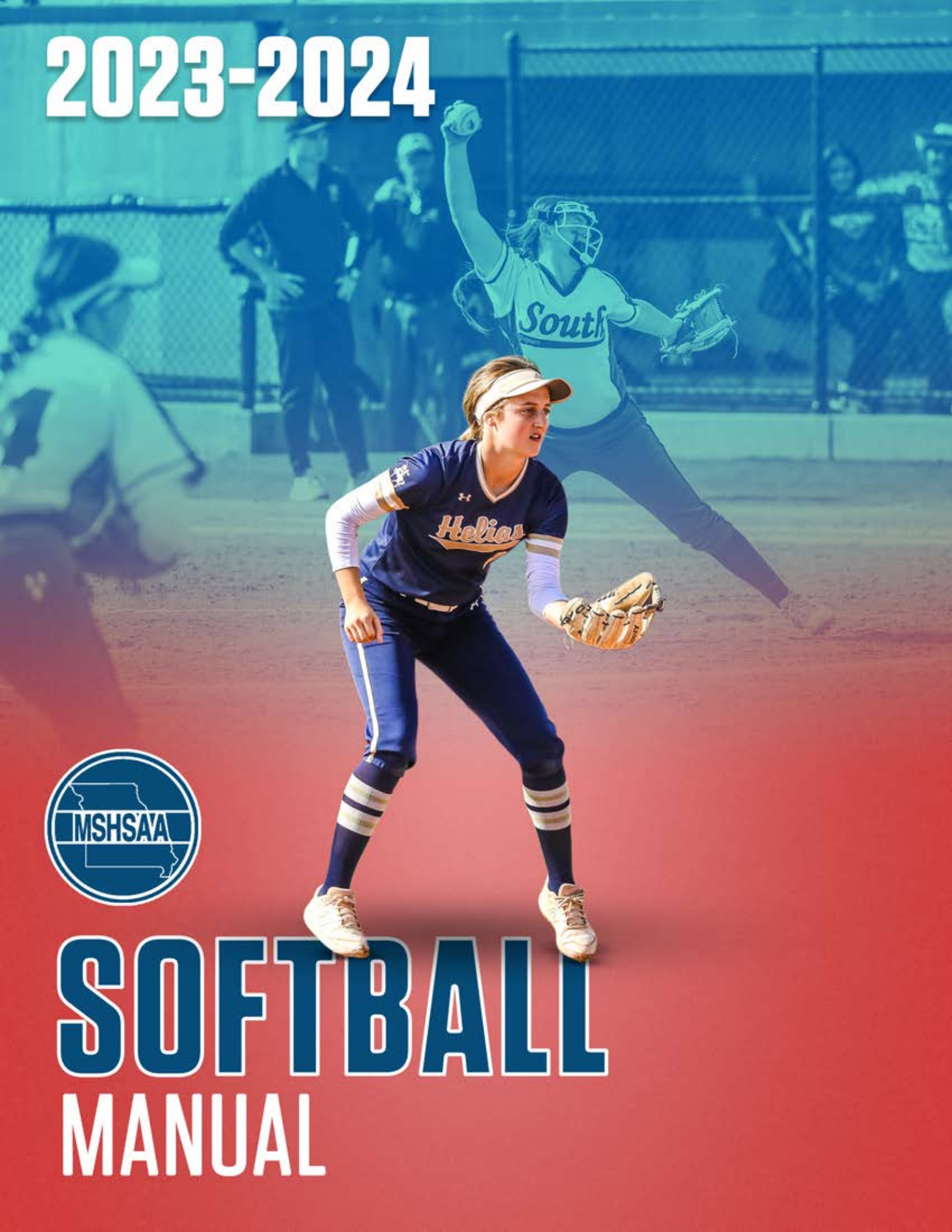


2023-2024



SOFTBALL

MANUAL

2024 DATES TO REMEMBER [\(TOC\)](#)

	Spring 2024 February 19 – March 8	Fall 2024 August 5-23
Online Rules Review Window		
First Allowable Practice	February 26	August 12
Deadline To Withdraw From Postseason	March 7	August 22
Pre-Season Scrimmage may be conducted after your team has completed nine (9) days of conditioning practices and before your first contest		
Class/District Assignments Released	March 15	August 30
First allowable contest (By-Law 3.9.1 Conditioning requirements must be met prior)	March 15	August 30
Postseason Entries OPENED	March 22	September 6
Umpires Postseason Application Opens	March 22	September 6
Umpires Postseason Application Closes	April 3	September 18
Coaches Online Umpires Recommendations/Non-Recommendations Opens	April 5	September 20
Coaches Online Umpires Recommendations/Non-Recommendations Closes	April 10	September 25
District Tournament Committee should determine tournament format/ schedule and list of umpires to be selected at the draft (if possible)	April 11-16	September 26- October 1
District manager should notify all participating schools seven (7) days prior as to the date, time, location of the district seed meeting	April 11-15	September 26-30
Softball Umpires' Draft	April 17	October 2
District Eligibility Rosters Due	April 19	October 4
Season Records Must Be Up-To-Date (records should continue to be updated until the start of the District tournament)	April 19	October 4
District Seeding Meetings Conducted	April 22-27	October 7-12
Finalized District Brackets Posting Due	April 27	October 12
Final Date For Pass List To Be Submitted	April 30	October 14
District Tournament	May 2-9	C1 (With Sect.) – October 15-22 C1 (No Sectional) - C5 – October 16-23
Sectional Contests	None	C1 – October 24
Quarterfinal Contests	C1&2 – May 14	C1-C5 - October 26
State Championships – Killian Sports Complex, Springfield	May 20-21	October 31 – November 2
Softball Advisory Committee Meeting		November 13

MISSOURI STATE HIGH SCHOOL ACTIVITIES ASSOCIATION

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email@mshsaa.org – www.mshsaa.org

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Doug Fessler, Assistant Executive Director
***Marty M. Marsh, Assistant Executive Director**
Daryl Bradley, Assistant Executive Director
Stephanie Turner, Coordinator of Sports
Craig Long, Chief Financial/Operational Officer
Jason West, Communications Director

****MSHSAA Director of Sport for Softball***

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*****Revised January 2024*****

DISTRICT ASSIGNMENTS & STATE TOURNAMENT BRACKETS
MAY BE FOUND ON MSHSAA WEBSITE (www.mshsaa.org)

This manual is to be used for the entire 2024 year.

ADVISORY COMMITTEE [\(TOC\)](#)

The advisory committee members are appointed by the Board of Director member from their respective board district. Each individual is appointed to a four (4) year term. If an appointee is unable to fulfill their term, a replacement will be appointed to complete the remainder of the term. The purpose of the committee is to represent the schools and coaches/directors within their board district on matters concerning the administration of the sport. Their role is a key component is bringing sport/activity-specific needs, concerns, and recommendations to the Board of Directors. Please make sure to use them as your voice to the MSHSAA Staff and Board of Directors.

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Terms expire July 1 of the year noted

*Serving out partial term, eligible for reappointment

RULES INTERPRETERS

The interpreters have been selected for their knowledge of the rules and willingness to provide their advice to umpires, adjudicators and coaches/directors with regards to the interpretation of rules. The executive in charge of each sport/activity is the chief rules interpreter for the state but relies heavily on the advice and counsel of these individuals. Please feel free to contact them if you have a question regarding the application of sport/activity-specific rules. These individuals do not interpret any MSHSAA By-Laws or Board Policies nor do they review video of calls.

