



## **Special Olympics Hawaii 2024 State Summer Games Softball Coaches Packet and Tournament Schedule**

### **Locations:**

Patsy T. Mink Central Oahu Regional Park (CORP) will be the host facility for all softball games during the 2024 Special Olympics Hawaii Summer Games.

Each division will have a designated field, with Individual Skills Competition sharing a field with Tee Ball.

### **Finals games:**

All Championship games will be played on Friday, at CORP. This is different than in the past, so please plan accordingly, there will be no games on Saturday.

### **Meals:**

On Friday, lunch will be delivered to CORP for athletes, partners, and coaches only. Please plan your lunch around your playing schedule.

Tents will be setup for neighbor island teams to utilize for meals, during non-game times.

### **SOFTBALL INDIVIDUAL SKILLS COMPETITION- Friday, June 7**

1. Check-in at 8:30 am at Softball Field #4
2. Competition will start at 9:00 am.
3. Awards will follow the competition.
4. Lunch will be provided after the Awards.

## 2024 State Summer Games - Softball Teams by Division

<u>Unified A Division</u> CORP Field #1	<u>Coach Pitch A</u> CORP Field #2	<u>Coach Pitch B</u> CORP Field #3	<u>Teeball</u> CORP Field #4
Pirates	Honokaa Hawks	Red Waves	Power Ducks
Terminators Trojans	Mighty Ducks	Terminators Battle Bots	Maui Hurricanes
Explosions Thunder	Rainbows Wildcats	Explosions Strikers	
		Kauai Storm	

Map of Central Oahu Regional Park Softball fields.



**2024 SUMMER GAMES SOFTBALL SCHEDULE**  
**Friday, June 7**

<u>Field</u>	<u>CORP #1</u>	<u>CORP #2</u>	<u>CORP #3</u>	<u>CORP #4</u>
<u>Division</u>	<u>Unified</u> 3 Teams Round Robin Format	<u>Coach Pitch A</u> 3 Teams Round Robin Format	<u>Coach Pitch B</u> 4 Teams Tournament Format	<u>ISC/ Tee-Ball</u> 2 Teams Back to Back
<u>9:00am</u>	<u>Game 1</u> Explosions Thunder Vs. Terminators Trojans	<u>Game 1</u> Mighty Ducks Vs. Honokaa Hawks	<u>Game 1</u> Red Waves Vs. Terminators Battle Bots	<u>Individual Skills Competition</u> Awards to follow
<u>10:30am</u>	<u>Game 2</u> Terminators Trojans Vs. Pirates	<u>Game 2</u> Rainbows Wildcats Vs. Mighty Ducks	<u>Game 2</u> Kauai Storm Vs. Explosions Strikers	<u>Game 1</u> Maui Hurricanes Vs. Power Ducks
<u>12:00pm</u>	<u>Game 3</u> Pirates Vs. Explosions Thunder	<u>Game 3</u> Honokaa Hawks Vs. Rainbows Wildcats	<u>Bronze Medal</u> Loser Game 1 Vs. Loser Game 2 Awards to follow	<u>Game 2</u> Power Ducks Vs. Maui Hurricanes
<u>1:30pm</u>	<u>Awards</u>	<u>Awards</u>	<u>Gold Medal</u> Winner Game 1 Vs. Winner Game 2 Awards to follow	<u>Awards</u>

## **Tournament Notes - Friday**

### **Venues**

The Softball Field at CORP is a grass outfield, and dirt infield. All fields will be lined with the appropriate division marking.

### **Lunch**

Lunch will be delivered to the venue you are playing at for all players and coaches only. Teams must eat lunch around their playing schedule. Lunch will be distributed at approx. 11:30am. Your Area Director has given us a lunch count for each team.

### **Awards**

Teams will be awarded as soon as their place is known. Please stay in the dugout or at your team bench to prepare for the awards ceremony.

### **Tiebreakers**

If teams are tied in record after Round Robin competition, all teams in that division will be awarded the Gold Medal.

### **Inclement Weather**

In case of inclement weather, games will be played as long as the Tournament Committee and Umpires feel it is safe to play. If play is halted we will try to wait out the weather for as long as possible. Games may be shortened, or the schedule revised, to give all teams an opportunity to play. A Head Coaches Meeting will be called immediately to discuss options.

### **Number of Games and Back-to Back Games**

All teams will play a minimum of 2 games; and maximum of 3 games on Friday. Some teams will have to play Back-to-Back games.

### **Time Limits**

In all games, except Finals, no inning will start after 55 minutes, unless the score is tied. If a game is tied, the game will continue into extra innings.

### **Transportation**

Neighbor Island Teams will be transported directly from the airport to CORP. Teams will be transported from CORP to their hotels after their final game. Teams will be able to change prior to being transported to UH for Opening Ceremonies.

### **Reminder – Play everybody!**

All athletes (and Unified Partners) must play in every game unless injured, or have been removed for disciplinary reasons. Every person on the roster must play a minimum of one at-bat, or one inning in the field in each game played. Teams will forfeit the game if they do not comply.

