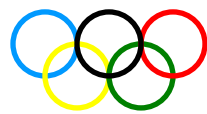


TECHNICAL & VENUE MANUAL

FOR OLYMPIC, WORLD CHAMPIONSHIPS, REGIONAL AND
MULTI-SPORT COMPETITIONS





TECHNICAL MANUAL

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TECHNICAL AND FACILITY REQUIREMENTS INTERNATIONAL SOFTBALL FEDERATION COMPETITION

The purpose of the ISF Technical and Venue Manual is to furnish a broad base of information for the planning and design of a softball venue or fields. We briefly describe the process and considerations necessary to determine the feasibility and sizing of a softball venue or facility. Also included are the ISF Technical and Procedural code, field dimensions requirements, some typical field lighting and irrigation layouts.

This manual is simply a guide to orient you to understanding the complexities of field construction. There are a variety of considerations, including but not limited to, safety, maintenance, specific design, weather conditions and legacy.

The technical and facility requirements for hosting World Championships, Regional / Multi-sport Games, Olympic Qualifiers and the Olympics are set out in the ISF Technical and Procedural Code but only on limited bases. This manual is not all inclusive, however it does cover the basics as well as provide more details in some areas to assist Federations/Organizing Committees on fulfilling what is required to host and conduct an ISF Competition.





**ISF TECHNICAL & PROCEDURAL CODE
for WORLD CHAMPIONSHIPS and OLYMPIC GAMES
(INCLUDING QUALIFYING COMPETITIONS for WORLD CHAMPIONSHIPS and OLYMPIC
GAMES)**

(As adopted September 18, 1952 with amendments through 2003)

ARTICLE 1. FORMATION OF SECTIONS AND METHOD OF COMPETITION (FAST PITCH)

1.01 When there are fifteen (15) or less entries, teams will play in one (1) section. In the event of there being less than eight (8) effective entries, a double round robin will be played. In the event there are eight (8) to fifteen (15) effective entries, a single round robin will be played, culminating in a page playoff involving the top four (4) teams.

1.02 (a) When there are sixteen (16) effective entries, the Executive Council will form two (2) sections. A single round robin will be played within each section. The top four (4) teams from each section shall play in a double page system playoff.

(b) The allocation to sections will be –

Section One Section Two

1	2
4	3
5	6
8	7
9	etc

(c) Teams shall be allocated to Sections on the basis of the finishing positions –

Women's	First 8 placings – at the previous Olympic Games Last 8 placings – at the previous World Championship
---------	--

Men's, Junior Girl's, Junior Boy's Championship	At their previous World Championship
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(d) The Executive Council at its discretion may also reverse the allocations to Sections 1 and 2, in regard to the placings 11 to 16, in order to obviate a large number of countries from a region in the one section.

(e) Where a team did not compete at the previous World Championship, allocation to Sections will be made in accordance with the order the entries are received and teams placed in Section 1 or 2 at the discretion of the Executive Council in order to obviate a large number of countries from a region in the one section.



- (f)
- i. When a team/s withdraws from a World Championship up to two (2) months prior to the commencement of the Championship, the Executive Council may invite a team (who participated in that region's or another region's qualifying competition) to participate.
 - ii. When a team/s withdraws from a World Championship within two (2) months of the commencement of the Championship or does not arrive at a World Championship, no replacement/s will be made.
 - iii. Should there be a withdrawal/s from a World Championship within two (2) months of the commencement of the Championship, no change shall be made to the playing schedule, unless –
 - The withdrawals leave the number of teams in one section greater than the number of teams in the other section by more than one (1); then one (1) or more teams shall be transferred from the section with the greater number of teams to the other section so that neither section has more than one (1) team than the other.
 - There are twelve (12) or fewer teams, when a new playing schedule shall be drawn up for all teams to participate in the one section.
 - When because of withdrawal/s there are an uneven number of teams in sections (e.g. seven (7) teams in one section, eight (8) teams in the other section), the section with the least number of teams shall be considered to have a bye and each team in that section shall be awarded one (1) win.

1.03 Qualifying Competitions for World Championships and Olympic Games

- (a) With eight (8) or more teams participating, the formation of sections and the method of competition as under for World Championships shall apply.
- (b) With less than eight (8) teams participating, the method of competition (number of rounds/games, type of finals) shall be as decided by the Executive Council on the recommendation from the host nation.
- (c) The host nation shall advise ISF of the final placings immediately on conclusion of the tournament.

ARTICLE 2. FORMATION OF SECTIONS AND METHOD OF COMPETITION (MODIFIED AND SLOW PITCH)

- 2.01 Where there are fifteen (15) or less entries, teams will play in one (1) section. In the event of there being less than eight (8) effective entries, a double round robin will be played. In the event there are eight (8) to fifteen (15) effective entries, a single round robin will be played, culminating in a page playoff involving the top four (4) teams.



- 2.02 (a) Where there are sixteen (16) to twenty-four (24) effective entries, the Executive Council will form two (2) sections. A single round robin will be played within each section. The top four (4) teams from each section shall play in a double page system playoff.
- (b) Teams shall be allocated to Sections on the basis of the finishing positions of the previous World Championship as follows –

Two Sections (16-24 teams)

Section One	Section Two
1	2
4	3
5	6
8	7
9	etc

- (c) Where a team did not compete at the previous World Championships, allocation to Sections will be made in accordance with the order the entries are received.

- 2.03 (a) Where there are twenty-five (25) or more effective entries, the Executive Council will form four (4) sections, and a single round robin will be played in each section. The top two (2) teams from each section shall play in a double page playoff.

- (b) Teams shall be allocated to Sections on the basis of the finishing positions at the previous World Championship as follows –

Four Sections (25 + teams)

Section One	Section Two	Section Three	Section Four
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	etc.		

- (c) Where a team did not compete at the previous World Championship, allocation to Sections will be made in accordance with the order the entries are received.

ARTICLE 3. RESOLUTION OF TIES

- 3.01 A tie exists within one (1) section, or across two (2) or four (4) sections, when two (2) or more teams have the same win-loss record.

- 3.02 A tie shall be resolved by following, in order, the procedure set out below –



(a) Within Section Round Robins

With two teams tied on wins/losses, rank them by the results of their game in the round robin; the winner is placed ahead of the loser.

With more than two teams tied on wins/losses, rank them in order –

- By the results of their games among themselves in the round robin games.
- If still tied on wins/losses, by their runs against record in the games among themselves; the team with the lowest runs against is placed ahead of the others, the team with the second lowest runs against is placed ahead of the others, etc.
- If any teams tied by their runs against record in the games amongst themselves –

two teams – by the results of their games amongst themselves in the round robin games

more than two teams – by their runs against record in all the round robin games; the team with the lowest runs against is placed ahead of the others, the team with the second lowest runs against is placed ahead of the others, etc.

- If any teams still tied on runs against, by random selection; the first team selected is placed ahead of the others.

(b) Across Section Round Robins

With two or more teams tied on wins/losses, rank them in order –

- .By their runs against record in all round robin games; the team with the lowest runs against is placed ahead of the others, the team with the second lowest runs against is placed ahead of the others, etc.
- If any teams still tied on runs against, by random selection; the first team selected is placed ahead of the others.

3.03 For a tied team “runs against” is the total number of runs scored by the specified opponents of that team.

3.04 EXCEPTION: Where teams are tied for a place in a Page System the Executive members present may decide that such tie may be resolved by a playoff provided that Executive members agree that conditions are satisfactory for such playoff.