Southwest

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PURPOSE AND PHILOSOPHY [\(TOC\)](#)

- A. **MISSION STATEMENT:** The MSHSAA promotes the value of participation, sportsmanship, team play and personal excellence to develop citizens who make positive contributions to their community and support the democratic principles of our state and nation.
- B. **PURPOSE OF MANUAL:** This manual has been prepared to provide a better understanding of the administration of MSHSAA sponsored events. It will serve as a guide to the participating schools and will provide for greater consistency. All information will be included in this manual except such supplementary or incidental information as may be included in the MSHSAA Journal. The regulations in this manual shall be considered official unless the schools are notified in a Special Bulletin of any changes.
- C. **PHILOSOPHY OF INTERSCHOLASTIC ACTIVITIES:** Interscholastic activities are intended to supplement the secondary curricular program. These activities can provide the student with educational experiences and learning outcomes that contribute toward the development of good citizenship. This can be accomplished only when the emphasis is placed upon teaching "through school activities." Interscholastic activities can be justified only when this is their primary philosophy and purpose.
- D. **PURPOSE OF DISTRICT AND STATE CONTESTS:** There are two primary purposes that justify and cause district and state events to be desirable. Those purposes are to provide opportunities to demonstrate before the public the best knowledge, skills, and emotional patterns taught through a particular sport; and to evaluate and compare the best of this teaching of knowledge, skills and emotional patterns among schools. Unless these purposes are primary, district and state athletic contests cannot be completely justified.

It is the desire of the MSHSAA Board of Directors that these events be both fun and educational. It is extremely important that competitors, coaches, and the school community make every effort to enhance, and keep in proper perspective, the educational values of these events. Competition merely for "competition's sake" cannot be justified. Only when competition contributes toward worthwhile educational goals can it be considered sufficiently important to be included in the school program.

- E. **SUPERVISION OF COMPETITORS AND FANS:** MSHSAA By-Laws hold a school responsible, both at home and away, for the conduct of its competitors, students, coaches, and fans. Coaches are required to supervise their competitors. A coaches' respect for others and school property is necessary in order to instill this respect in competitors. Students staying overnight in hotels or motels in conjunction with any interscholastic athletic contest should be well chaperoned. The good conduct of students will leave a good impression of the entire school.

A school also should inform its competitors, students, coaches and fans of the value contest umpires play in education through athletics. When informing these people of this, the difference in the purpose of high school and professional sports should be emphasized. Lack of respect for umpires should not be tolerated. Booing of umpires leads to booing of coaches and competitors. This has no place in high school athletics. Athletic administrators are urged to develop a program through any and all communication techniques available to ensure that spectators understand that high school athletics are an educational endeavor as opposed to the games being an end in themselves.

SECTION 1: ESSENTIAL RESOURCES [\(TOC\)](#)

The information listed/linked in this section relates to MSHSAA By-Laws, Board Policies and information from the Sports Medicine Page (SMP). The information is not sport or activity specific but is necessary for the safe and proper conduct of your sport/activity.

Source Locations:

[MSHSAA Handbook](#)

[Sports Medicine Page \(SMP\)](#)

- A. ALCOHOL/TOBACCO USAGE AROUND INTERSCHOLASTIC ACTIVITIES (Board Policy)
- B. CHARITY/AWARENESS EVENTS (Board Policy)
- C. CONCUSSIONS EDUCATION AND MANAGEMENT PROTOCOL ([SMP](#))
- D. CONDUCT – REMOVAL OF TEAMS & EJECTIONS (By-Law 5.5)
- E. GUIDELINES FOR FAN SUPPORT ITEMS (Board Policy)
- F. HAZARDOUS WEATHER CONDITIONS/LIGHTNING GUIDELINES ([SMP](#))
- G. HEAT ACCLIMATIZATION (By-Law 1.7 & [SMP](#))
- H. ON-SITE PROTEST PROCEDURES (Board Policy)
- I. OXYGEN USE POSITION STATEMENT ([SMP](#))
- J. SANCTIONING (By-Law 3.18)
- K. WET BULB GLOBE THERMOMETER USE ([SMP](#))

SECTION 2: REGULAR SEASON [\(TOC\)](#)

A. GAME RULES: *The current NFHS Rules Book shall govern all competition except the following state adoptions or modifications:*

1. *NFHS Rule 4-2-3: "Run Rule" see Section 2.C.2.a*
2. *NFHS Rule 4-2-3: "1½-hour Tournament Time Limit" see Section 2.C.2.b*
3. *NFHS Rule 4-2-3: "1¼-hour Game Time Limit" see Section 2.C.2.c*
4. *NFHS Rule 4-2-3: "Sub-Varsity/Junior High Game Length" see Section 2.C.2.d*
5. *NFHS Rule 2-31: "Definition of Inning" see Section 2.E*
6. *NFHS Rule 4-2-6: "Tournament Tie-Breaker" see Section 2.C.3 and Section 2.D*
7. *NFHS Rule 1-8-4: "Required Pitcher Facemask" see Section 2.J.5*
8. *NFHS Rule 4-2-3: Suspended Games (Regular Season): see Section 2.N.3*
9. *NFHS Rule 4-2-3: Suspended Games (Postseason): see Section 4.C.6.c*
10. *NFHS Rule 4-4: "Protests" see Section 1.H*

B. FIELD QUALIFICATIONS: Recommendations for regular season – REQUIRED for post-season

1. Contests shall be played on fields designed, constructed and intended for Softball, not fields where the host has created a temporary softball field. Teams should not be placed in an unfair/unsafe situation by playing on a make-shift softball field. Example: A football/soccer field converted to a softball field. A baseball outfield converted to a softball field. A baseball field, used in a traditional manner, with the mound removed and temporary fencing installed would meet the qualifications to host, as long as all other requirements are met.
2. The field must have an outfield fence (the recommended distance is 200 feet (185ft – 235ft); a permanent fence is preferred). A school cannot host without a fence.
3. *The field must have a manufactured double first base.*
4. A facility with lights is preferred, but not required. (Schools – please consider all pros and cons for your particular district and the protection of instructional time)
5. The field shall not include a baseball mound. A school cannot host if the field has a baseball pitcher's mound.
6. The softball field should be free of dangerous obstructions and/or non-traditional softball playing equipment. (Ex. Soccer goals, Goal Posts, Maintenance Equipment, etc.).
7. The Facility must represent to MSHSAA that the facility is following accessibility under the Americans with Disabilities Act (ADA), Title III, as a place of public accommodations and Facility will assume all responsibility for any claims made against MSHSAA arising from any non-compliance with the ADA.