## Unified Softball

<u>Unified Division</u> CORP Field #1
Pirates
Explosions Thunder
Terminators Trojans

### Tournament Formats

Unified Softball is a 3 team, Round Robin Style format tournament. Teams will play two games each, and all teams will play each other once. Winner will be determined by best record. If records are tied, all teams will be awarded the Gold Medal. The games are a 7-inning game with a 10 run mercy rule in effect after the 5<sup>th</sup> inning. No inning will start after 55 minutes.

### Special Notes

Softball cleats are suggested for all fields. Metal spikes are prohibited.

### Tournament Rules

USA Softball rules with Special Olympics adaptations are in effect. Games are run on a time limit basis with no inning starting after 55 minutes of play. A maximum of 7 innings will be played in a game, even if there is time left, unless teams are tied after the seventh inning. Games will be played until a team has won the game. Please warm-up off the field as much as possible so we can keep to schedule. A minimum of 8 players, 4 Partners and 4 Athletes, must be playing at all times or a forfeit will be declared. A team may play 4 Partners and 5 Athletes, but not vice-versa, unless an athlete is injured during play. (See SOHI rules for clarification.) Please note, 6 athletes and 4 Partners are not allowed. The line-up can consist of 10 or 12 batters, not 11. A non-playing adult coach must be responsible for the line-up and on-field conduct of the team.

### Emphasized Unified Softball rules and adaptations:

1. Teams may position Unified Partners and Athletes at whatever positions best suits the player. Teams do not have to play a specific number of Athletes or Unified Partners in the infield, outfield, or at pitcher/ catcher.
2. Unified Partners and Athletes may be positioned at any place in the batting line-up. Teams do not have to alternate Athletes and Partners in the batting order.
3. No sliding. If a runner slides they will be called out.
4. Players can only overrun first base without being in danger of being tagged out.
5. No Partner or Athlete shall intentionally overplay their defensive position and make a play that is in another fielder's territory. This includes moving the Pitcher to home plate to take a throw from another fielder. The Catcher must make the play if able.
6. The outfielders must play a minimum of 10 feet behind infielders. Four outfielders must start play, on each pitch, in the outfield.
7. When submitting the line-up, Coaches must identify Athletes and Unified Partners.
8. All batters begin the at-bat with a one and one count. A foul ball will count as a third strike.
9. A maximum of 2 over the fence home runs will be allowed per game.

10. The Second Home Plate will be utilized. If a runner goes to the main Home Plate they will be called out. If a defensive player tries to tag a runner after they pass the commitment line, or steps on the Second Home Plate, the runner will be called safe.
11. A player ejected from a game will be ineligible for the team's next game.
12. Athletes must wear even numbered uniforms. Partners must wear odd numbered uniforms.

**Tie-breakers:**

If teams are tied in record after Round Robin competition, all teams in that division will be awarded the Gold Medal.

**Unified Softball  
Division (3 Teams)**

All Friday Games played at CORP Field #1

**Explosions Thunder**

Game 1, 9:00 am

*Winner Game 1*

**Terminators Trojans**

**Terminators Trojans**

Game 2, 10:30 am

*Winner Game 2*

**Pirates**

**Pirates**

Game 3, 12:00 pm

*Winner Game 3*

**Explosions Thunder**

## Coach Pitch Softball

Coach Pitch "A" Division CORP Field #2	Coach Pitch "B" Division CORP #3
Mighty Ducks	Red Waves
Rainbows Wildcats	Terminators Battle Bots
Honokaa Hawks	Kauai Storm
	Explosions Strikers

### Tournament Format

#### ***"A" Division:***

The "A" Division is a three team Round Robin style tournament. All teams will play two games, competing against each other team once. Winner will be determined by best record. If records are tied, all teams in the division will be awarded the Gold Medal. The games are a 6-inning game with a 10-run mercy rule in effect after the 5<sup>th</sup> inning.

#### ***"B" Division:***

The "B" Division is a four team traditional tournament. The losing teams in games 1 and 2 will play in the Bronze medal game, whereas the winners of games 1 and 2 will play in the Gold medal game. The games are a 6-inning game with a 10-run mercy rule in effect after the 5<sup>th</sup> inning.

### Tournament Rules

Special Olympics rules are in effect. Games will be played on a time limit basis with no inning starting after 55 minutes of play. A maximum of six innings will be played in a game, even if there is time left, unless teams are tied after the sixth inning. Games will be played until a team has won the game. Teams will switch sides when whichever of the following occurs first: A team bats through its lineup (maximum 10 in the order) or gets 3 outs. A minimum of eight players must play at all times or a forfeit will be declared.

