out if tagged with the ball.
3. A team may start a game with 8 or 9 players and may add up to 10 players but only at the end of a complete inning. If a team starts the game with 11 players (use an extra player, "EP") they must finish with 11 players. If you start with 10 players, however, you may end with 8 players.
4. If a team only has 8 or 9 players they may only bat 8 or 9 players in an inning.
5. There will be **NO** Unified Sports® Tee Ball or Team Skills offered. Coach Pitch will be the first division that Unified Sports® will be offered in and **ONLY** in the Junior Division.
6. SOMO will use the Softball Skills Assessment Form (modified by SMAC) to assess and division teams prior to Districts.
7. SOMO will use colored softballs (either orange/yellow) at ALL levels for competition and encourages coaches to use them at practices, as well.

C. The following pertain to Tee Ball Rules:

- i. The batting line-up may consist of all the players on the roster or only 10 batters at the discretion of the coach.
- ii. Each team may substitute freely when they are on defense (in the field).
- iii. The ball may not be fielded by anyone unless it travels a minimum of 45 ft. Any attempt by the pitcher to get out of his circle and field the ball shall make the ball live. The batter may run to first and all runners may advance at their own risk. The batter may be put out at first base or tagged out before reaching first base.
- iv. SOMO will use a Restricted Injury Factor (RIF) 12 –inch ball for T-Ball.

D. The following pertain to Coach Pitch Rules:

1. Each team will begin the game with Special Olympics athletes in designated defensive positions (**you may still play with an EP**).
2. The Special Olympics athlete who is the designated pitcher will be positioned on the field **in a pitcher's area (located behind the regulation pitching rubber)**. The designated pitcher cannot leave the pitcher's area until after the ball has been hit. He/she may then field or attempt to field any live ball.
3. Each batter will be afforded the same opportunity to hit a pitched ball. Each batter will have **up to five (5) pitches** to get a hit or strike out. **No batter will be allowed to walk.**
4. The **coach** of the offensive (batting) team **will pitch** to his/her own team. If the coach is unable to pitch, then the Games Rules Committee will choose a neutral pitcher. The neutral pitcher may pitch to one or both teams.
5. The (**coach or neutral person**) pitcher **cannot field** or attempt to field any live ball. Any attempt to field a live ball will be ruled interference and the batter will be given another attempt to hit the ball. If a ball hits the coach-pitcher, the ball will be declared a dead ball, runners may advance one base, and the batter will be allowed to go to first base.
6. The (**coach**) pitcher **will not be allowed to move closer than eighteen (18) feet** to pitch to the batter. Whenever possible the pitcher should be at regulation pitching rubber in order to teach the skills of the game.
7. The **coach of the defensive team** will be allowed to stand **ten (10) feet behind second base** to coach his/her team while they are in the field. Defensive coaches may also stand outside the foul lines (first base and third base).
8. The batting line-up may consist of all the players on the roster or only 10 batters at the discretion of the coach.
9. Each team may substitute freely when they are on defense (in the field).
10. The base distance for Coach-Pitch Softball shall be 60 feet.
11. SOMO will use a Restricted Injury Factor (RIF) 12 –inch ball for Coach-Pitch.

E. The following pertain to Unified Sports® Slow Pitch Softball:

1. The roster **must** consist of at least 50% athletes always.
2. The batting order shall be at the discretion of the coach. In other words, the batting order does not have to be alternating athletes and partners.
3. There shall be no position requirements during competition. Players may be positioned at the coach's discretion.
4. Unified Partners MAY be intentionally walked.

F. The following pertain to Unified-Modified Slow Pitch Softball:

1. The object is to help athletes to learn the game. Coaches should make every effort to play the athletes as much as possible. If it is deemed that a team is using this division to do anything else, the team may forfeit and there may be further sanctions.
2. All games will be played using Co-ed Rules.
 - a. The batting line-ups will consist of alternating an athlete and a partner throughout the batting order.
 - b. The pitcher and/or the catcher **MUST** be an athlete, and the other position **MUST** be a partner.
 - c. The infield **MUST** consist of alternating athletes and partners
 - d. The outfield **MUST** consist of alternating athletes and partners
2. Rosters **MAY** consist of equal numbers of athletes and partners, however partners **MAY NEVER** outnumber athletes.
3. Teams **DO NOT** have to be of equal abilities or similar ages.
4. A Unified Partner may **NOT** be intentionally walked to pitch to an Athlete.

G. This pertains to Team Skills Softball:

1. A plastic/rubber garbage can 30cm in diameter by 60cm tall shall be used for the Softball Team Skills target. A 5 CM variance will be allowed.

