Special Olympics Minnesota
2019 Softball Handbook

CONTENTS

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.

New in 2019

- Updated team roster sizes

Special Olympics Minnesota Softball Handbook

SOFTBALL & COACH PITCH RULES

Rules of competition for Amateur Softball Association and Special Olympics International will be used for all events conducted by Special Olympics Minnesota. The rules listed below are highlights of the rules of competition along with any exceptions. Modifications of the rules may be made at the discretion of the competition management.

Equipment

- Ball – .52 COR, 300 compression, 12-inch stitch.

- Helmets – Batters/Runners must wear helmets at all times while in live ball territory. Athletes coaching from coach box must have a helmet on as well. (Athletes who remove their helmet during play shall be declared out.)

- Catcher – must wear a helmet, face mask and chest protector. Shin guards are optional.

- No jewelry allowed.

- No metal cleats including metal tips

- No wood bats

Game Length and Field

- Length of game – Seven innings or a 70 minute maximum time limit. NO new inning will begin after 60 minutes (Exception to go over 70 minutes is that teams must have equal batting opportunities)

- If a team has a 10-run lead after the completion of five 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 completion of both extra innings, the result will be determined by going back to the last inning when a team had the lead.

- Pitching Rubber – 40–50 feet from home plate.

Roster

- Roster Size – 11 minimum, 20 maximum. 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 the game is forfeited. The teams may finish out the game/time limit, but will be recorded as a forfeit.

- Batting Order – Teams are allowed to bat all athletes only if the opposing team agrees to it.

  Should the opposing team not agree to it, then a maximum of 11 athletes may bat. Batting order must remain the same throughout game.

- Extra Hitter (EH) – An extra eleventh player can be used in the game. The EH must play the entire game and must bat in the same batting order. You may substitute for the EH and place them 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 anybody who has not already played in the game. If the EH leaves the game without a sub, an out will be called. You must inform the umpire and opposing team if you choose to use an EH.

- 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 for a second 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.

- Ejections – Players who are ejected can be replaced with a substitute. Ejected players will be done playing for the day.

Game-play Rules

- Batting – Three outs per inning or a maximum of 10 batters per inning.

- 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.

- Balls and Strikes – Each batter will begin with a one ball and one strike count. After reaching two strikes, one courtesy foul will be allowed, but a foul ball after one courtesy foul will constitute the third strike and the batter is out.

- Infield Fly Rule – Will be used when there is less than two outs and a force out at third or home-plate. Any ball hit up in the infield which can be caught with ordinary effort (by either an infielder/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 they must tag up, if the ball is not caught they do not need to tag up. This call is considered an umpire's judgment and cannot be protested.

- Balls Out of Play – Balls thrown out of the playing area (first and third base over throw for example) are considered dead balls and play stops immediately. The runner(s) will be awarded two bases, the base they are 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.

- Intentional Walks – due to the limited amount of batters per inning, intentional walks are not allowed. If a batter is intentionally walked the offensive team is given another maximum batter.

- 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 runner runs over a defensive player the runner will be called out

- Protests – Not allowed on judgment calls – only on rule interpretations

- Appeals – Are defined as a play in which an umpire is unable to make a decision unless they are

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 judgment from the umpire on the play in question.

- Courtesy Runner – must be a rostered player. The last player to be called out will be the only player allowed to be used for a courtesy runner. Only one runner per inning.

- Base Coaching- Athletes, Unified partners and coaches will be allowed to be base coaches on first and third base. They must wear a helmet at all times and cannot come into physical contact with runners, contest calls from the umpire or interfere with defensive players. Athletes/Unified partners are allowed to be in the batting order and can be replaced as coach by another athlete/Unified partner for their plate appearance.

- Defensive Obstruction- defensive players cannot hinder the progress of a runner by blocking the base or base path without possession of the ball.

- Leading off- players cannot lead off, must stay on the base until the ball is hit.

- Delay of Game- at the umpire's discretion, teams will first receive a warning for delaying progression of game during switching innings, batting players, or other notable instances. If continued after first warning, teams will receive an out for that offensive player. If occurring on defense, team will begin their following at bat with one out.

- Team forfeit- if teams forfeit 50% or more of their games at a competition, they will receive a participation ribbon. Forfeited games will be marked as a 0-10 loss on the schedule.