### Emphasized Coach Pitch Rules and/or Adaptations:

1. Sliding is prohibited. If runners slide, they will be called out.
2. Players can only overrun first base without being in danger of being tagged out.
3. **The Umpire will call time when the ball is held in the infield AND it is clear to the umpire that the fielder is not attempting to make a play. At the umpire's discretion, runners already halfway to the next base will be allowed that base. An outfielder can run the ball into the infield.**

This rule is in place to limit overthrows and errors. But teams should be attempting to compete plays in a traditional style.
4. It is the batting team's coaches' responsibility, (not the umpire's) to adjust the height of the tee.
5. Games will be played with a 12-inch IncrediBall or training softball.
6. Teams will be allowed a defensive coach in the field, as in Tee-ball.
7. Teams will be allowed to use the Tee for 2 batters within the lineup, if needed. A full swing must be taken by the batter, but the tee-ball line will not be used in Coach Pitch games.



8. **A player must only use the tee because they do not have the ability to hit a pitched ball, not to gain a strategic advantage**
9. Each team's coach pitches to their own team. This coach must make every attempt to move out of the way of defensive players attempting to make a play. The defense will position a defensive player next to the pitcher.
10. Coach pitching distance can be from 25' to 45'. No arc is required on any pitch.
11. Batters cannot be walked. Umpires will not call strikes if the batter does not swing. A foul on the third strike is an out.
12. Batters will get a maximum of seven pitches. If the batter has neither made an out, nor put the ball in play after seven pitches, the batter will be called out.
13. The outfielders must play a minimum of 10 feet behind infielders. Four outfielders must start play, on each pitch, in the outfield.
14. The Second Home Plate will be utilized. If a runner goes to the main Home Plate they will be called out. If a defensive player tries to tag a runner after they pass the commitment line, or steps on the Second Home Plate, the runner will be called safe.
15. If a ball is hit and comes into contact with the Pitcher-Coach it will be declared a foul ball.
16. A player ejected from a game will be ineligible for the team's next game.

**Coach Pitch  
"A" Division (3 Teams)  
CORP Field #2**

**Mighty Ducks**

Game 1 9:00 am

**Honoka'a Hawks**

*Winner Game 1*

**Rainbows Wildcats**

Game 2 10:30 am

**Mighty Ducks**

*Winner Game 2*

**Honoka'a Hawks**

Game 3 12:00 pm

**Rainbows Wildcats**

*Winner Game 3*

**Coach Pitch**  
**“B” Division (4 Teams)**  
CORP Field #3

**Red Waves**

Game 1, 9:00 am

**Terminators Battle  
Bots**

*Winner Game 1*

Gold Medal Game,  
1:30pm

**Kauai Storm**

Game 2, 10:30 am

**Explosions Strikers**

*Winner Game 2*

*Loser Game 1*

Bronze Medal Game,  
12:00 pm

*Loser Game 2*

## Tee-Ball

<b>Tee-Ball Division CORP #4</b>
Maui Hurricanes
Power Ducks

### Tournament Format:

The Tee-Ball tournament will take place on field #4, after the individual skills competition.

The Tee-Ball division has a total of two teams, which will play a back-to-back competition, each team serving as the home team once. Winner will be declared based on overall record, if records are tied, the total run differential will determine the winner. If the run differential is the same, both teams will be awarded the Gold Medal.

### Tournament Rules:

Special Olympics rules are in effect. Games will be played on a time limit basis with no inning starting after 55 minutes of play. A maximum of six innings will be played in a game, even if there is time left, unless teams are tied after the sixth inning. Games will be played until a team has won the game.

Teams will switch sides when whichever of the following occurs first: A team bats through its lineup (maximum 10 in the order) or gets 3 outs. A minimum of eight players must play at all times or a forfeit will be declared.

### Emphasized Tee-Ball rules and/or Adaptations:

1. Sliding is prohibited. If runners slide, they will be called out.
2. Players can only overrun first base without being in danger of being tagged out.
3. **The Umpire will call time when the ball is held in the infield AND it is clear to the umpire that the fielder is not attempting to make a play. At the umpire's discretion, runners already halfway to the next base will be allowed that base. An outfielder can run the ball into the infield.**

This rule is in place to limit overthrows and errors. But teams should be attempting to compete plays in a traditional style.
4. It is the batting team's coaches' responsibility, (not the umpire's) to adjust the height of the tee.
5. Games will be played with a 12-inch IncrediBall or training softball.
6. Teams will be allowed a defensive coach in the field, as in Tee-ball.
7. Bases may be modified to a distance of 60 feet.
8. A "neutral zone" will be marked in an arc of 46 feet from home plate. Any ball that does not cross this line will be designated a foul ball unless fielded within this zone by a defensive player while the ball is still moving.
9. A coaches' circle will be located 10 feet beyond second base and made with a 6 foot diameter. One coach from the defensive team may be allowed to stand in this circle while his team is on the field.

**Tee-Ball Division**  
**(2 Teams)**  
CORP Field #4

**Maui Hurricanes**

Game 1 10:30 am

**Power Ducks**

**Power Ducks**

Game 2 12:00 pm

**Maui Hurricanes**