ARTICLE 4. FINALS (FAST PITCH)

4.01 PAGE SYSTEM PLAYOFF (4 TEAMS) – ONE SECTION



- (a) The Page System shall comprise of two (2) semifinals, one (1) final and one (1) grand final.
- (b) Two (2) days shall be set aside for the Championship Page System at the end of the Championship. The two (2) semifinals shall be played on the second to last day, the final and grand final shall be played on the last day.
- (c) First Semifinal – The teams ranked third and fourth in the round robin shall play for a place in the final; the loser is fourth in the Championship.
- (d) Second Semifinal – The teams ranked first and second in the round robin shall play for a place in the grand final.
- (e) Final – The winner of the first semifinal and the loser of the second semifinal shall play for the second place in the grand final; the loser is third in the Championship.
- (f) Grand Final – The winner of the second semifinal and the winner of the final shall play for the Championship; the loser is second in the Championship.

4.02 DOUBLE PAGE SYSTEM PLAYOFF (8 TEAMS) – TWO SECTIONS

- (a) The Double Page system shall comprise of two (2) Preliminary Page Systems “A” and “B” to determine the four teams to play in the Championship Page System to determine the first four places in the Championship.
- (b) The Preliminary Page Systems “A” and “B” shall each comprise of two (2) semifinals and one (1) final.
- (c) The Championship Page System shall comprise of two (2) semifinals, and one (1) final and one (1) grand final
- (d) It is recommended that two and a half days shall be set aside for the Double Page System playoff. The two (2) semifinals of each Preliminary Page System “A” and “B” shall be played on the third to last day; one final of each Preliminary Page System “A” and “B” and two (2) semifinals of the Championship Page System shall be played on the second to last day; and the final and grand final of the Championship page system shall be played on the last day.

4.03 TWO SECTIONS – 8 TEAMS

- (a) Preliminary Page System “A”
Shall comprise the first and third teams from Section One and the second and fourth teams from Section Two.

First Semifinal – The teams ranked third in Section One and fourth in Section Two shall play for a place in the Preliminary Page System “A” final

Second Semifinal – The teams ranked first in Section One and second in Section Two shall play for a place in the Championship Page System second semifinal.



Final – The winner of the first semifinal and the loser of the second semifinal shall play for a place in the Championship Page System first semifinal.

- (b) Preliminary Page System “B”
Shall comprise the first and third teams from Section Two and the second and fourth teams from Section One.

First Semifinal – The teams ranked third in Section Two and fourth in Section One shall play for a place in the Preliminary Page System “B” final.

Second Semifinal – The teams ranked first in Section Two and second in Section One shall play for a place in the Championship Page System second semi-final.

Final – The winner of the first semifinal and the loser of the second semifinal shall play for a place in the Championship Page System first semifinal.

- (b) Championship Page System
First Semifinal – Winner of the final of Preliminary Page System “A” and winner of the final of Preliminary Page System “B” shall play for a place in the final; the loser is fourth in the Championship.

Second Semifinal – Winner of the second semifinal of Preliminary Page System “A” and the winner of the second semifinal of Preliminary Page System “B” shall play for a place in the Grand Final.

Final – Winner of the first semifinal of the Championship Page System and the loser of the second semifinal of the Championship Page System shall play for a place in the Grand Final, the loser is third in the Championship.

Grand Final – Winner of the second semifinal of the Championship Page System and the winner of the final of the Championship Page System shall play for the Championship title; the loser is second in the Championship.

ARTICLE 5. FINALS (MODIFIED AND SLOW PITCH)

5.01 PAGE SYSTEM PLAYOFF (4 TEAMS) – ONE SECTION

- (a) The Page System shall comprise of two (2) semifinals, one (1) final and one (1) grand final.



- (b) Two (2) days shall be set aside for the Championship Page System at the end of the Championship. The two (2) semifinals shall be played on the second to last day, the final and grand final shall be played on the last day.
- (c) First Semifinal – The teams ranked third and fourth in the round robin shall play for a place in the final; the loser is fourth in the Championship.
- (d) Second Semifinal – The teams ranked first and second in the round robin shall play for a place in the grand final.
- (e) Final – The winner of the first semifinal and the loser of the second semifinal shall play for the second place in the grand final; the loser is third in the Championship.
- (f) Grand Final – The winner of the second semifinal and the winner of the final shall play for the Championship; the loser is second in the Championship.

5.02 DOUBLE PAGE SYSTEM PLAYOFF (8 TEAMS) – TWO AND FOUR SECTIONS

- (a) The Double Page system shall comprise of two (2) Preliminary Page Systems “A” and “B” to determine the four teams to play in the Championship Page System to determine the first four places in the Championship.
- (b) The Preliminary Page Systems “A” and “B” shall each comprise two (2) semifinals and one (1) final.
- (c) The Championship Page System shall comprise of two (2) semifinals, and one (1) final and one (1) grand final.
- (d) It is recommended that two and a half days shall be set aside for the Double Page System playoff. The two (2) semifinals of each Preliminary Page System “A” and “B” shall be played on the third to last day; one final of each Preliminary Page Systems “A” and “B” and two (2) semifinals of the Championship Page System shall be played on the second to last day; and the final and grand final of the Championship page system shall be played on the last day.

5.03 TWO SECTIONS – 8 TEAMS

- (a) Preliminary Page System “A”
Shall comprise the first and third teams from Section One and the second and fourth teams from Section Two.

First Semifinal – The teams ranked third in Section One and fourth in Section Two shall play for a place in the Preliminary Page System “A” final.

Second Semifinal – The teams ranked first in Section One and second in Section Two shall play for a place in the Championship Page System second semifinal.

Final – The Winner of the first semifinal and the loser of the second semifinal shall play for a place in the Championship Page System first semifinal



- (b) Preliminary Page System "B"
Shall comprise the first and third teams from Section Two and the second and fourth teams from Section One.

First Semifinal – The teams ranked third in Section Two and fourth in Section One shall play for a place in the Preliminary Page System "B" final.

Second Semifinal – The teams ranked first in Section Two and second in Section One shall play for a place in the Championship Page System second semifinal.

Final – The winner of the first semifinal and the loser of the second semifinal shall play for a place in the Championship Page System first semifinal.

- (c) Championship Page System
First Semifinal – Winner of the final of Preliminary Page System "A" and winner of the final of Preliminary Page System "B" shall play for a place in the final; the loser is fourth in the Championship.

Second Semifinal – Winner the second semifinal of Preliminary Page System "A" and the winner of the second semifinal of Preliminary Page System "B" shall play for a place in the Grand Final.

Final – Winner of the first semifinal of the Championship Page System and the loser of the second semifinal of the Championship Page System shall play for a place in the Grand Final; the loser is third in the Championship.

Grand Final – Winner of the second semifinal of the Championship Page System and the winner of the final of the Championship Page System shall play for the Championship title; the loser is second in the Championship.

5.04 FOUR SECTIONS – 8 TEAMS

- (a) Preliminary Page System "A"
Shall comprise the first team from Section One, the first team from Section Three, the second team from Section Four and the second team from Section Two.

First Semifinal – The teams ranked second from Sections Two and Four shall play for a place in the Preliminary Page System "A".

Second Semifinal – The teams ranked first from Sections One and Three shall play for a place in the Championship Page System second semifinal.



Final – The winner of the first semifinal and the loser of the second semifinal shall play for a place in the Championship Page System first semifinal.

(b) Preliminary Page System “B”

Shall comprise of the first team from Section Two, the first team from Section Four, the second team from Section Three and the second team from Section One.

First Semifinal – The teams ranked second from Sections One and Three shall play for a place in the Preliminary Page System “B” final

Second Semifinal – The teams ranked first from Sections Two and Four shall play for a place in the Championship Page System second semifinal.

Final – The Winner of the first semifinal and the loser of the second semifinal shall play for a place in the Championship Page System first semifinal.

(c) Championship Page System

First Semifinal - Winner of the final of Preliminary Page System “A” and the winner of the final of Preliminary Page System “B” shall play for a place in the final; the loser is fourth in the Championship.