C. GAME LENGTH:

1. Games are to be 7 innings in length. A regular season game may be considered to be official after 4½ innings due to inclement weather. A regular season game that is tied at the end of 7 innings, shall continue play until there is a winner (No international tie breaker for regular season games).
2. Rule 4-2-3: Permitted game-ending procedures:
 - a. Missouri has adopted the following run-rules: 15 runs after 3 innings or 10 runs after 5 innings.
 - b. The NFHS approved, and Missouri adopted, 1½-hour time limit game-ending procedure may be instituted for **regular season tournament games** (games played in the MSHSAA District-State series may not utilize this option).
 - c. A varsity game may be ended at the conclusion of the inning, if after 1¼ hours of play, the game has not entered the sixth inning and the opposing schools have prior mutual agreement by a written contract. This allowance is for non-tournament varsity contests only.
 - d. By mutual agreement, in Sub-Varsity and Junior High contests, two schools may elect to shorten GAME length by inning-count or time-limit. (see letter E for inning ending procedure)
3. Rule 4-2-6: The International tie-breaker game-ending procedure may be instituted for **regular season tournament games ONLY** (games played in the MSHSAA District-State Tournament series may not utilize this option), with the application of the tie-breaker occurring after seven innings or a 1½ -hour time limit. (See Letter "D" below)

D. REGULAR SEASON TOURNAMENT GAMES: May use "The International Tie Breaker"

The following procedure shall be followed if the International Tie-Breaker is used: At the start of the inning in which the tie-breaker rule is used, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half-inning being placed on second base (e.g., if the number 5 batter is the leadoff batter, the number 4 batter in the batting order will be placed on second base). The umpire and the scorekeeper will determine that the proper runner has been placed at second base and the inning shall begin. *If the pitcher or the catcher is the person to bat last in the inning, they should be placed on second base. Once both teams agree and that person is on second base, then the offensive coach may use the courtesy runner.

E. SUB-VARSITY & J.H. INNING ENDING PROCEDURE: By mutual agreement of both coaches, in Sub-Varsity and Junior High contests, two schools may elect to end half-innings after five (5) runs are scored or three (3) outs are made.

F. CONSECUTIVE GAMES: When a team must play two consecutive games, a minimum of thirty (30) minutes must be allowed between games unless the participating teams mutually agree to a lesser time.

- G. UMPIRES:** Only MSHSAA registered umpires shall be contracted. A minimum of two umpires shall be required for all varsity level contests and recommended at all other levels. The proper uniform of an umpire consists of a powder blue shirt (by Missouri adoption, the shirt may be a light blue "Pro Knit Mesh" pullover) and heather gray slacks. All members of an umpiring crew must be dressed alike.
- H. GAME BALLS:** During the regular season the home team shall furnish game balls, with these game balls remaining consistent throughout the game. It is recommended that the teams use the same ball that is used for post-season play. The official game ball for post-season play is a "Rawlings" softball.
- I. UNIFORMS:**
1. Player Uniforms: No limit is placed on the number of players that may be in uniform for any game. However, all players participating are required to wear complete softball uniforms. No players shall wear identical numbers.
 2. Coaching Uniform: When in live ball areas, a coach shall be attired in a school uniform or jersey/coaching shirt with slacks, shorts, or other leg coverings in school colors or colors of khaki, black, white or gray.
- J. SPECIAL ACCOMMODATIONS:** The school of a competitor with a disability or special need may request specific accommodations or to use special equipment. The following items are required before accommodation requests can be reviewed and considered:
1. A written request from the school, describing the competitor's special needs and the specific accommodations being requested. The letter should include the rule references of applicable NFHS Soccer Rules that would be violated without the accommodation.
 2. A letter from the parent(s) or guardian confirming the need for an accommodation and approving the accommodation request.
 3. A letter from the student's doctor or applicable caregiver describing the medical circumstance or special need, and confirming the need for an accommodation.
 4. Photographs of 1) the special equipment, and 2) the student wearing the special equipment, if applicable.

Subsequent requests (after a student is initially approved for an accommodation) will only require the school request (number 1 on the list above.)

Written approval from the MSHSAA office is required prior to any competition. During the regular season, the letter of approval from MSHSAA must be presented to meet umpires before any accommodations may be used. **Please allow ONE WEEK for requests to be reviewed prior to the first competition.**

MSHSAA will consider requests if:

1. the sport is not fundamentally altered by the accommodation,
2. the accommodation does not create a risk to either the athlete or others, and
3. the accommodation does not place opponents at a disadvantage.

K. EQUIPMENT: Player Equipment (Rule 1-4 thru 1-8):

1. Catchers shall wear a protective mask with throat protector, head protector (with double/dual ear flaps), body protector, and protective shin guards.
 - a. The mask must be worn during warm-up pitches. Note: Any player warming up a pitcher at any location within the confines of the field shall wear a mask and throat protector.
 - b. A catcher's throat protector is mandatory equipment and must be part of the mask. The commercially manufactured catcher's head, face, and throat protector may be a one-piece design or a multi-piece design. The catcher's helmet and mask combination must meet the NOCSAE standard (NOCSAE permanent stamp) and have full ear protection.
 2. Each on-deck batter, batter, runner, and players/students in coach's boxes shall wear a head protector with extended ear flaps.
 3. Batting helmets, with a NOCSAE approved facemask, shall bear the NOCSAE permanent stamp and exterior warning label.
 4. The team at bat shall be responsible for retrieving foul and pass balls.
 5. By Missouri Adoption the pitcher is required to wear a protective fielder's mask while pitching. The softball advisory committee and the MSHSAA Board of Directors also strongly urge the first and third basemen to do the same.
 - a. A specific model or brand was not specified, but all face protection equipment must to be worn as intended by the manufacturer
 - b. The pitchers mask must vertically cover and extend from the forehead (frontal bone) to the chin (mental protuberance).
 - c. It will also horizontally cover and extend from temple (temporal bone) to temple.
 - d. It will provide adequate shielding so as to protect the wearer's face from being struck by a regulation ball through any opening.
 - e. The facemask shall also meet all regulations set forth by NFHS Softball Rules 1-8-4 & 1-8-5
- Note:** Discarded defensive facemasks will be handled as outlined in Case Book 1.8.4 Situation A which may or may not result in an obstruction call and awarding of bases.

L. PRE-SEASON JAMBOREE

1. General Requirements (MSHSAA By-Law 3.16.7)
 - a. Only senior high schools may participate in the jamboree.
 - b. The preseason jamboree shall consist of play against no less than two other schools and no more than three other schools.
 - c. The preseason jamboree must be under contract with participating schools.
 - d. The preseason jamboree shall be officiated by MSHSAA registered umpires.
 - e. Each team and participant shall have at nine days of school conditioning practice prior to participating.
 - f. All game rules shall apply with the exception that coaches may be on the field to provide instruction.
 - g. The admission charge shall be determined by the host school.
2. Softball Specific Requirements (Board Policy on Preseason Jamborees)
 - a. Additional game rule exceptions
 - i. Free substituting.
 - ii. Each half inning will end after three outs or five runs, whichever comes first.
 - b. Three or Four-Team Format Only:
 - i. 3-School Format – Maximum of 4 innings against each opponent, 8 innings for each school participating
 - ii. 4-School Format – Maximum of 3 innings against each opponent, 9 innings for each school participating
 - c. Time Limit: Prior to the date of the scrimmage, the schools may agree to implement a time limit per scrimmage. However, the scrimmage may not exceed the number of innings allowed, as described above.

M. WARM-UP PROCEDURE: Recommended for the regular season and required through the MSHSAA postseason, the following warm-up procedure shall be in effect unless weather conditions would require a change in this procedure. This procedure shall begin 25 minutes prior to the starting time of the game.

1. The home team shall be scheduled for the first infield practice not to exceed ten minutes.
2. The visiting team shall then be scheduled for infield practice not to exceed ten minutes.
3. Following the completion of infield practice by both teams the game umpires, team coaches and captains shall meet at home plate to discuss ground rules and present each team's starting line-up and batting order five minutes before game time. NOTE: If line-ups are to be announced the schedule may be adjusted for submitting line-ups to the announcer to allow time to prepare for announcing purposes. The official line-up is that submitted to the umpire-in-chief.