H. Competition Uniforms

1. All softball teams shall wear the ASA approved uniforms.
2. ALL individual skills competitors shall wear any short that conforms to the Competition Uniforms Rules or sweat pants, a T-shirt, tank top, or sweatshirt, and any footwear that conform to the Competition Uniforms Rules.

GENERAL RULES

1. Each team will consist of 10 players. Fifteen may be placed on the roster. No player may play on two teams during the tournament. There will be an automatic forfeit if this happens.
2. **Each player on the roster must bat at least one time and play one inning in the field per game.**
3. NO SMOKING or other tobacco products will be allowed in the dugouts, on the fields, or while your team is competing.

EQUIPMENT

1. 30 centimeters (12") softballs will be used for all tournament play. ***Note: Level 2 Coach Pitch will use a ball with softer texture.
2. Only bats marked by the manufacturer as "Official Softball" may be used.
3. The first baseman's trapping-type glove may be worn by the first baseman and catcher only.
4. The catcher IS REQUIRED to wear a mask and helmet.
5. All batters and base runners must wear a helmet.

AWARDS will be presented once all players are finished with play.

NEW RULE SOFTBALL-2016

Safety Home Plate:

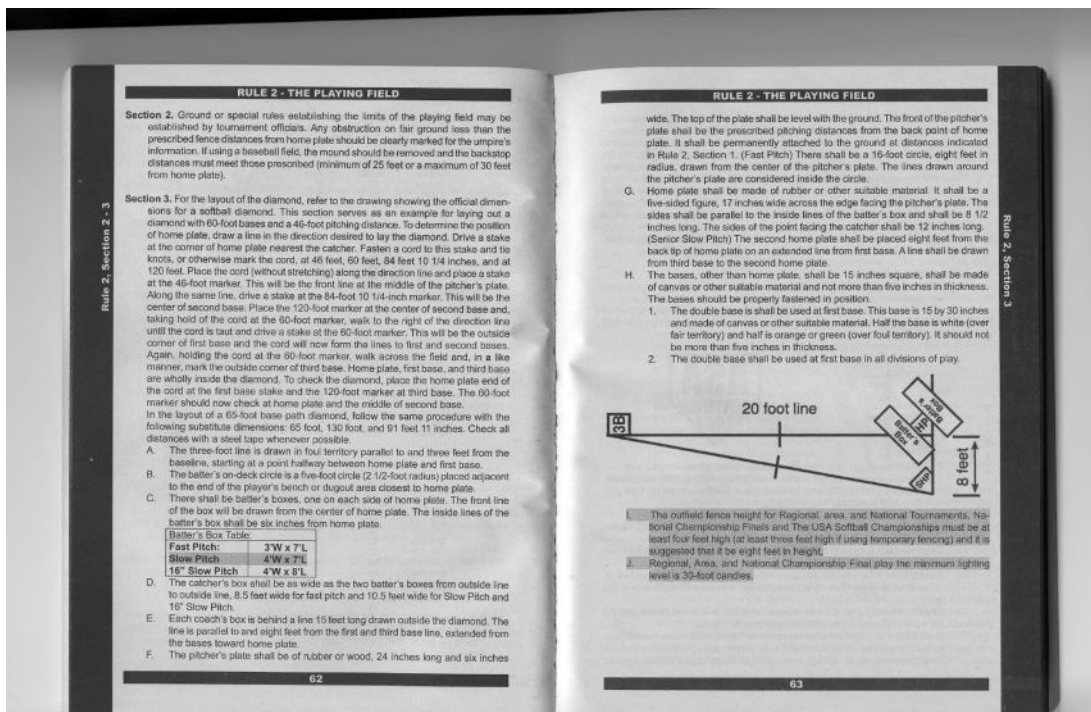
Shall be placed in foul territory, eight feet from the back tip of home plate on a line extended from first base. A line shall be drawn from third base to the safety home plate.

1. Defensive players can only touch home plate and runners can only touch the safety 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.
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.



Softball Skills Assessment

Name:	_____	Athlete	Partner
Jersey Number:	_____	Coach's Name:	_____
Team Name:	_____	Evaluator's Name:	_____
Delegation:	_____	Date of Evaluation:	_____

DO NOT COMPARE ATHLETES TO EACH OTHER

0-1 Low Motor/Individual Skills/Team Skills	2-3 Grade School level player (Modified)
4-5 Junior High School level player (Reg/Mod)	6-7 High School level player (Regulation)
8 College level player (Unified/Regulation)	