Second Semifinal – Winner of the second semifinal of Preliminary Page System “A” and winner of the second semifinal of Preliminary Page System “B” shall play for a place in the Grand Final.

Final – Winner of the first semifinal of the Championship Page System and the loser of the second semifinal of the Championship Page System shall play for a place in the Grand Final; the loser is third in the Championship.

Grand Final – Winner of the second semifinal of the Championship Page System and the winner of the final of the Championship Page System shall play for the Championship title; the loser is second in the Championship.

ARTICLE 6. STANDINGS

6.01 A schedule of final team standings shall be published immediately following the last game of a World Championship. Such other standings shall be published as and when required by the ISF official in charge of the Championship.

- (a) The final standings of the first four (4) teams shall be determined by their standings in the final page playoff(s).



- (b) The final standings for fifth to eighth (when two sections play a double page system playoff) shall be determined as follows –
- The losers of the First Semifinals in Preliminary Page Systems “A” and “B”, seventh and eighth.
 - The losers of the Final in Preliminary Page Systems “A” and “B”, fifth and sixth.
 -
 - The teams with the lowest loss record (round robin and preliminary page system games) shall be placed in the higher position of each pair. Where teams have the same loss record, their positions shall be determined in accordance with Article 3 of this Code.
 - At the Women’s World Championship should there be a playoff to decide fifth position for the Olympic Games that shall decide the fifth and sixth placings at that World Championship.
- (c) The final standings of the remaining teams shall be determined by their win/loss ratios established during section play. Ties shall be determined in accordance with the provisions of Article 3 of this Code.

6.02 Standings established at a given World Championship or Olympic Games are used as basis for forming more than one section at the next similar World Championship; all such standings expire after being used as indicated above.

6.03 Teams which enter a World Championship without a standing shall be included at the end of the established standings in the order in which their entries are received.

ARTICLE 7. COMPETITION

7.01 PLAYERS

No more than seventeen (17) individual players shall participate in a World Championship, qualifying competitions for World Championships, and Multi-Sport Games and **fifteen (15) individual players** for Olympic Games.

At the Technical Meeting prior to the commencement of the tournament the passports of each player participating shall be checked by the Technical Commission for nationality/citizenship, and at youth tournaments checked for date of birth.

7.02 TEAM UNIFORM

- (a) All players must be uniformed alike on a given team. The players must have the name of their country on the front of the uniform or an emblem depicting national origin.

The same number must be on the back of uniform shirts, both light and dark, and be six inches in height; this will serve to identify each eligible player.



These mandatory provisions shall not preclude display on the uniform, in one position only, the name or logo of a sponsor, provided that such display measures no more than three (3) inches by two (2) inches. A miniature flag or emblem of the country may be placed in front of the cap (men), one (1) inch above the visor is recommended.

- (b) Two (2) teams shall not in any games wear the same or similar color uniforms. Each team shall be required to have a white/light color shirt, and also a contrast color/dark color shirt. The home team will wear a contrast color/dark color shirt and the visiting team will wear a white/light color shirt. See 7.04 to determine which is the home and visiting team.
- (c) Female players must wear shorts in all World Championship and Olympic Games competition unless otherwise exempted by the Executive Council.

7.03 HELMETS (FAST PITCH ONLY)

Approved batting helmets are mandatory for all batters, runners, on-deck batters, catchers (with approved mask and throat protector), youth age coaches in the coaches boxes and youth age persons acting as bat boys/girls while in the dugout and the playing area.

7.04 CHOICE OF INNINGS AND DUGOUT

- (a) To be decided by toss of coin by the Umpire in Chief at the Technical Meeting. All tosses for the games in the rounds will be held at this time.
- (b) The home team will be assigned the third base dugout and the visiting team, who will bat first, will be assigned the first base dugout.
- (c) In the page system final where the winning team from the final plays back to back in the Grand Final, the winning team may keep the dugout utilized in the previous game.

7.05 REPORTING TO PLAYING SITE

Teams preparing to play must report to the Umpire in Chief at least thirty (30) minutes before scheduled to play and submit, at that time, the lineup.

It will be the host organizing commission's responsibility to see that teams are picked up and delivered to playing site on time.

7.06 BATS CHECKED

Each team must have their bats checked by the umpires prior to the start of their first game, and thereafter, if necessary, in the tournament. All bats must conform to the rules of the ISF Playing Rules Commission.

7.07 USE OF DIAMOND

Prior to their first game on a diamond, each team may have a five (5) minute warm-up on the diamond. The "home team" shall have last warm-up and shall remain on the diamond for the start of the game.



7.08 TEAM MEMBERS ON PLAYING FIELD OR IN DUGOUT

No one, other than team members in uniform, coaches and managers, will be permitted on the playing field. Permission to be on the playing field for other than players, coaches and managers can only be given by the Umpire in Chief.

7.09 SMOKING

No smoking is permitted on the field or in the dugout at any time.

7.10 DEMONSTRATIONS

- (a) Any type demonstration by a team before, during, or following a game, must be held in an area directly in front of their own assigned dugout.
- (b) If this is violated, the team Head Coach will not be allowed to coach as follows –

If demonstration is before a game, the Head Coach cannot coach that game.

If demonstration is after a game, the Head Coach cannot coach the next game.

If demonstration is after last game of Championship, appropriate action will be dealt against the country by the Executive Council.

7.11 COMMUNICATIONS EQUIPMENT

No communication equipment is allowed between –

- (a) The coaches on the field;
- (b) The coaches and the dugout;
- (c) The coaches and any player; or
- (d) The spectator area and the field, including the dugout, coaches and players.

NOTE: If such equipment is continued to be used after a warning, the Head Coach will be ejected from the game.

7.12 COMPLETION OF GAME

- (a) All games must go at least seven (7) innings, except as provided for in Article 7.12 (b) and 7.12 (c) below.
- (b) COMMENCEMENT/DELAY/SUSPENSION/DEFERMENT/RESUMPTION OF GAME
 - (A) In the advent of adverse weather conditions the Umpire in Chief shall decide whether a game shall be -



- i. In the case of a game that has not started –
 - Commenced, with particular attention being given to an impending storm and for both teams to have equal innings of playing conditions, or
 - Delayed, with any such game being rescheduled at a later time and/or date.
 - ii. In the case of a game that has commenced, but with less than five (5) innings played –
 - Suspended for a short period of time (up to a maximum of three (3) hours), or
 -
 - Deferred for a long period of time (in excess of three (3) hours), with particular attention being given for both teams to have equal innings of playing conditions
- (B) Where, due to darkness, rain, panic or other cause, a game is suspended or deferred –
- i. The game shall be regulation if five (5) or more completed innings have been played, or if the home team has scored more runs than the visiting team has scored in five (5) or more innings.
 - ii. The game shall be resumed at a later time and/or date at the exact point where the game was suspended or deferred, if a result has not been obtained under Article 7.12 (b) B I above, or if the scores are tied at the time of suspension or deferment.

(c) 20/15/7 RUN RULE (FAST PITCH ONLY)

A game must be called a regulation game if one team leads the other by twenty (20) runs or more after three (3) innings, fifteen (15) runs or more after four (4) innings, or seven (7) runs or more after five (5) innings have been played. Both the visiting team and the home team must complete the same number of innings at bat unless the home team leads by the required number of runs and the game is called at that point.

(d) TIE BREAKER

If, after the completion of seven (7) innings of play, the score is tied, the following tie breaker will be played to determine the winner –

Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat ninth (tenth in SP, or eleventh in SP with an EP) in that respective half inning being placed on second base.