N. BENCH/DUGOUT CONDUCT

1. The use of artificial noisemakers and/or use of equipment to produce noise by team personnel in and around the dugout is prohibited at any time. This includes portable audio/speakers.
2. The penalties associated with non-compliance range from a warning (team/individual) to an ejection.

O. FORFEITED AND SUSPENDED REGULAR SEASON GAMES:

1. Forfeited Game: A game shall be forfeited if a team fails to report within fifteen minutes, after the set starting time and no contact has been made. Host schools or tournament managers will make the final decision on the forfeit. Every effort should be made to contact a late team.
2. Regular Season: If enough innings have been played to determine a winner the game is considered final. If enough innings have not been played to determine a winner or the score is tied, the suspended game rules apply.
3. Suspended Games (Regular Season): When play is continued, the line-up and batting order shall be exactly the same as at the moment of suspension, subject to the rules governing the game. For example, if a team, while on defense, has been charged with two conferences, it is allowed only one more charged conference when the Suspended Game is continued. If a player has entered as a substitute and has been removed from the game, she cannot reenter when the game is continued. Even though a game is played during two different days, all playing regulations apply as if the game were continuous and being played during one day.

P. CONTEST LIMITATIONS

High School (BL 3.29.6)

36 Total Contests

*Teams must have competed in a minimum of 8 regular season contests in order to be eligible for postseason competition

Junior High (BL 3.30.3)

18 Total Contests

Q. PLAYER LIMITATIONS (By-Law 3.22.2)

No player shall exceed 288 total innings played in one season. For a game in which the score is tied at the end of seven innings, the extra innings shall be considered as an extension of the seventh inning.

R. SANCTIONING – SEE SECTION 1.J FOR REFERENCE

S. TOURNAMENT TRAVEL LIMITATIONS (By-Law 3.18.8)

A school may travel to one multi-game event beyond 250 air-miles of the borders of Missouri. All other multi-game events must fall within 250 air-miles of the state border.

T. PROTEST PROCEDURE – SEE SECTION 1.H FOR REFERENCE

U. ENTERING SCORES/LISTING OFFICIALS

With the removal of the rating system, coaches entering the score of all varsity contests and the umpires working the contest will be a requirement. This information should be entered into the website within 24 hours of the game, and they must be completed by the District Entry deadline. Coaches entering the umpires working the contest is the only way MSHSAA can track/monitor how many contests an umpire is working the current year and the previous year. This information is vital to the postseason selection process for both District Tournament Managers and MSHSAA.

V. POSTSEASON STATISTICS

All district champions will be required to submit accurate varsity season statistics for all players placed on their state series roster. Please reference Appendix A for the sport-specific statistics required.

SECTION 3: POSTSEASON CRITERIA [\(TOC\)](#)

A. SCHOOLS/INDIVIDUALS

1. Postseason is for member senior high schools only
2. Schools must register for the postseason by the annual deadline
3. A school must have competed in the minimum number of contests (8) for the sport/activity concerned as outlined in Diagram 3-29-6
4. An individual must have represented their school in interscholastic competition in that sport during the current season.

B. UMPIRES

1. Only MSHSAA registered umpires (not on probation) shall be contracted for postseason contests.
2. Only those MSHSAA registered umpires who have completed and verified a postseason application shall be eligible to work postseason contests.
3. Umpires for district tournaments will be selected via a regional draft.
4. Umpires for all state series and final site contests shall be selected by the MSHSAA staff.

C. CLASSIFICATIONS

1. Spring Season (**Release: Friday, Week #37**)
 - a. Schools will be placed into classes as determined by classification procedures.
 - b. Tournament Format
 - i. The classes will be divided into districts and the winners of the districts will advance to the State Series
 - ii. The State Series traditionally consist of quarterfinal contests, semifinal contests, a championship game and third place game (weather permitting).
2. Fall Season (**Release: Friday, Week #8**)
 - a. Schools will be divided into classes as determined by classification procedures.
 - b. Tournament Format
 - i. The classes will be divided into districts and the winners of the districts will advance to the State Series
 - ii. The State Series traditionally consist of quarterfinal contests, semifinal contests, a championship game and third place game (weather permitting). If the classification procedures necessitate a sectional game, class 1 may have a sectional game.

D. DISTRICT ASSIGNMENTS

1. District assignments, listing host sites and local managers will be published on the MSHSAA website early in the season. The assignment criteria utilized for the assignment of schools to districts are (1) geographic proximity and (2) approximate numerical balance.

E. SPORTS REGISTRATION FEE

1. Schools which submitted the Tournament Registration Fee for softball have been assigned to a district softball tournament.

F. SPORTS SEASON

1. Only those schools participating in the softball season, as outlined in MSHSAA Athletic By-Laws (Section 3) will be eligible to enter a district softball tournament.

G. GAME BALL

1. The official game ball for the state tournament series is a "Rawlings" softball.

H. SITE/FIELD QUALIFICATIONS

1. See Appendix C at the conclusion of this manual for site selection process criteria.

SECTION 4: POSTSEASON ENTRY PROCEDURES [\(TOC\)](#)

A. DISTRICT ENTRY PROCEDURE:

1. For the MSHSAA District and State Tournament Series, all school/team district entries shall be submitted on-line. District entry forms will no longer be accepted via fax or e-mail.
2. Entries Open
Spring – Friday, Week #38 **Fall – Friday, Week #9**
3. Accessing Entry Pages
 - a. Log in to your school page as the Athletic Director/Coach
 - b. Under “Sports and Activities” select the link “District Entries”
 - c. Click on Softball
 - d. Complete the screens as listed
 - i. **Umpire Recommendations**
The rating system has been eliminated. The criteria for selection to MSHSAA postseason contests is located in the Officials Manual. With the elimination of the rating system, more emphasis will be placed on: coaches recommendations/non-recommendations, observers evaluations and recommendations, association recommendations, and Officials Reports. The number of contests worked the current season and previous season will also be factors. MSHSAA takes the umpires recommendation/non-recommendation process very seriously, and coaches will be mandated to provide a list of recommended/non-recommended umpires as part of their postseason registration process. This process for postseason umpires is designed to enhance the quality of officiating through input from each school on those umpires that should be considered for postseason contests. District entries will not be completed without this information, as it is now more important than ever. Coaches must submit their Umpires Recommendations for the postseason on the MSHSAA website by the established deadline. The more names supplied, the more beneficial the recommendations are to the District Managers and the MSHSAA staff. MSHSAA has the right to dismiss any recommendations/non-recommendations, submitted by the head coach, if it is determined that the coach has abused and/or manipulated the process for intentions not aligned with MSHSAA’s purpose and philosophy in selecting postseason umpires.
 - ii. **District Eligibility Roster**
 - 1) Failure to submit a roster will result in the school forfeiting its opening contest.
 - 2) No limit is placed on the number of players that may be in uniform for any one-tournament game.
 - 3) All eligible players shall be listed on the roster at the time of the beginning of each tournament.
 - 4) No new players may be added to the roster once the team has participated in the respective tournament.
 - 5) Rosters may be updated between the close of the district tournament and sectional game.
 - iii. **Season Record**
 - iv. **Pass Lists** (must be completed by administrator)
 - e. Make sure to note the deadline for each task to be completed.
4. **LATE ENTRIES:** Managers are allowed to accept late entries until the time the meeting to draw the District tournament bracket commences. **A late entry penalty fee of \$50.00** shall be assessed for late entries. No entries will be accepted after the meeting to draw the District tournament brackets. The District Manager shall notify the MSHSAA regarding any late entries.

