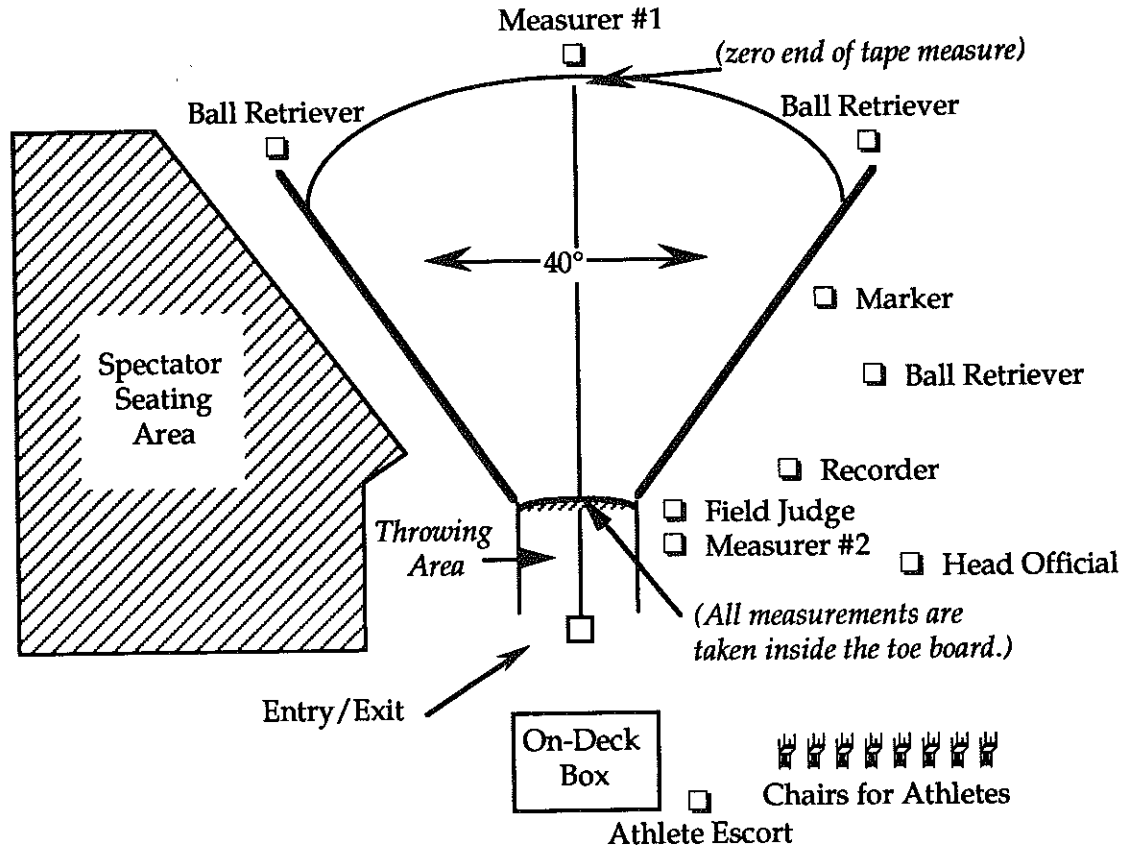




### Softball Throw



#### Event Flow

1. The Head Official oversees all Softball Throw areas.
2. Once his/her name is called, each athlete is given 90 seconds to attempt a throw.
3. The Field Judge verifies each throw by raising a white flag for a legal throw or a red flag for a foul.
4. Once the ball lands, the Marker enters the sector and marks the landing point.
5. Measurer #1 enters the landing sector and positions the zero end of the tape at the designated landing point.
6. Measurer #2, located at the back of the throwing area, pulls the tape taut and locates the end of the tape at the center of the throwing area's back line.
7. The Field Judge reads the distance from inside the arched throwing restraint line; the Recorder records the distance.