7.13 MAJOR DISRUPTION TO PLAYING SCHEDULE

- (a) Where there has been a major disruption to the playing schedule during the round robin or playoff rounds, the determination of placings and winners of medals shall be decided by the Technical Commission.
- (b) The following guidelines are for assistance in making such determination –
- 1 Every attempt should be made to determine a winner through the playing of games (i.e. complete the round robin matches as a minimum).
 - 2 If the round robin matches cannot be completed, the placings should be decided on the games actually played. However, consideration should be given to the number of games each team has played.
 - 3 If any of the playoff games cannot be played or continued due to any circumstance, the following method will be used to determine the placings –
 - i. No playoff games played
Placings and medal winners will be determined by the final rankings at the completion of the round robin. Rankings to be determined in accordance with the provisions of Article 3 of this Code.
 - ii Playoff rounds have commenced and cannot be completed
 - Any game where a team has been defeated and eliminated from the remaining playoff round games will be deemed legal.
 - An undefeated team (including round robin and playoff round games) will be declared the winner.
 -
 - In the event of there being more than one undefeated team (including round and playoff round games) the winner will be determined in accordance with the provisions of Article 3 of this Code.

7.14 PROTESTS

All protests must be settled on the playing field. No protest will be considered following the completion of the game, or on a judgment call. Protests on eligibility will be handled by the Technical Commission.

7.15 OFFICIAL SCORER

Official Scorer(s) will be named by the host country and will locate themselves close to the Umpire in Chief, when possible, and practical. All official score sheets will be filed with the Secretary General at the conclusion of the tournament.



7.16 CHAMPIONSHIP TRIBUNAL

- (a) The Championship Tribunal shall be appointed by the ISF President or his nominee.
- (b) The Championship Tribunal shall have the authority to deal with and take appropriate action against any player or official whose off-diamond actions or conduct are reported as being detrimental to the sport of softball.
- (c) Procedures for the Championship Tribunal to investigate the report and the Championship Tribunal hearing shall follow similarly to those set out for the ejection of a player/official from a game in (f), (g), (h), (i) of this clause.
- (d) Any player/official ejected from a game for reason of a violation of Rule 10, Section 9 (a) or for any other reason which could be considered as bringing the game into disrepute, shall be required to appear before a Championship Tribunal.
- (e) Should any player/official be ejected from a game, the umpire concerned shall submit a written report to the ISF Representative (per the Championship Umpire in Chief), immediately following the conclusion of the game from which the player/official was ejected.
- (f) The ISF Representative shall advise the Manager/Administrator of the team, of the ejected player/official, of the time and place for the Tribunal Meeting. This meeting shall be conducted as soon as possible following the conclusion of the game from which the player/official was ejected and prior to the game scheduled for that team.
- (g) The player/official shall be permitted to be accompanied by the Team Manager/Administrator to the Tribunal hearing.
- (h) The Tribunal shall have the authority to impose one of the following penalties –
 - to reprimand the player/official, or
 - to suspend the player/official for any or all of the remaining games in the Championship.
- (i) The Tribunal shall advise the player/official of its decision immediately following the meeting.

ARTICLE 8. GROUNDS

8.01 There shall be a standard distance from home plate to the outfield fence. There shall also be boundary fences from the backstop down each foul line linking with the outfield fence.

FP	MEN	Not less than seventy six (76) meters (two hundred fifty (250) feet) nor more than eighty four (84) meters (two hundred seventy five (275) feet)
----	-----	--



- | | | |
|----|-------|--|
| | WOMEN | Sixty point nine six (67.06) meters (two hundred twenty 220) feet) |
| SP | MEN | Not less than ninety one point four four (91.44) meters (three hundred (300) feet) from home plate to the outfield fence. |
| | WOMEN | Not less than eighty point seven seven (83.82) meters (two hundred seventy five (275) feet from home plate to the outfield fence |
- 8.02 There shall be a standard type backstop at least seven point sixty (7.60) meters (twenty five (25) feet) from home plate and not more than nine point ten (9.10) meters (thirty (30) feet)
- 8.03 There shall be a standard type base, of strong material, securely fastened.
- 8.04 Ground rules shall clearly indicate areas that photographers will be allowed. Only properly certified (by the ISF) photographers be allowed on field, if provided by ground rules.
- 8.05 Medical or first aid attendants shall be on duty at all times.

ARTICLE 9. EQUIPMENT

- 9.01 An official ball for each ISF World Championship will be designated not less than one (1) year prior to the commencement of the World Championship. Manufacturers will be contacted to send sample balls to ISF Secretariat for review and testing. The Secretariat shall determine through a testing procedure whether the balls meet the ISF specifications as set out in the ISF Playing Rules.
- 9.02 All balls used in World Championship play must bear the ISF logo. Application for official ball status must contain a specific monetary guarantee to ISF and enough complimentary balls for use in World Championship as determined by the Secretary General. The ball or balls must be able to pass specifications set by the ISF and be of high quality and durability.
- 9.03 A supply of balls will be turned over to the Umpire in Chief prior to the start of the tournament and he will be responsible to see that only those balls designated official World Championship balls are used during the tournament games.
- 9.04 Equipment with identifying marks and/or logo of the original manufacturer may be used in any ISF competition including World Championships, Olympic Games and other sanctioned competition.

Except the original manufacturing mark and/or logo must not represent more than ten percent of the equipment. Note: Any dispute regarding this section shall be resolved by the ISF Equipment Standards Commission.

As this section relates to Olympic competition any exception must be approved by the IOC..



- 9.05 All other equipment must adhere to the specifications as set in the official rules of the ISF.
- 9.06 EQUIPMENT ON GROUND. This will be the responsibility of the team. Umpire should see that no equipment is left in any way that would obstruct playing of the game or present a hazard to players or umpires.

ARTICLE 10. UMPIRES

- 10.01 Prior to the World Championship, the President of ISF shall appoint an Umpire in Chief who shall be in attendance at the Championship and be responsible for the game assignment of umpires and shall act as Chairman of the Protest Commission. The President shall also appoint an assistant to the Umpire in Chief.
- 10.02 The President shall, prior to the start of the World Championship, appoint at least two persons who shall, together with the Umpire in Chief, serve as a Protest Commission for the duration of the Championship. All protests on question of rules shall be submitted to the Commission and their decision shall be final.
- 10.03 Each Association/Federation participating in a World Championship may provide one umpire. Additional umpires deemed necessary by the Umpire in Chief will be provided by host Association/Federation subject to meeting provision of Article 10.
- 10.04 When ISF request a visiting Association/Federation to supply a second umpire for a World Championship, ISF will be responsible for the payment of that umpire's air fare to travel to the World Championship.
- 10.05 Every umpire officiating must be registered with ISF headquarters and approved by his Association/Federation attesting to his ability and knowledge of rules and mechanics. In order to officiate in a World Championship, an umpire must be duly certified by the ISF at least six (6) months prior to his or her participation in a World Championship.
- 10.06 The Umpire in Chief may select additional umpires from ISF member Associations/Federations not participating in a World Championship with approval of the ISF President and Secretary General. Umpires selected under this rule must meet provisions of Article 10.05 of the Technical Code and provide for their own expenses.
- 10.07 Each umpire selected and participating in any World Championship must wear the official ISF uniform as described under Rule 10 Section 1 c of the official rules.

ARTICLE 11. AWARDS

- 11.01 The "Diamond International" will be the official championship trophy for women. The "World Cup" will be the official championship trophy for men. In addition, appropriate trophies will be provided for second and third place by the host country.



11.02 Twenty five (25) individual gold, silver and bronze medals will be prepared by the host with approval of ISF headquarters and will be awarded to each player on the roster of the first, second, and third place teams and members of the delegation as shown on the roster.

11.03 The President of the ISF will present the championship trophy and individual medals to the first place team; he may invite the regional vice president and/or president of the host organizing commission to make presentation of the second or third place awards, and if desired, a distinguished person of the host country.