B. TOURNAMENT MANAGEMENT

1. Selection: The manager shall select **TWO** or **FOUR** school representatives (principal, athletic director, or coach) from other participating schools to serve with him/her on a tournament committee. As many conferences as possible shall be represented.
2. Committee Duties:
 - a. Assist the manager in the administration of the tournament.
 - b. Establish the tournament schedule (**including locations of contests**)
 - c. Consult on the plan for selecting tournament umpires.
 - d. Make a contingency plan for poor field conditions due to weather.
 - e. Make any necessary rulings regarding grievances which may arise during district seeding or the progression of the tournament.
3. **Seeding Procedures:** Set a date for drawing the tournament seeds within the dates listed previously, (avoid conflicts with school time) and notify the participating schools at least 7 days in advance of the site and time of the meeting to draw the bracket. Schools should have all scores on their Season Record up to date. A face-to-face meeting is encouraged. **However, a Zoom call or Google Meet meeting would also be allowed to protect instructional time.** If either method is used, it is required for voting information (results, who voted for who, etc.) to be made public to all schools. Any other method needs to be approved by the MSHSAA office.
 - a. The mandatory seeding procedure is to seed each spot individually starting with the #1 seed, followed by the #2 seed, continuing to the last seed. **Schools may not vote for themselves in the seeding process. NOTE - If School “A” votes “School “B” as the #1 seed and School “B” does not receive enough other votes for the #1 seed, School “A” MUST vote School “B” as the #2 seed in the next round of voting.** The district schools participating in the meeting shall consider each team’s win-loss record (varsity vs. varsity games only), head to head competition, caliber of competition, and common opponents they have played over the season. **After the District Manager receives each school’s vote after each round, the manager must make each vote known to all participating coaches.** If a tie should occur, a second vote would be used to determine the seed but only the district schools who are not involved with the tie would participate in the second vote. If a tie remains, it shall be broken based on head to

head competition of the tied teams. Should a tie still exist, a coin flip shall determine the seeds of the tied teams. This specific procedure shall be followed by district manager.

- b. All teams shall be seeded by the committee. In districts of eight or less teams, the teams shall be placed on the bracket according to seeding. Any byes are to be given first to the first-seeded team, then the second-seeded team, etc. In districts of nine or more teams, the teams shall be placed on the bracket according to seeding in a 16-Team Bracket; any byes are to be given to the first-seeded team, then the second-seeded team, etc.
4. Placement on Bracket: All teams shall be seeded by the committee. Teams shall be placed on the bracket according to seeding; any byes are to be given first to the first-seeded team, then to the second-seeded team, etc.
5. Team Withdrawal: If a team withdraws from the district tournament after the seeding meeting, but before a game is played, all teams seeded below the team withdrawing shall be moved up one seed to fill the vacated spot. For example, if the 6th seeded team withdraws from the tournament the 7th and 8th seeded teams would be moved up to the 6th and 7th spots on the bracket. **If the umpires have been contracted, the team that forfeits will also be responsible for the payment of the umpires for that game.**
6. Inform Media: District Manager and coaches should notify media outlets direct them to www.mshsaa.org to view the brackets.
7. Switching Sites: By mutual agreement, the two participating schools may switch the site for a game. This would normally result from one school having inadequate facilities or because of inclement weather. District games may be played between two teams at a central location or at one of the other facilities in order to hold down travel. All games, however, shall be coordinated by the District manager. All game umpires shall be approved, registered and contracted by the District manager.

C. CONTEST DETAILS

1. Game Length
 - a. 7 Innings: All MSHSAA tournament games shall be seven innings and shall have precedence over any regularly scheduled games or other local school activities. (At least 4-1/2 innings constitutes a regulation game.)
 - b. Mercy Rule: In accordance with Rule 4-2-3 of the Softball Rules Book, Missouri has adopted procedures for the game to end if one team leads by 15 runs after 3 innings (2½ if home) or 10 runs after 5 innings (4½ if home).
 - c. A district game that is called due to darkness or inclement weather can be considered final by mutual agreement of the two coaches. If it is not agreed upon it shall be considered a suspended game.
2. Home Team
 - a. For Districts, higher seeded team shall have the choice of selecting whether to be the home or away team.
 - b. For State Series, a coin toss shall determine the team which gets the choice whether to be the home or away team
3. Warm-Up Procedures
 - a. Recommended procedures from the regular season shall be required in the postseason.
 - b. See Section 2.M
4. Game Ball
 - a. Official Ball: Rawlings
 - b. A limited number of balls will be supplied to hosts for district, sectional, and quarterfinal games
 - c. MSHSAA will supply all game balls at the final site.
5. Number of Umpires
 - a. **Two umpires will be used in quarterfinals and semifinals of district games. If a third umpire is hired for these games, the expense will be divided among the participating schools or paid by the host school.**
 - b. Three umpires shall be used in the District Championship.
 - c. Three umpires will be used for all State Series rounds.
6. Forfeited and Suspended Games
 - a. Forfeited Game: A game shall be forfeited if a team fails to report within fifteen minutes, after the set starting time and no contact has been made. Host schools or tournament managers will make the final decision on the forfeit. Every effort should be made to contact a late team.
 - b. Postseason: If enough innings have not been played to determine a winner or the score is tied, the suspended game rules apply.
 - c. Suspended Games (Postseason): When play is continued, the line-up and batting order shall be exactly the same as at the moment of suspension, subject to the rules governing the game. For example, if a team, while on defense, has been charged with two conferences, it is allowed only one more charged conference when the Suspended Game is continued. If a player has entered as a substitute and has been removed from the game, she cannot reenter when the game is continued. Even though a game is played during two different days, all playing regulations apply as if the game were continuous and being played during one day.

SECTION 5: CHAMPIONSHIP SERIES [\(TOC\)](#)

(District Tournament thru the State Championships)