Individual Assessment for Team Play

A. HITTING (one choice should be the most representative of the athlete's ability)

- Athlete cannot hit a pitched ball (0)
- Athlete needs direction on proper stance, grip, and place to stand (1)
- Athlete will not swing at a pitched ball (2)
- Athlete exhibits proper stance and grip, knows place to stand, but does not usually make contact with the ball (3)
- Athlete occasionally makes contact, but is not familiar with what is a strike pitch (4)
- Athlete regularly makes contact, but does not hit the ball out of the infield (5)
- Athlete regularly makes contact and occasionally hits the ball to outfield (6)
- Athlete regularly makes contact and hits the ball with power and velocity (7)
- Athlete has the ability to place hit balls in opposite fields (8)

Score:

B. FIELDING (one choice should be the most representative of the athlete's ability)

- Athlete makes no attempt to field ball (0)
- Athlete can stop a ground ball but cannot catch a fly ball (1)
- Athlete is unable to make basic fielding plays (catching fly balls and/or grounders) (2)
- Athlete occasionally cleanly fields balls hit directly to them (3)
- Athlete cleanly fields balls hit directly to them three out of five times and attempts to field balls hit within three to four feet of them (4)
- Athlete occasionally fields balls hit within three to four feet of them (5)
- Athlete fields balls four out of five times when hit within three to four feet of them (6)
- Athlete routinely makes all basic plays (7)
- Athlete makes difficult plays (i.e. turning double plays, tracking deep fly balls, and fielding hard grounders) (8)

Score:

C. BASE RUNNING (one choice should be the most representative of the athlete's ability)

- Athlete does not run (0)
- Athlete does not run in proper direction without instruction (1)
- Athlete needs direction on when to run (2)
- Athlete understands when to run, but will only move forward one base without coaching (3)
- Athlete has a basic understanding of when to take more than one base (4)
- Athlete has a fair understanding of when to run, sometimes looks to the coach for cues and direction (5)
- Athlete has a good understanding of when to run, knows when to tag up and run (6)
- Athlete has a complete understanding of when to run, how many bases to take, and how to slide (7)
- Athlete consistently able to pick-up and use the coach's direction (8)

Score:

D. GAME AWARENESS (one choice should be the most representative of the athlete's ability)

- Athlete has no concept of the game (0)
- Athlete needs direct assistance in all facets of the game (1)
- Athlete needs frequent coaching in offense and defense (2)
- Athlete has understanding of the most basic game situations (3)
- Athlete has a fair understanding of what to do in most game situations, but still requires coaching (4)
- Athlete has a clear understanding of what to do in most game situations, requires little or no coaching (5)
- Athlete is able to make the play at hand, also recognizing other action occurring which may require attention-backing up other players, run down situations, etc. (6)
- Athlete has a complete understanding of their role and teammates' roles (7)
- Athlete shows leadership by directing play on the field (8)

Score:

E. THROWING (one choice should be the most representative of the athlete's ability)

- Athlete is unable to throw (0)
- Athlete has difficulty throwing the ball from a stationary position (1)
- Athlete has difficulty throwing the ball on the run for any distance (2)
- Athlete can throw at least 10 feet from a stationary position (3)
- Athlete is able to throw the ball on the run a distance of at least ten feet (4)
- Athlete regularly make throws of at least 25 feet (5)
- Athlete regularly makes accurate throws of up to 25 feet (6)
- Athlete regularly makes accurate throws within infield or from the outfield to a cut-off (7)
- Athlete regularly throws the ball accurately to any other position or player on the field, with speed and

Score:

F. PITCHING (one choice should be the most representative of the athlete's ability)

- Athlete cannot pitch a ball (0)
- Athlete cannot pitch a ball the proper distance (at least 39 feet) (1)
- Athlete has the right distance, but is consistently unable to get the ball over the plate for a strike (2)
- Athlete throws more balls than strikes (3)
- Athlete occasionally throws the ball in the strike zone, but without the correct arch (4)
- Athlete frequently throws the ball in the strike zone, but without the correct arch (5)
- Athlete occasionally throws quality pitches for strikes showing the proper technique and delivery (6)
- Athlete frequently throws quality pitches for strikes showing the proper technique and delivery (7)
- Athlete consistently throws quality pitches for strikes showing the proper technique and delivery, mixing pitches to adjust to batter and count (8)

Score:

G. CATCHING (one choice should be the most representative of the athlete's ability)

- Athlete cannot catch a ball (0)
- Athlete does not attempt to catch a ball (1)
- Athlete has difficulty catching most thrown balls (2)
- Athlete is able to catch balls thrown or hit directly to them (3)
- Athlete can catch some off target balls (5)
- Athlete can occasionally catch thrown or hit within two to three feet of their starting position (6)
- Athlete frequently catches hit or thrown balls requiring movement from their original fielding position (7)
- Athlete regularly catches balls requiring movement, with exceptional speed to track balls and the ability to leap high to catch rising line drives (8)

Score:

Total Score:

(Maximum Score = 56)