ARTICLE 12. PROTOCOL

12.01 The Executive Council shall have the prerogative of defining what flag, anthem and symbol shall be used and in all matters of protocol at all times during a World Championship or Olympic Games.

12.02 (a) The President shall appoint an ISF Technical Commission for each World Championship and Olympic Competition.

(b) Each Technical Commission shall comprise the ISF Secretary General (or his appointee) and up to five (5) members of the Executive Council.

(c) The duties of the Technical Commission shall be –

i. To interpret where necessary and apply the ISF Code and Technical Code as they relate to World Championships or Olympic Competition.

ii. To rule on matters relating to eligibility of players.

iii. To determine matters specifically referred to the Commission in the technical Code.

(d) Decisions of the Technical Commission shall be final.

12.03 There shall be opening and closing ceremonies at all World Championships. The Secretary General shall determine the form of such ceremonies and advise the organizing commission. No other ceremonies, presentations or similar events shall be held except with the prior approval of the President of the Federation.

12.04 The ISF Technical and Protocol Guide must be used in all ISF World Championships and Olympic competition. The Guide may be amended when necessary under Article 5.05 (g) of the ISF Code.



ARTICLE 13. OLYMPIC COMPETITION

13.01 ROSTERS

The official team roster list must be received by the local competition manager at the time of the Technical Meeting prior to the start of the competition.

13.02 NUMBER OF PLAYERS

The maximum number of players will be decided in concert with the IOC, OCOG and the Federation.

13.03 ROSTER CHANGE DEADLINE

Changes in the official roster may be made only for injury, illness, death or other incapacitation as determined by the ISF Technical Commission. Substitution may be made only from the pool of athletes eligible in accordance with the procedures approved by the respective National Olympic Committee (NOC) of the participating countries. Changes may be made at any time prior to the beginning (submission of the lineup) of the team's first official competition.

13.04 PAGE SYSTEM PLAYOFF (4 TEAMS)

- (a) The page system shall comprise of two (2) semifinals, one (1) final and one (1) grand final.
- (b) It is recommended that two (2) days shall be set aside for the page system. The two (2) semifinals and the final shall be played on the second to last day, and the grand final shall be played on the last day.
- (c) First Semifinal – The teams ranked third and fourth in the round robin shall play for a place in the final, the loser is fourth.
- (d) Second Semifinal – The teams ranked first and second in the round robin shall play for a place in the grand final.
- (e) Final – The winner of the first semifinal and the loser of the second semifinal shall play for the second place in the grand final; the loser is third.
- (f) Grand Final – The winner of the second semifinal and the winner of the final shall play for first place; the loser is second.



VENUE GUIDE

1. THE PLAYING FIELD:

- 1.1 The actual softball game playing field must meet the standards established in the ISF Official Rules of Softball – Rule 2: The Playing Field.
- 1.2 The playing field, in addition to meeting specifications, must be skinned infield (no grass).
- 1.3 Specific details on the actual playing field layout follow on page – Official Dimensions.
- 1.4 The Stadium Playing Field must face Northeast for minimum sun impact on the players.

2. STADIUM SEATING – Spectators:

- 2.1 There must be a main playing stadium with seating for at least 5,000 spectators.
- 2.2 The seating near home plate in the main stadium must be at least partially covered.

3. OUTFIELD SEATING:

- 3.1 Will be required for maximum spectator capacity and optimum visibility of playing field.
- 3.2 There must be restroom facilities in the outfield for the outfield spectators.

4. STADIUM SEATING – VIP'S, Olympic Family:

- 4.1 The IOC usually designates the number of VIP and Olympic Family seats within the Main Stadium.
- 4.2 At the 1996 and 2000 Games we had approximately 100 seats designated for VIP's and members of the Olympic Family.
- 4.3 These seats need to be near home plate and covered seating.

5. STADIUM SEATING – Media:

- 5.1 The media seating will be working space and will need to be able to accommodate at least 100 working media.
- 5.2 These seating needs to be near home plate and also be covered, and must have access to power for laptop computer capabilities.

6. STADIUM SEATING – Participating Athletes:

- 6.1 There are eight (8) total participating teams with two (2) on the field leaving six (6) potential teams in the Participant Seating.
- 6.2 Each team has a maximum of 20 people, which means 120 Participating Athlete seats required.
 - 6.2.1 These seats can be located in the main stadium stands down either the first or third base lines. Outfield seating is not acceptable.

