



## Softball Rules Review

The Amateur Softball Association of America Rules (ASA), which is the National Governing Body (NGB) for softball, shall be employed except when they are in conflict with the Official Special Olympics Sport Rules. In such cases, the Official Special Olympics Sports Rules shall apply.

1. Time/inning/run limits:

State Level will be 1 Hour and 10 Minutes

- \* The infield fly rule is in effect for all levels of play
- \* There are no run limits on any level

2. Players:

\* Games that start with less than 10 players will result in the team taking an out on their 10<sup>th</sup> batter.

3. Pitching:

\*High divisions 1-4 are suggested to pitch from the 50' bag. However, teams may choose to pitch from anywhere in the 40'-50' range. (Unified can pitch up to 55')

4. Line-ups:

\*Only 10 Players bat in the line-up at a time. In a given inning these athletes must also hold a position on the field or be marked as the teams Extra Player.

\*Your batting order must be declared at the time that you turn in your score sheets.

5. Equipment:

\*No metal cleats are permitted.

\*All batters and base runners must wear helmets.

\*Catchers must wear masks, and are advised to wear chest protectors, helmets and **throat protectors**.

6. Batting:

\*If a batter has two strikes and fouls off the third pitch, he/she shall be declared out in all divisions.

\*In T-Ball, if the batter misses both the tee and the ball, it is a strike. If the batter hits the tee, it is considered a foul ball.

\***In Unified play**, the batting order must alternate between Special Olympic Athletes and Partners.

7. Coaches:

\*If a coach touches a runner while the ball is still in play, that runner will be declared out. Coaches are required to stay within the boundaries of the coaches' boxes.

\***In Unified play**, a non-playing coach must be identified and assume the responsibility of managing the line-up and the conduct of the team during competition.

\*In T-Ball, one coach from the defensive team will be allowed and must remain in the coaches' circle behind second base.

8. Runners:

\*A pinch runner may not enter the game until the batter has reached 1st base.

\*For athletes that are unable to run due to health concerns (blind, obese, etc.), a replacement runner

\*\* Baserunner's (Second) Home Plate

-Defensive players can only touch the original home plate and runners can only touch the second home plate.

-Runners must touch the second home plate located adjacent to the right-handed batter's box in order to be safe at home.

-Runners tagged by a defensive player will not be out.

-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.

-If the runner touches the original home plate, the runner will be out and the ball will remain live.

- 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.

-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.

9. Fielding:

\* **In Unified**, the following position requirements are: two Athletes and two Partners in both the infield and the outfield, and one Athlete and one Partner as pitcher and catcher.

10. Protests:

\* 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. Protests must be made 30 min. prior to the game of the incident being protested.

\* No protest will be considered which pertains to any judgment call made by an umpire.

11. If a game is tied at the end of regulation play or time limit, an International Tiebreaker will go into Extra Innings:

effect. The athlete who was the 3<sup>rd</sup> out of the previous inning will start off the inning as the baserunner on 2<sup>nd</sup> base. Each team will get a turn at bat. If it is still tied, then the process repeats until there is a winner.