

SOFTBALL

- d. 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

4. Hitting

- a. Equipment — Batting tee, 30.5-centimeter (12-inch) red-stitch restricted-flight softballs, bat, measuring tape and chalk.
- b. Purpose — To measure the athlete's ability to hit for distance when hitting off a batting tee.
- c. 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.
- d. 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 final score is determined by adding together the scores achieved in each of the four events which comprise the Individual Skills Competition.

SECTION F--T-Ball Team Competition

1. Divisioning

- a. Teams will be divisioned according to a team score compiled in the Individual Skills Competition and a classification round.
- b. Coaches must submit an Individual Skills Competition score for each player prior to the conducting of competition. A team score is determined by adding the 12 players' scores and dividing that total by 12.
- c. Teams are initially grouped in divisions according to their Individual Skills Competition team scores. A classification round shall then be conducted as a means of finalizing the divisioning process.
- d. In the classification round, teams will play one or more games with each game lasting no longer than 30 minutes. Each team will be required to play all of the players whose Individual Skills Competition scores were submitted to determine the team score. Both teams will be required to play the field and hit.

2. Playing Area

- a. The field shall conform to ISF standards, with the following modifications:
- b. Bases may be modified to a distance of 18.29 meters (60 feet).
- c. The distance from home plate to the pitcher's rubber may be modified to a minimum distance of 14 meters (45 feet, 11 1/4 inches).
- d. A "neutral zone" will be marked in an arc of 14 meters (45 feet, 11 1/4 inches) from home plate. Any batted ball that does not cross this line will be designated a foul ball.
- e. A coaches' circle will be located 3 meters (9 feet, 10 1/4 inches) beyond second base and made with a 1.8-meter (5 feet, 11 inch) diameter. One coach from the defensive team may be allowed to stand in this circle while his/her team is on the field.
- f. Equipment: Same as Slow Pitch Team Competition



3. Team and Players

- a. Each team must have 10 players in the following positions to start a game:
- b. Pitcher: Defensive position is on the rubber
- c. Catcher: Defensive position is behind home plate
- d. First Baseman: Normal defensive position
- e. Second Baseman: Normal defensive position
- f. Third Baseman: Normal defensive position
- g. Shortstop: Normal defensive position
- h. Four Outfielders: Must play a minimum of 3 meters (9 feet, 10 1/4 inches) behind infielders

4. General Rules and Modifications

- a. A batting tee will be placed directly on home plate.
- b. A coach from the batting team will adjust the tee to fit the batter.
- c. To start play, the catcher will place the ball on the tee and the umpire will say "play ball."
- d. The batter will step in the batter's box and hit the ball.
- e. If the batter completely misses the ball and the tee, the attempt shall be ruled a strike.
- f. All defensive players must stand behind the neutral zone before the ball is hit. They may come into the neutral zone after the ball is hit to field it. If they touch a ball within the neutral zone, and a defensive player does not touch it, the ball will be called a foul ball.
- g. If the batter has two strikes and fouls off the third attempt, he or she shall be declared out.
- h. The batting team's half of the inning shall end when three outs have been made or the batting order is complete.
- i. The batter must hit the ball within the foul lines and beyond the 14-meter (45 feet, 11 1/4 inch) neutral zone to be ruled a fair ball. If a batted ball does not leave the neutral zone, and the defensive player does not touch it, the ball will be called a foul ball.
- j. A regulation game consists of six innings. A time limit of one hour shall be in force for all games.
- k. The umpires are empowered to make all decisions on the playing field. If a protest is made, it shall be brought before the Softball Rules Committee who will then make a final decision. A protest will not be considered which pertains to any judgment call made by an umpire.
- l. 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.

5. Substitutions

- a. Substitutions may be made whenever a "timeout" is called.
- b. Any of the starting players may leave and re-enter the game. This may be done by each starting player only once, with the provision that the players occupy the same position in the batting order as the one they occupied when they left the game. A 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.

6. Coaches Privileges

- a. Two base coaches are allowed for the offensive team, one in the first base coach's box and one in the third base coach's box. The coaches must remain in those boxes while their team is at bat.
- b. One of the two base coaches must adjust the tee to the proper height for each batter and return to the coach's box.

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- c. One coach from the defensive team may be allowed on the field, and he/she must remain in the coach's circle behind second base. Also, he/she must make a reasonable attempt to avoid any ball that is thrown in his/her direction.

SECTION G--Team & Unified Team Slow Pitch Competitions

(Unified rules shown in italics)

1. Choice of Turn at Bat
 - a. 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.
2. Fitness of Ground
 - a. The fitness of the ground for a game shall be decided by the Games Management team.
3. Regulation Game
 - a. A full seven innings need not be played if the team second at bat scores more runs in six innings or before the third out in the last of the seventh inning.
 - b. A game that is tied at the end of seven innings shall be continued by playing additional innings, or until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.
 - c. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs than the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other cause, which puts the patrons or players in peril.
 - d. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more completed innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.
 - e. These provisions do not apply to any acts on the part of players or spectators, which might call for forfeiture of the game. The plate umpire may forfeit the game if any team member or spectator attacks any umpire physically.
 - f. The plate umpire shall declare a forfeit in favor of the team not at fault in the following cases:
 1. If a team fails to appear on the field or, being on the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within a time set for forfeitures by the organization in which the team is playing.
 2. If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.
 3. If, after the umpire has suspended play, one side fails to resume playing within two minutes after the umpire has called "PLAY BALL."
 4. If a team employs tactics designed to delay or to hasten the game.
 5. If, after warning by the umpire, any one of the rules of the game is willfully violated.
 6. If the order for the removal or ejection of a player or any person authorized to sit on the team bench is not obeyed within one minute.