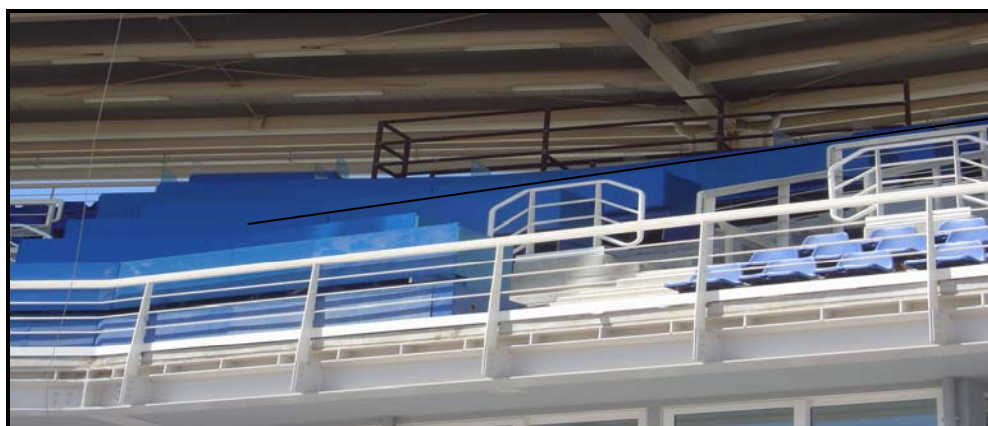


Playing Field

Stadium Seating



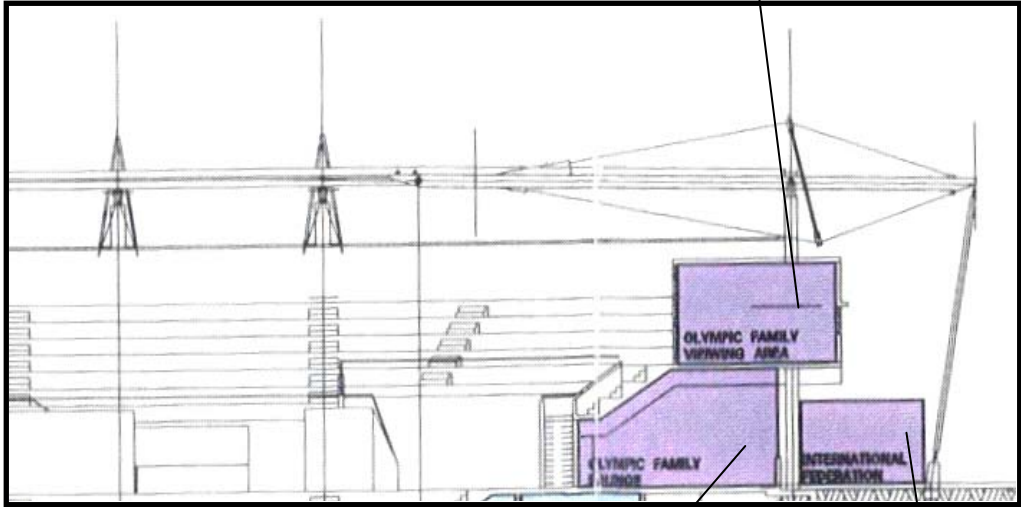
Outfield Seating



Media Seating

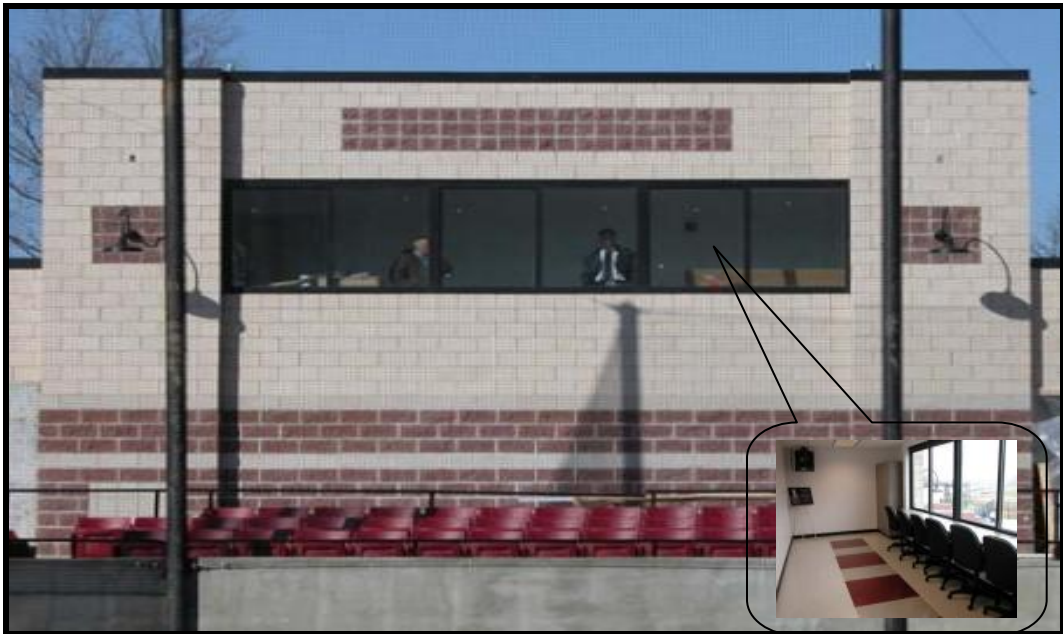


Olympic Family Viewing Area



Olympic Family Lounge

International Softball Federation Lounge



Press Box /Working area



7. PRESS BOX – Scorers and Announcers”

- 7.1 The scorers and announcers must have a glass enclosed press box overlapping the field of play that is located on Level 2 of the Main Stadium.

8. WORKROOMS AND OFFICES –

The following workrooms and offices need to be located somewhere within the Main Stadium Structure behind home plate:

8.1 MEDIA WORKROOM:

- 8.1.1 The Media Workroom needs to be approximately 75 feet x 75 feet (246 m²) with enough space to handle a minimum of 150 working media.
- 8.1.2 This workroom will require computer capabilities, fax, phone and closed circuit TV.

8.2 INTERVIEW ROOM:

- 8.2.1 This needs to be large enough to hold a minimum of 150 people in theatre style seating with 2-3 head tables.

8.3 IF and OLYMPIC FAMILY LOUNGES:

- 8.3.1 The ISF prefers that the IF Lounge be located next to the Olympic Family Lounge.

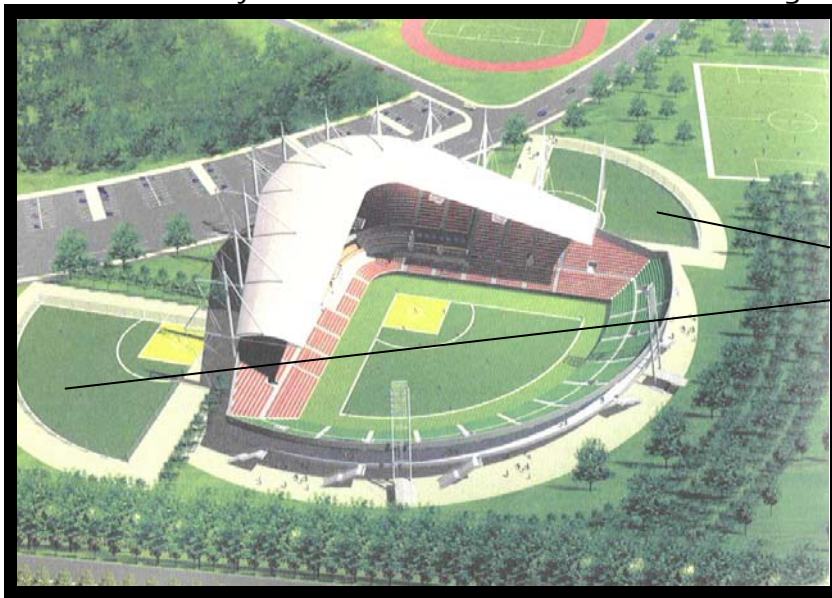
8.4 MEETING and WORKROOMS within the Press Box Structure:

- 8.4.1 TECHNICAL DELEGATES WORKROOM - The Technical Delegates workroom does not need to overlook the field of play, but should be within the structure of the Press Box, but not within the actual Press Box.
- 8.4.2 This room needs to be private and able to be secured and closed off by walls and doors and not by partitions.
- 8.4.3 This workroom needs to handle up to 10 people comfortably, with computer capabilities, phone and closed circuit TV.
- 8.4.4 ISF OFFICES - Both the ISF President and the ISF Secretary General need to have an office within the Press Box structure. These should each be approximately 12 feet x 12 feet (3.65m) and have closed circuit TV, telephone and computer capabilities.
- 8.4.5 ISF WORKROOM - The ISF Secretariat needs to have a workroom within the Press Box structure large enough to house at least six (6) working staff members complete with partition separations, fax, copy machine, computers and phones.



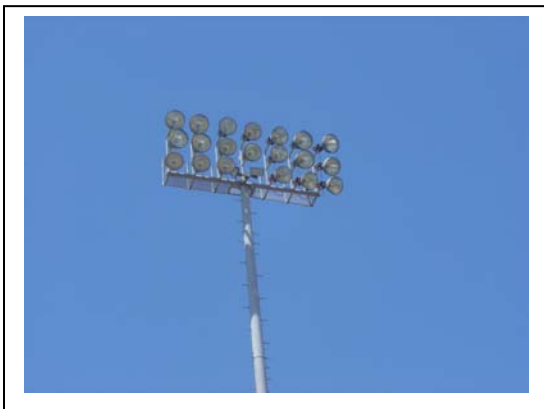
9. PRACTICE FIELDS:

- 9.1 In addition to a main playing stadium, there should be at least two (2) secondary playing fields which the teams will use to practice and warm-up prior to competition.
- 9.2 It is preferred that the fields be adjacent or as close as possible to the main playing stadium.
- 9.3 The infield composition of the practice fields should be of the same dirt/clay/sand mixture as the main stadium infield.
- 9.4 If these two practice fields are side-by-side, then it is preferred they be 20–50 feet apart. (6.09–15.24 m).
- 9.5 These two practice fields do not need to have any additional seating, but they should each have electrical outlets and lights.



Practice Fields

10. LIGHTS:



- 10.1 There must be lights on the main stadium field in addition to both practice fields, if night games are played.
- 10.2 Each field must have a minimum of four (4) light towers to properly light the field of play, in addition to providing adequate lighting for TV games on the main stadium field.

11. DRESSING ROOMS:



11.1 ATHLETES DRESSING ROOMS:

There must be dressing rooms for both teams at the main stadium. Although some teams may choose to dress at their village facilities, dressing rooms for both teams must be available at the stadium facility.