- Tie breaker- Two teams: places will be determined by head to head competition. Three or more teams: places will be determined based on runs scored against. Teams with the fewest runs scored against will be ranked number one and so forth for second, third and other remaining places.

Coach Pitch (with T-Ball Assistance)

- A six-pitch, three-swing rule will be enforced in coach pitch softball. After six 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 (must stand on 40-50 ft. mound), 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.   It's the umpire's discretion on awarding the base if deemed the coach could not get out of the way.

- All other rules in coach pitch softball are the same as traditional softball.

- 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 pitch.

  o   Registration – Athletes using a tee must be noted that they need a tee when a team is registered. Only athletes that have been properly registered as needing T-Ball assistance are allowed to use a tee during competition. Athletes may not switch between coach pitch and tee during same at bat. Athletes may switch between at bats.
  o   Roster – Teams may only register half their roster for T-Ball assistance.

- T-Ball Rules

  o   Neutral Zone – A 45 foot arc is marked from the first base line to the third base line. If a ball does not cross the arc it is considered a foul ball. Players can rush the ball, if it is moving, but if the balls stops forward movement prior to the arc, it is a foul ball.
  o   Strike Out – Three missed swings or if the batter has two strikes and fouls off the third attempt.

UNIFIED SOFTBALL RULES

- Roster - minimum 11, maximum 20. Equal number of athletes and Unified Partners.

- Line Up - 5 athletes and 5 Unified Partners. Teams must start with 10 players.

  - A team must start with at least 10 players; if one is lost to injury, a team may continue to play, but anytime that player is due up to bat, an out will be declared. If a team loses another player and go to 8 or less the game is forfeited. The teams may finish out the game/time limit, but will be recorded as a forfeit.
  - 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.
  - Starting line-up will be 10 players, no extra hitter (EH). Teams do not have the option of batting their entire line-up.

- Batting Order- athletes and Unified Partners must alternate. Order remains the same.

- Defensive Positions

  - Infield- two athletes and two Unified Partners
  - Outfield- two athletes and two Unified Partners
  - Pitch/Catcher- one athlete and one Unified Partner

- Home Run Rule - limit of two over-the-fence home runs in Unified games per team. Athletes and Unified Partner over-the-fence home runs count towards the two.

  - If an additional over-the-fence home run is hit, the ball is dead, the batter is out and no runners can advance.

- Courtesy Runner – must be a rostered player. The last player to be called out will be the only player allowed to be used for a courtesy runner. Only one runner per inning. Unified player can only sub for another Unified partner and athlete for athlete.

- All of Special Olympics Minnesota softball rules are used.

Unified Softball Safety Rules

- Position Requirements

  - 1st, 3rd and pitcher- helmet and face mask required
  - Catcher- helmet, face mask and chest protector required
  - Helmet face masks are encouraged for batters and players in the infield

- Unified Divisioning Requirements- Please note which Unified Divisioning you prefer (divisioning is not a guarantee, 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 of a learning and mentoring experience for athletes.

INDIVIDUAL SKILLS COMPETITION

- The Individual Skills Competition is provided for athletes with limitations (such as walkers and wheelchairs), younger athletes and athletes new to the sport of softball and older athletes who still have the skills to play softball but cannot play an entire game. Individual skills is NOT for athletes who can already play a full game.

- Four events: Base Race, Throwing, Fielding and Hitting.

- The athlete's final score is determined by adding together the scores achieved in each of these four events.

Base Running- Speed on the bases

Bases are positioned 60 feet apart. The athlete is instructed to start on home plate, and run around the bases as fast as possible, touching each base en route.

Scoring: The time starts when the athlete leaves home plate and stops when the athlete returns to home plate. A penalty of five seconds for each base missed shall be assessed. The best score of two trials is recorded.

60 seconds - (athlete's time) = Base Running Score
Example: 60-48.5= Base Running Score 11.5

Throwing – distance and accuracy
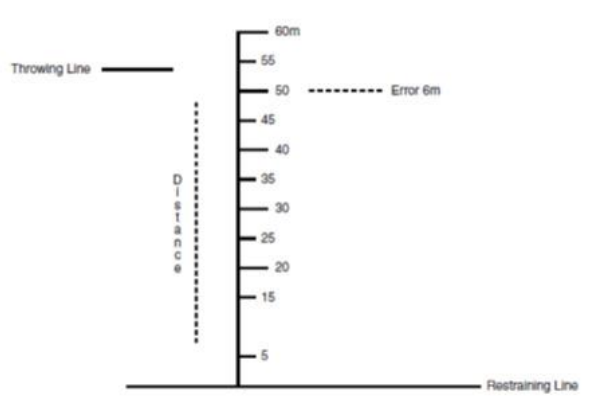
The athlete throws behind the restraining line, may take one or two steps to approach the line to throw. An athlete has two attempts to throw the softball as far and as straight as possible down the throwing line, without stepping over the restraining line. The better of the two throws is measured and recorded as the player's score. If a player steps on or over the line before releasing the ball, the trial must be repeated. There will be a maximum of two repeats.