- A. **POSTSEASON BROADCASTS:** *MSHSAA holds exclusive ALL-PLATFORM DISTRIBUTION rights for AUDIO, DATA and VIDEO for all postseason contests or festivals (beginning with district level through state) in all activities. Any transmission or production of any portion of these events, without the consent of MSHSAA is prohibited. Events are defined as the competition or performance. This includes, but not limited to, using programs such as Facebook Live, or YouTube.*
- B. **CLASSIFICATIONS (FRIDAY OF WEEK # 8 FOR FALL; FRIDAY OF WEEK # 37 FOR SPRING):**
1. Schools will be divided into classes as determined by classification procedures outlined in Board Policy.
 2. Tournament Format: See Section 3-C
- C. **DIGITAL TICKETS: Hometown Ticketing is the official partner for digital ticketing.**
1. Districts: Use of digital ticketing will be a host school option.
 2. State Series: Use of digital ticketing will be REQUIRED. No paper ticketing will be available.
 3. Contact: digitaltickets@mshsaa.org
- D. **ADMISSION CHARGES: Required for all spectators ages six (6) and up**
1. District Tournament: \$6.00
 2. State Series (Sectionals/Quarterfinals): \$8.00
 3. Championship Tournament (per day): \$10.00
- E. **DISTRICT TOURNAMENT**
1. When it becomes necessary to postpone an event, the local manager should check with the MSHSAA Office. Rescheduling on Sunday should be avoided unless absolutely necessary and then only after getting approval of all participating schools remaining in the tournament.
 2. Schedule: The administrators and coaches are requested to follow the schedule in this manual.
 - a. **SPRING: Thursday (Week #44) through Thursday (Week #45)**
 - b. **FALL: Class 1 With Sectional: Tuesday (Week #15) through Tuesday (Week #16);**
Classes 1-5 No Sectional: Wednesday (Week #15) through Wednesday (Week #16)
 - c. Postponed games shall be played on the earliest possible date following the postponement.
 - d. **The District Tournament MUST be started no later than one day after the tournament window opens**
 - e. **It is recommended that IF District games are to be played in the afternoon of a school day, the committee considers protecting instructional time. If the facility doesn't have lights, a game may NOT start after 4:00 p.m**
 - f. By mutual agreement, the two participating schools may switch the site for a game. This would normally result from one school having inadequate facilities or because of inclement weather. District games may be played between two teams at a central location or at one of the other facilities in order to hold down travel. All games, however, shall be coordinated by the District manager. All game umpires shall be approved, registered and contracted by the District manager.
 3. A deviation from the pre-scheduled District softball playing dates by the participating District teams due to an extreme conflict must be approved in advance by the District tournament manager and tournament committee. If necessary, the change shall be approved by the MSHSAA Office.
 4. The host school shall be responsible for notifying the opposing school of the game time as far in advance as possible. The notice shall permit adequate time for pregame preparations.
 5. First and second place plaques will be awarded at the District tournaments. The District plaques will be mailed directly to the manager of the District tournament.
- F. **SECTIONAL AND QUARTERFINAL GAMES:**
1. Sectional
 - a. SCHEDULE

	FALL	Class 1 ONLY (If Needed)	Thursday of Week #16
a. HOST:	Team on the top of the bracket in odd-numbered years and the team on the bottom of the bracket in even-numbered years. <u>If the assigned host is unable to host on the scheduled date, a delay until the next playing date is permissible. If on the next playing date, the assigned host cannot host, the contest shall be moved to a neutral site or the other school's site.</u>		
b. GAME TIME:	Between 4pm and 6pm, unless held at a facility without lights, when it may begin as early as 2:00 pm, with prior approval of both participating schools' administrators and the MSHSAA office.		
 2. Quarterfinal—The host team for the quarterfinal round will be determined by the following:
 - a. SCHEDULE

	SPRING	All Classes	Tuesday of Week #46
	FALL	All Classes	Saturday of Week #16
b. HOST:	Will be determined by the following		

- i. NO SECTIONAL – Team on the top of the bracket in odd-numbered years and the team on the bottom of the bracket in even-numbered years.
- ii. WITH SECTIONAL
 - 1) If one team has hosted a sectional game and the other has not; the team that did not host, the sectional game will host the quarterfinal game.
 - 2) If both teams have hosted or both have not hosted the sectional game the team on the top of the bracket in odd-numbered years and the team on the bottom of the bracket in even-numbered years will host.
- iii. If the assigned host is unable to host on the scheduled date, a delay until the next playing date is permissible. If on the next playing date, the assigned host cannot host, the contest shall be moved to a neutral site or the other school's site.
- c. GAME TIME: For games played on non-school days: between Noon and 4pm. A start scheduled outside these parameters must be approved in advance by both participating school's administrators and the MSHSAA office.

G. FINAL FOUR & STATE CHAMPIONSHIPS: (Dates & Times subject to change)

1. The final site for the State Softball Championships will be the Killian Softball Complex, Springfield, MO
2. Gates Open 1 hour prior to the first scheduled contest of a day.
3. Spring Schedule:

- Session I – **Monday, Week #47**

<u>Game Time</u>	<u>Field</u>	<u>Class</u>	<u>Semifinal</u>	<u>Quarterfinalists</u>
11:00 AM	1	2	1	1 v. 2
11:00 AM	2	2	2	3 v. 4
1:15 PM	1	1	1	1 v. 2
1:15 PM	2	1	2	3 v. 4

<u>Game Time</u>	<u>Field</u>	<u>3rd Place Game</u>
2:00 PM	Stadium	Class 2
4:15PM	Stadium	Class 1

- Session II – **Tuesday, Week #47**

<u>Game Time</u>	<u>Field</u>	<u>Championship</u>
11:00 AM	Stadium	Class 2
1:15 PM	Stadium	Class 1

4. Fall Schedule:

- Session I – **Thursday, Week #17**

<u>Game Time</u>	<u>Field</u>	<u>Class</u>	<u>Semifinal</u>	<u>Quarterfinalists</u>
12:00 PM	1	4	1	1 v. 2
12:00 PM	2	4	2	3 v. 4
1:00 PM	3	5	1	1 v. 2
1:00 PM	4	5	2	3 v. 4

<u>Game Time</u>	<u>Field</u>	<u>3rd Place Game</u>
3:00 PM	Stadium	Class 4
5:15 PM	Stadium	Class 5

- Session II – **Friday, Week #17**

<u>Game Time</u>	<u>Field</u>	<u>Class</u>	<u>Semifinal</u>	<u>Quarterfinalists</u>
11:00 AM	1	1	1	1 v. 2
11:00 AM	2	1	2	3 v. 4
12:00 PM	3	2	1	1 v. 2
12:00 PM	4	2	2	3 v. 4
1:30 PM	1	3	1	1 v. 2
1:30 PM	2	3	2	3 v. 4

<u>Game Time</u>	<u>Field</u>	<u>Championship</u>
10:00 AM	Stadium	Class 4
12:45 PM	Stadium	Class 5

<u>Game Time</u>	<u>Field</u>	<u>3rd Place Game</u>
3:00 PM	Stadium	Class 1
5:15 PM	Stadium	Class 2
7:30 PM	Stadium	Class 3

- Session III – **Saturday, Week #17**

<u>Game Time</u>	<u>Field</u>	<u>Championship</u>
10:00 AM	Stadium	Class 1
12:15 PM	Stadium	Class 2
2:30 PM	Stadium	Class 3

5. Trophies will be presented to the four semifinalist teams along with individual team medals. (Spectators are not permitted on the game fields during or after awards ceremonies).

Softball Playoff Rotations

District Quadrant Rotation

		2024 2027 2030			2025 2028 2031			2026 2029 2032
	F-C1 (With Sectional)	F-C1-5 (No Sectional) S-C1-2		F-C1 (With Sectional)	F-C1-5 (No Sectional) S-C1-2		F-C1 (With Sectional)	F-C1-5 (No Sectional) S-C1-2
Quadrant 1	1			1			1	
	2	1		2	1		2	1
	3	2		3	2		3	2
	4			4			4	
Quadrant 2	13			9			5	
	14	7		10	5		6	3
	15	8		11	6		7	4
	16			12			8	
Quadrant 3	5			5			9	
	6	3		6	3		10	5
	7	4		7	4		11	6
	8			8			12	
Quadrant 4	9			13			13	
	10	5		14	7		14	7
	11	6		15	8		15	8
	12			16			16	

Fall Final Site Class Rotation and Time Schedule

Fall (Dependent on Class Count)

	2024	2025	2026	2027	2028
Thursday – Friday	Class 4	Class 5	Class 4	Class 5	Class 5
	Class 5	Class 4	Class 5	Class 4	Class 4
Friday - Saturday	Class 1	Class 2	Class 3	Class 1	Class 2
	Class 2	Class 3	Class 1	Class 2	Class 3
	Class 3	Class 1	Class 2	Class 3	Class 1

Spring (Dependent on Class Count)

In odd years, Class 1 will play first and in even years Class 2 will play first.