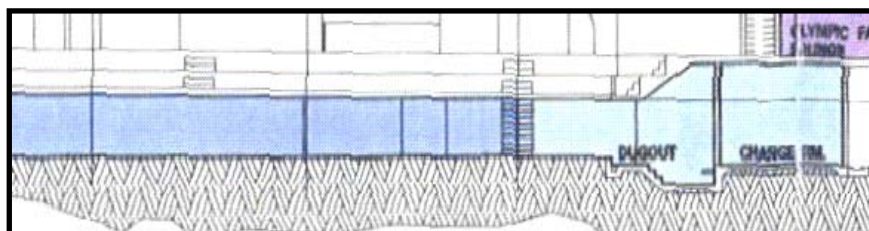
- 11.1.1 Each teams' dressing room should be large enough to comfortably house 20 people, complete with chairs and lockers.
- 11.1.2 The ISF prefers that the athletes enter the dugouts directly from their dressing rooms.
- 11.1.3 The dressing rooms need to have rest room facilities within them.

11.2 COACHES DRESSING ROOM: Within each Athletes Dressing/Locker room there needs to be a Coaches Dressing Room large enough to hold three (3) coaches with shower and dressing facilities.

11.2.1 These Coaches Dressing Rooms will also serve as a private meeting room for the coaching staffs.

11.3 UMPIRES DRESSING ROOM: The umpires also will need a dressing room that is separate from those of the teams, with a separate entry.

11.3.1 The Umpire-In-Chief and Assistant should have an indoor area on the ground level (playing field level) with field access that is large enough to hold six (6) people.





12. TRAINING ROOM (PHYSIO ROOM):



- 12.1 There needs to be one (1) Training Room per team large enough to hold all the modalities and tables necessary for working on and treating injured players. These rooms must have water and electricity in addition to phones.

13. DUGOUTS:

- 13.1 There must be two (2) dugouts on each field.
13.2 One on each side of the infield; one located between first base and home plate and the other between home plate and third base.
13.3 The dugouts must have roofs and sides with an enclosed back.
13.4 They should be below ground level to ensure maximum spectator viewing and TV visibility.
13.5 Both dugouts must be located in the out-of-play area and have a protective fence along the front 3 feet (1m) in height. The minimum enclosed space within the dugout should be 30 feet (9 m) by 4 feet (1.2 m) with an entrance to the playing field at each end and an entrance to the locker room in the back.

14. SCOREBOARDS:

- 14.1 There must be an electronic scoreboard together with a reader board and Video Board located in either left or right field behind the outfield fence and not blocking any spectator views.
14.2 The scoreboard must not be placed in direct centerfield to prevent distractions to the batters.
14.3 The main scoreboard in the outfield will exhibit video images of the game as well as statistics and updates on the reader board.
14.4 The main outfield scoreboard must display each inning, the current batter, the runs, hits and errors per team, the number of outs, strikes, and balls.
14.5 An additional, a smaller scoreboard must be located on the third base side of the field near home plate for the outfield spectators



Scoreboard

15. BULLPENS:

15.1 There needs to be two (2) bullpens on the main stadium field - one on each side of the field.

15.2 These bullpens are for pitching warm-up areas and should have two (2) pitching rubbers and home plates (43 feet or 13.1 m) in each bullpen.

15.3 These pitching rubbers need to be at least 15 feet apart (4.57m) so that two (2) pitchers can warm up simultaneously.



Bull Pen

Protective fence



16. STORAGE FACILITY AT MAIN STADIUM:

- 16.1 It's crucial that there be an on-site storage facility at least 40 feet x 70 feet (12.19m x 21.33m).
- 16.2 This facility will house all field maintenance equipment like lawnmowers, tractors, field maintenance items and all infield surface materials.

17. FENCES:

- 17.1 VENUE PERIMETER FENCE: There shall be a permanent or temporary fence 6 feet (2.0m) high running completely around the softball stadium to enclose the venue.
 - 17.1.1 This fence can be either chain-link, wood or any other type of material and should be covered to prevent visibility from outside the venue into the field of play.
- 17.2 BACKSTOP: There shall be a standard type backstop that is at least 25 feet (7.62m) and not more than 30 feet (9.14m) from home plate.
 - 17.2.1 This backstop needs to be made out of netting and not out of chain-link fencing. Netting is much easier for spectators and TV cameras to see through.
- 17.3 SIDE FENCES: There shall be boundary fences from the backstop running down each sideline linking the backstop with the outfield fence.
 - 17.3.1 The portions of the sideline fences that are along the top of the dugouts and running along the base of the backstop in front of any spectator seating must also be made out of netting. The sideline fences that go beyond first and third base and go out to the outfield fence can be made out of metal chicken wire.
 - 17.3.2 The recommended height for these sideline fences is 4–6 feet (1.2m - 2 m).
 - 17.3.3 The portion of the sideline fence that is on the field of play must have a dirt-warning track that is 12-15 feet (3.65m - 4.57 m).
- 17.4 OUTFIELD FENCE: The outfield fence can be either permanent or temporary and should be 4 feet to 6 feet high (1.2m– 2m).
 - 17.4.1 There must also be a 10 - 12 foot (3.05 - 3.65m) dirt-warning track in front of the entire outfield fence.
 - 17.4.2 If temporary, the outfield fence must be secured so that it will not blow down in the event of wind.



Netting

Chain link

Warm Track



Backstop

Outfield fence



Batting Cages



Tarp

18. BATTING CAGES:

- 18.1 There must be a minimum of two (2) batting cages on the main stadium field complete with electricity and lighting.
- 18.2 The ISF prefers that these batting cages have a covered top.

19. TARP:

- 19.1 The main stadium field needs a tarp to cover the infield surface in the event of rain.
- 19.2 This tarp needs to be a regulation softball infield size tarp and not a baseball infield size tarp. Since a baseball infield is larger than that of a softball field, the larger baseball tarp will hang out beyond the infield surface onto the outfield grass and kill the grass.
- 19.3 When the tarp is not in use it is to be rolled up and stored on a tarp tube, out of the field of play.

20. FOUL POLES:

- 20.1 On each field there needs to be two (2) foul poles; one down the first base line against the outfield fence and on the out-of-play side, and one down the third base line on the outfield fence on the out-of-play side.
- 20.2 Each foul pole needs to be at least 15 feet or (4.57m) high.
- 20.3 The foul poles need to be yellow in color so they stand apart from the outfield fence.

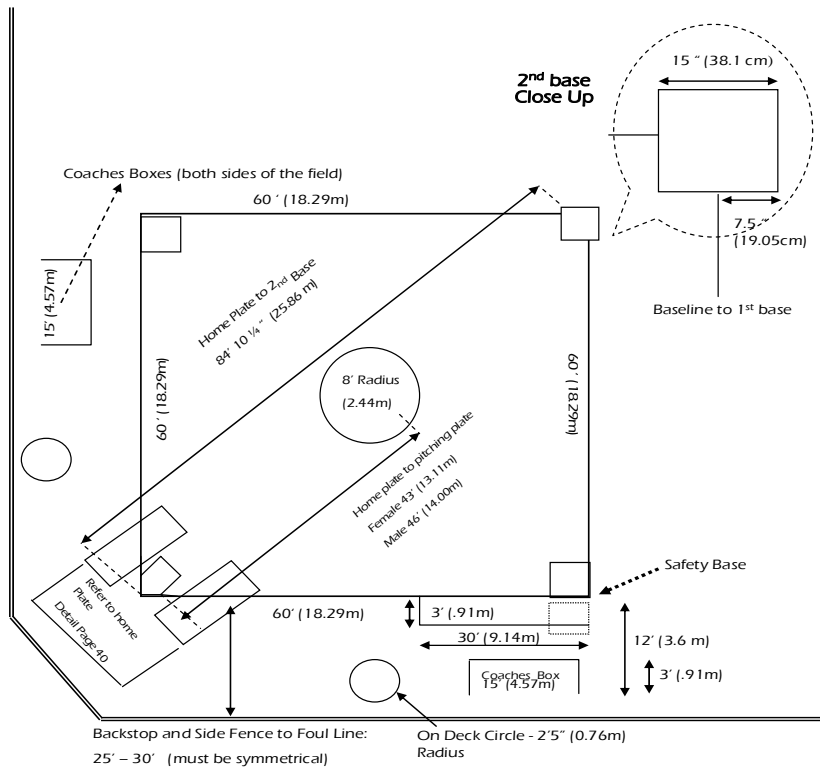
21. BASES:



- 21.1 Second and Third base must be 15 inches (38.1cm) x 15 inches (38.1 cm), and a maximum height of 5 inches (12.7 cm).
- 21.2 These bases are white.
- 21.3 First base must be a double-base safety base for safety purposes, measuring 15 inches (38.1 cm) x 30 inches (76.2cm).
- 21.4 Half of the double base is white and the other half is orange. The white base is in fair territory, while the orange base is in foul territory.
- 21.5 The first base foul line runs down the middle of the safety base (as shown).