Scoring: The throwing score equals the throwing distance, measured at a point on the throwing line straight across from the spot where the ball landed, minus the error distance, the number of meters the ball landed off target, away from the throwing line. Scores and distance are measured to the nearest meter.

If a ball lands at 50.3 meters but is 6.8 meters off to one side, the player's score is 43 points (score rounded down).

Example: 50.3 meters distance – 6.8 side error = 43.5 = Throwing Score 43

Fielding – fielding ability

Fielding
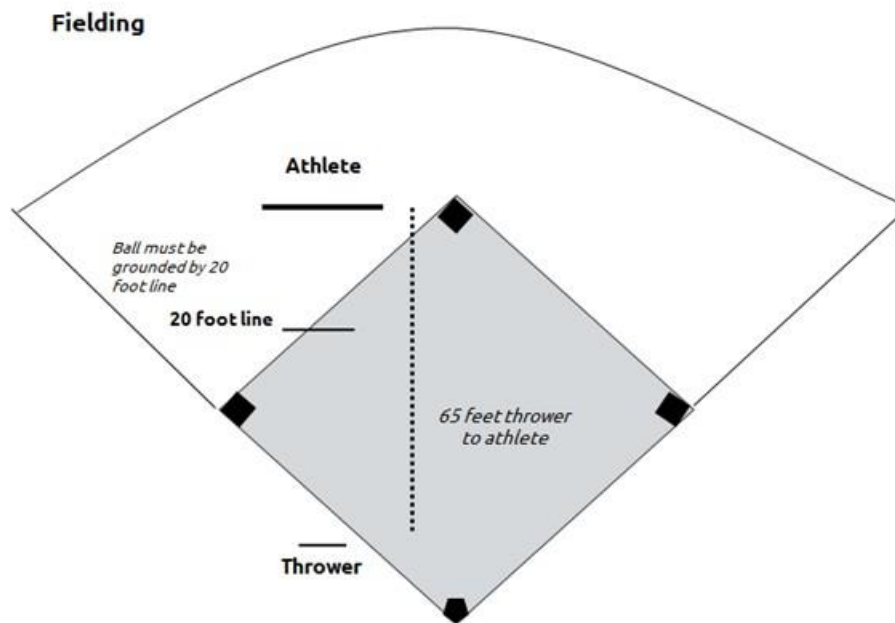
The athlete will stand between and behind two cones. The official must throw the ball on the ground to the athlete, between the cones. The throw to the athlete must hit the ground before the 20 feet chalk mark; the thrower should be 65 feet from the athlete. The athlete may move aggressively toward the 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 the body, but off the ground); two points for a ball that is blocked; zero points for a missed attempt.

Example:
Trial 1
1st attempt – 5 points (clearly fielded)
2nd attempt – 5 points (clearly fielded)
3rd attempt – 2 points (ball blocked, not fielded)
4th attempt – 0 points (missed)
5th attempt – 5 points (clearly fielded)

Trial 2
1st attempt – 5 points (clearly fielded)
2nd attempt – 2 points (ball blocked, not fielded)
3rd attempt – 2 points (ball blocked, not fielded)
4th attempt – 2 points (ball blocked, not fielded)
5th attempt – 5 points (clearly fielded)
Fielding Score = 33

Hitting – ability to hit for distance off a batting tee

Description: Standing in a batter's box, the athlete hits the ball off the tee. Missed swings, nicking the tee or making contact with the ball will count as an attempt. The athlete receives three attempts.

Scoring: 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. If the distance falls between meters, distance should be rounded down; for example, 46.75 meters equals 46 points.