APPENDIX A [\(TOC\)](#)

PROGRAM INFORMATION AND STATISTICS

The MSHSAA staff strives to publish the most accurate materials for all Championship events. Since a majority of the information contained in Championship publications is submitted by qualifying schools, it is imperative that the MSHSAA office receive correctly-spelled names, accurate classifications (year in school), season results, statistics of participants and coaching information. The MSHSAA Board of Directors has approved a fine process for all late, incomplete or illegible submissions for MSHSAA Championship publications. Schools that do not submit their information to MSHSAA in a timely, legible, complete and accurate manner will be fined \$25 per offense (Board Policy). Electronic reports must be submitted by the appropriate deadline in the format and style included with the report instructions. It is the responsibility of the school to verify that MSHSAA has received its program information, team photo and any other required information by the appropriate deadline.

In addition to the appropriate roster and schedule information, the following statistical information will be requested for Softball teams advancing past the district tournament:

B/T= bats and throws (left, right or switch)

G=Games played for the individual

Hitting:

Avg.= batting average

AB=At-bats (not plate appearances)

H= hits

RBI= runs batted in

2B= doubles

3B= triples

HR= homeruns

BB= walks earned as a batter

SO=times struck out (both looking and swinging) as a batter

SB=stolen bases

Pitching:

W/L= wins and losses as a pitcher

ER= earned runs allowed

IP= innings pitched

ERA= earned run average (based on 7 innings)

SO=strikeouts thrown as a pitcher

BB= walks thrown as a pitcher

S=saves

Fielding:

PO= putouts recorded as a fielder

A= assists recorded as a fielder

E= errors committed

Note:

- 1) These numbers should represent all games played through the district tournament and will be required for teams advancing past the district tournament. Any statistical information to be found incomplete will result in a fine per Board Policy #9 as listed above.
- 2) Stats only need to be entered once prior to the Sectional game. The stats will not need to be updated after each playoff contest.
- 3) If you have any statistical questions, do not hesitate in contacting Jason West in the MSHSAA office by e-mailing jason@mshsaa.org or calling (573) 875-1077

APPENDIX B [\(TOC\)](#)

COPYRIGHT COMPLIANCE

MSHSAA Position Statement Regarding U.S. Copyright Compliance

Educators, coaches, and administrators who wish to use copyrighted material need to understand the privileges and rights of the copyright owner and must abide by defined limitations as expressed in U.S. Copyright Law. It is the responsibility of the school administration to ensure their school community is in compliance with U.S. Copyright Laws at all times when playing music at your events, reproducing consumable materials, and all other events taking place at school facilities where copyright laws are to be followed. When hosting a MSHSAA postseason event, the host site is responsible for confirming any music being played over a public sound system, used in video clips, etc., has the gained written permission and/or secured the necessary license(s) to play the music, video clips, etc. from the appropriate Performing Rights Organization (i.e. ASCAP, BMI, SESAC, other).

The NFHS (National Federation of State High Schools) has established an agreement with ASCAP to allow schools and non-school sites hosting a MSHSAA postseason event, to perform/play music in which they own the rights (at least 50%) of the work at no charge. It is your responsibility to ensure the music performed onsite is owned by ASCAP. To determine if the music is owned by ASCAP to go www.ASCAP.com and select the link 'Repertory' to search their catalog. If the work is not owned by ASCAP (at least 50%), you will need to work directly with the organization that does own the rights (BMI, SESAC, etc.) to secure the necessary license or not use that work. This agreement only extends to the playing of music recordings downloaded to personal electronic devices, CD's, etc. but does not extend to mash-up recordings or music altered from its original recording without the site obtaining a license to do so.

APPENDIX C [\(TOC\)](#)

SITE SELECTION PROCESS

1. General Process: District Site Selection Process

1. Following the assignment of all registered schools to classifications and districts, the MSHSAA staff shall select one Athletic Administrator or Principal (per district) to serve as the Site Selection Chairperson for the purpose of coordinating the process.
2. The chairperson shall be contacted and confirmed via email by the MSHSAA staff.
3. Each chairperson shall review the list of schools assigned to their district located on the activity page on www.mshsaa.org under the "Class and District Assignments" link
4. Each chairperson will contact all athletic administrators of schools and arrange a meeting (face-to-face is preferred but telephone conference call, email, fax, ballot, etc. is acceptable) to select the host site(s). MSHSAA shall incur no expense in conjunction with this meeting.
5. The request shall be to select the host site(s) for only the current classification cycle.
6. Schools wishing to host, shall complete and submit the District Host Submission Form (Appendix F) to provide evidence that facilities and staffing meet the necessary and/or recommended requirements to safely, securely and adequately provide for the conduct of the district tournament.
7. The chairperson shall distribute all submitted forms to district members for review prior to the selection meeting.
8. The chairperson shall notify the MSHSAA office, via email, by the established deadline and indicate the selected host site(s) and manager's information and the District Host Submission Form.
9. The MSHSAA staff shall review the submitted host sites for any necessary adjustments and final approval. The MSHSAA staff and/or Board of Directors shall select the host site when a district committee is unable to reach agreement or the Board determines a suggested site is unacceptable due to site constraints. A neutral site may only be used, provided there is prior approval from MSHSAA, due to confirmation of inadequate facilities at the assigned district schools or unusual circumstances. The neutral site shall be at no additional expense to MSHSAA.
10. Prior to final approval, a Medical Emergency Action Plan (EAP) for all state series sites and venues must be confirmed/uploaded to the MSHSAA website prior to hosting. The medical EAP shall specifically require an onsite AED and use of MSHSAA's AED Guidelines as posted on the Sports Medicine page at www.mshsaa.org
11. Following final approval, host sites shall be added to the district assignments link and the district managers' packets shall be forwarded to each district manager within an appropriate time frame to allow for proper administering of the event.

2. Specific Criteria for District Sites

1. The Board of Directors has taken the position on the locations for District and State Tournaments that competition sites for all district and state series events shall be conducted in Missouri unless a school owned facility, contiguous to the school campus is beyond the state border.
2. The site facility(s) must be in compliance with the Title III of the Americans with Disabilities Act as a place of public accommodation.
3. A Medical Emergency Action Plan (EAP) for the venue being used for hosting a postseason contest must be uploaded and accounted for at www.mshsaa.org. The medical EAP shall specifically require an onsite AED and use of MSHSAA's AED Guidelines as posted on the Sports Medicine page at www.mshsaa.org
4. Secure location for contest officials to be sequestered from teams and spectators.
5. Ability to take admission for all contests.
6. Seating capacity shall be adequate to accommodate anticipated attendance.
7. Adequate off-street parking available for the seating capacity of the facility – required.
8. Adequate concessions available for spectators – required.

3. Specific Criteria for Softball Sites

1. A facility with lights is preferred, but not required. (Schools – please consider all pros and cons for your particular district and the protection of instructional time)
2. Contests shall be played on fields designed, constructed and intended for Softball, not fields where the host has created a temporary softball field. Teams should not be placed in an unfair/unsafe situation by playing on a make-shift softball field. Example: A football/soccer field converted to a softball field. A baseball outfield converted to a softball field. A baseball field, used in a traditional manner, with the mound removed and temporary fencing installed would meet the qualifications, as long as all other requirements are met.
 - a. The field must have an outfield fence (the recommended distance is 200 feet (185 ft- 235 ft); a permanent fence is preferred). A school cannot host without a fence.
 - b. The field must have a manufactured double first base.
 - c. The facility must have a means to charge admission. If a gate is not charged the expenses for game or games will be shared by the participating schools.
 - d. The field shall not include a baseball mound.
 - e. Multiple fields at one facility are preferred, but not required.
 - f. Restrooms and concession stands are preferred, but not required.
 - g. The softball field should be free of dangerous obstructions and/or non-traditional softball playing equipment. (Ex. Soccer goals, Goal Posts, Maintenance Equipment, etc.).

- h. The Facility must represent to MSHSAA that the subject facility follows accessibility under the Americans with Disabilities Act (ADA), Title III as a place of public accommodation and Facility will assume all responsibility for any claims made against MSHSAA arising from any noncompliance with the ADA.
 - i. Music – If you are going to play walk-up music for one team, you MUST offer it to the other team
- 3. **Multiple Sites:** The diamond used need not be that of the manager's school, and different diamonds may be used for district games if it will help to expedite the tournament and be more convenient for the schools.

APPENDIX D [\(TOC\)](#)

DISTRICT HOST SUBMISSION FORM – SOFTBALL

This form is to be completed and submitted by the Athletic Director of a member school wishing to host the district tournament in the sport of softball. The form will be deemed invalid and school will not be considered to host if the form is not completely filled out prior to submission.

[DOWNLOADABLE FORM](#)

General

School: _____	Location: <input type="checkbox"/> On-Campus <input type="checkbox"/> Off Campus <input type="checkbox"/> Both
<input type="checkbox"/> Multiple locations will be required to host	
<input type="checkbox"/> Facility complies with Title III of the Americans with Disabilities Act as a place of accommodation.	
<input type="checkbox"/> Secure location for umpires away from fans and team personnel.	
<input type="checkbox"/> Ability for site to be secured so gate may be taken at all contests.	
Seating Capacity _____	Off-Street Parking Capacity _____
Public Restrooms <input type="checkbox"/> Yes <input type="checkbox"/> No	Concessions <input type="checkbox"/> Yes <input type="checkbox"/> No

Field

Field: <input type="checkbox"/> Softball Field w/Permanent Fence	<input type="checkbox"/> Converted Baseball Field w/Temporary Fence
Playing Surface: <input type="checkbox"/> Dirt-IF w/ Grass-OF	<input type="checkbox"/> All Turf <input type="checkbox"/> Turf-IF w/ Grass-OF
Lights <input type="checkbox"/> Yes <input type="checkbox"/> No	Bullpens <input type="checkbox"/> Yes <input type="checkbox"/> No
Fence: Recommended 200 feet (must be between 185 – 235 feet)	
Left (ft) _____	Center (ft) _____ Right (ft) _____
Batting Cages <input type="checkbox"/> Yes <input type="checkbox"/> No	Separate Warm-up area/ or 2 nd field <input type="checkbox"/> Yes <input type="checkbox"/> No

Extras

Scoreboard <input type="checkbox"/> Yes <input type="checkbox"/> No	Public Address System <input type="checkbox"/> Yes <input type="checkbox"/> No
Locker Rooms <input type="checkbox"/> Yes <input type="checkbox"/> No	Press Box <input type="checkbox"/> Yes <input type="checkbox"/> No
Storm Shelter <input type="checkbox"/> Yes <input type="checkbox"/> No	Covered Seating <input type="checkbox"/> Yes <input type="checkbox"/> No

Why should your facility be selected? (Box will expand as needed)

Person Submitting

School Position

This form may be saved and used for future years.

APPENDIX E [\(TOC\)](#)

DP/FLEX RULE – BASIC UTILIZATION STRATEGIES FOR COACHES

DP/FLEX RULE

Basic Utilization Strategies for Coaches

The following are basic strategies a coach might utilize to match the skills of the DP and FLEX players to complement one another.

1. **Objective:** Utilize a fast runner who is a weak hitter (FLEX) to run for the solid hitting DP.
 - a. **Matchup:** Pair up a solid hitter (DP) with a player of exceptional speed but who is a weak hitter (FLEX).
 - b. **Typical sequence:** DP hits safely; FLEX enters to run for her; DP reenters and hits safely; FLEX enters to run for her; sub #1 hits for DP (since the DP already used her one re-entry), FLEX enters to run for sub #1; sub #1 reenters and hits safely; FLEX enters to run for sub #1; sub #2 hits safely; FLEX enters to run for her; and so on.
2. **Objective:** List a power hitter as the FLEX player when you have a platoon of players who will be the DP's.
 - a. **Matchup:** Pair up an average player (DP) with a good hitting, but slow runner (FLEX) who also plays defense.
 - b. **Typical sequence:** As the spot in the batting order comes up, enter the FLEX who hits safely; reenter the DP to run; enter the FLEX who hits safely; sub #1 enters to run (since the DP already used her one re-entry); enter the FLEX who hits safely; sub #1 reenters to run; FLEX hits safely; sub #2 enters to run; and so on.
3. **Objective:** Create a space in the lineup for relief pitchers who do not hit, while allowing the starting pitcher to also play offense.
 - a. **Matchup:** Pair up your starting pitcher (DP) with a player you don't intend to play or with the name of your relief pitcher (FLEX).
 - b. **Typical sequence:** At the pregame meeting, as soon as the lineups are accepted, enter your DP to pitch. You now have nine players who all are playing both offense and defense and the FLEX has left the game. As the game progresses and relief pitching is needed, enter the relief pitcher for the FLEX (or re-enter her if she was listed as the starting FLEX player) and allow the starting pitcher to continue hitting and running in the DP spot in the batting order. Note: Either the DP can run following her hits or FLEX can run the bases.
4. **Objective:** Create maximum flexibility for a great athlete who will stay in the game as either a pitcher or field player.

- a. **Matchup:** List your great athlete as the DP and the starting pitcher as the FLEX player.
 - b. **Typical sequence:** At the pregame meeting, as soon as the lineups are accepted, enter your DP to play any defensive position other than pitch – the FLEX is your pitcher and the player replaced on defense continues to hit. As the game progresses, it appears the great player may be needed to pitch so remove her from the game to warm-up and enter a sub to hit in the DP spot – the player who has been hitting only, now returns to play both. When the great player is warmed up, re-enter her to pitch. As the game progresses, if you want to save her arm, re-enter the FLEX player to pitch.
5. **Objective:** Allow a player to come off the bench and have her play both offense and defense (DP), or as the DP to play offense only (enter FLEX on defense) or as the FLEX to play defense only (enter DP to bat).
- a. **Matchup:** Create both the DP and FLEX positions in the lineup to start the game
 - b. **Typical sequence:** As the game progresses, you can play a substitute on both offense and defense in any spot in the order other than the DP and FLEX, OR you can put a sub in for the DP who only plays offense, OR you can put a sub in for the FLEX who only plays defense.



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