Example: Furthest distance was 46.75 meters = Hitting Score = 46

Softball Skills: Individual Skills

John Doe
MN.07.ELK: Elk River

07

Base Running

Best out of two trials. For each trial, take 60 seconds, add 5 seconds for each penalty (a penalty is a missed base) and subtract the time taken to complete the trial. Both times are measured to the nearest second and should be rounded down. IE: 22.67 = 22 seconds.

	Penalty	Time	Score
Trial 1:	60 - _____	- _____	= _____
Trial 2:	60 - _____	- _____	= _____

Best Score:

Hitting

The distance of the longest hit shall determine the athletes' 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, IE: 1m = 1 point. 46m = 46 points. If the score falls between meters, scores should be rounded down IE: 46.73 = 46 points.

Attempt 1	**Attempt 2**	**Attempt 3**
_____	_____	_____

Best Score:

Fielding

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 and zero points for a missed attempt for a maximum score of 50 (10 total attempts in two sets of five).

Total Score:

Throwing

The net throwing score equals the throwing distance, measured at a point on the throwing line straight acrss 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. IE: If a ball lands even with (perpendicular to) the 50m point on the measuring tape, but is 6m off to one side, the player score is 44 points. (Distance thrown (50) minus number of meters off target (6) results in a net score of 44m.) Athletes score one point per meter. IE: 44m = 44 points. If score falls between meters, score should be rounded down. IE: 44.73 = 44

	Distance	Error	Score
Throw 1	_____	- _____	= _____
Throw 2	_____	- _____	= _____

Best Score:

An athlete's final score is determined by adding together the scores achieved in each of their four events and writing that score in the box to the right.

Final Score:

2019 SOFTBALL EVENT INFORMATION

Area Competitions

Area	Date	Location	City	Registration Deadline	Contact
Area 3	Aug 10	Portage Park	Cohasset	July 28	dani.druse@somn.org
Areas 7 & 11	Aug 4	Dred Scott	Bloomington	July 21	kelly.monicatti@somn.org jake.krier@somn.org
Areas 9 &10	Aug 24	Caswell Fields	Mankato	Aug 11	zak.armstrong@somn.org
Areas 12 & 13	Aug 24	Lexington Diffley Athletic	Eagan	Aug 11	sarah.richardson@somn.org emily.garness@somn.org

Regional Competition

Date	Location	City	Registration Deadline	Contact
Aug 25	Brooke Peterson Fields	Waconia	Aug. 11	devin.kaasa@somn.org

State Competition - Fall Games

Date	Location	City	Quota Deadline	Registration Deadline	Contact
Sept. 27-29	HealthEast Sports Center	Woodbury	Aug. 30	Sept. 8	aaron.vail@somn.org

Regional Competition

- Coach Pitch, Traditional Softball and Unified Softball
- No Individual Skills
- Teams can compete in Unified Softball and Coach Pitch or Traditional Softball

State Competition Details

Athletes can register for two softball events (Unified and Traditional/Coach Pitch) but cannot register for other sports at Fall Games.

Events:
Friday, September 27: Unified tournament
*Teams are guaranteed two games

Saturday, Sept. 28: Traditional tournament
Coach Pitch & Traditional Softball
Individual Skills: Saturday morning
Homerun Derby Exhibition
(register day of)

Sunday, Sept. 29: Traditional tournament
Coach & Traditional Softball
Awards presented as divisions finish
* Teams are guaranteed three games in the traditional tournament

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, let's 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:

- 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 always 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.
- Strategy discussions with any athlete and/or partner are prohibited once the match begins.
- If an official determines that a coach, partner or spectator is violating this rule, the official may sanction the offending individual. Sanctions may include verbal warning, citing the coach/partner with unsportsmanlike conduct or expulsion from the game.

Softball Registration Evaluation Form
(please fill out by team)

Delegation: _____

Area: _____

Team Attending Area? _____

Team Attending Regional? _____

Team Attending State? _____

Team Name: _____

Team Type: _____

Player First Name:	Player Last Name:	Date of Birth:	Hitting*	Fielding*	Base Running*	Game Awareness*	Throwing*	Pitching*	Catching*	Total
										0
										0
										0
										0
										0
										0
										0
										0
										0
										0
										0
										0
										0
										0
										0
										0
										0
										0
										0
										0

Total score for all athletes: **0**

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 minimum roster size is 11 and maximum roster size is 20

Unified Partners are included in the above assessment.

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 balls 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)

Team Information Page
(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 the state tournament last year 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** _____