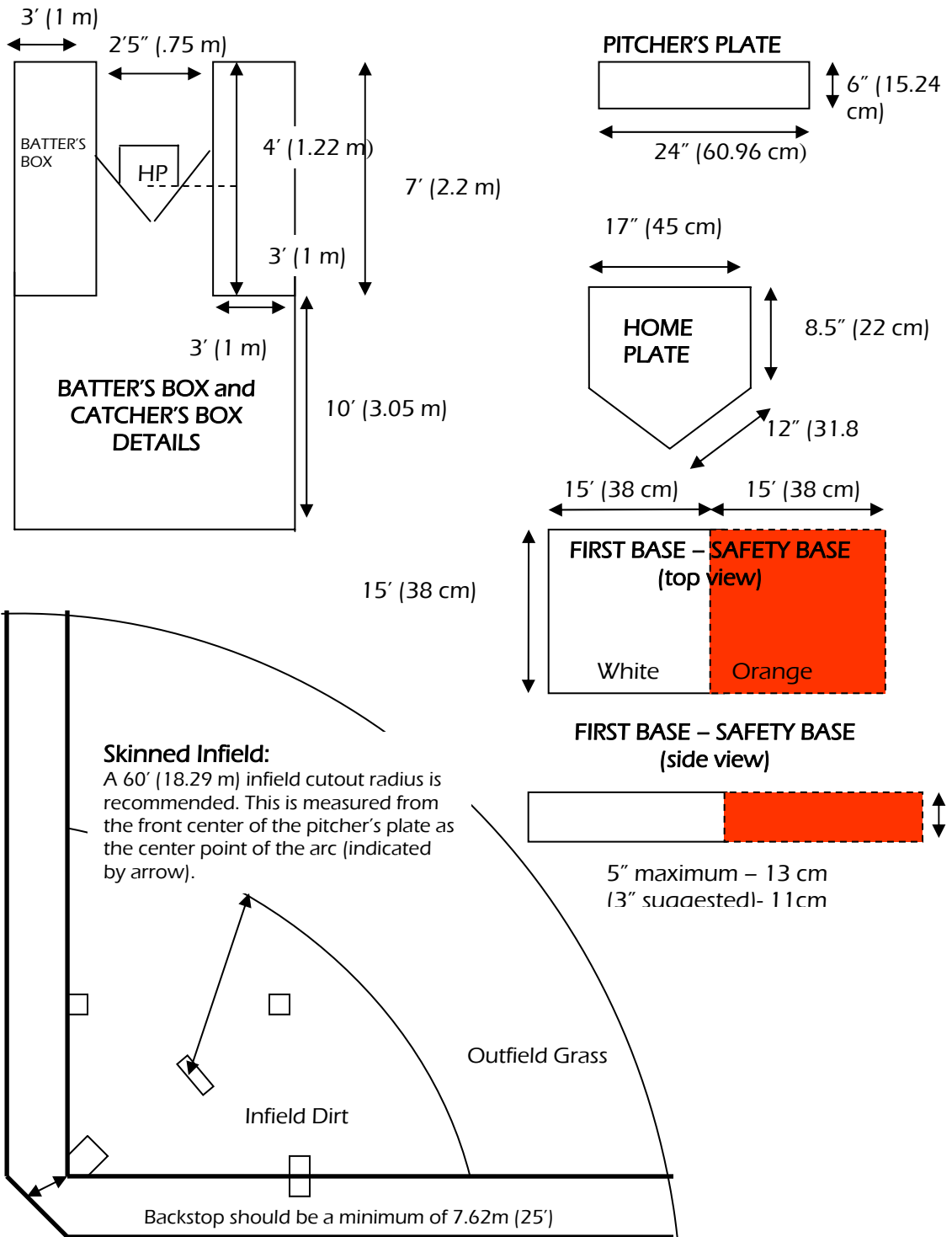


OFFICIAL DIMENSIONS FOR SOFTBALL DIAMONDS



DISTANCE TABLE (ADULT)				
Game	Division	Bases	Pitching	Fences
Fast Pitch	Female	60' (18.29m)	43' (13.1m)	220 (67.1m)
	Male	60' (18.29m)	46' (14.0m)	250 (76.2m)

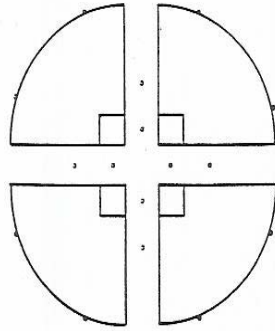
ISF OFFICIAL FIELD DIMENSIONS



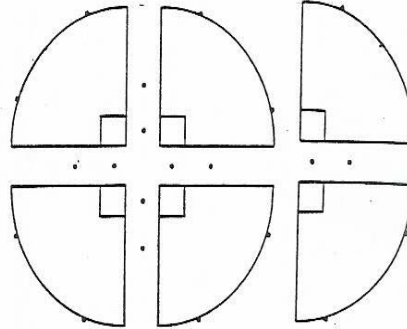


SAMPLE PRACTICE FIELD VENUES

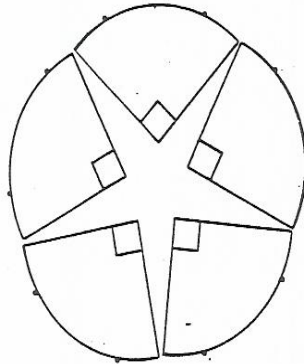
A. FOURPLEX (Four Fields)
A "Wagon Wheels"
Average Acres: 18-20



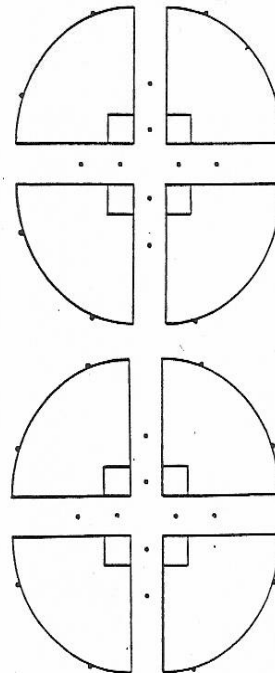
C. SIMPLEX (Six Fields)
Average Acres: 28-30



B. FIVEPLEX (Five Fields)
"Wagon Wheel"
Average Acres: 23-25



D. EIGHTPLEX (Eight Fields)
Average Acres: 36-40





GENERAL SAFETY AND RISK MANAGEMENT

Both the frequency and severity of insurance claims incurred participating teams and officials have been increasing. This increase is especially noticeable in the area of liability claims. Injuries and lawsuits now seem to be an integral part of amateur sports around the world. It is important that officials do everything in their power to reduce injuries and minimize the exposure to lawsuits, since these impede and interfere with the ability to conduct softball operations.

An awareness of the types of injuries and the nature of lawsuits that occur in softball is important. Being aware of the more common problems will better enable officials to avoid and prevent these situations from occurring in the future.

Here are some of the steps that officials can take to help put downward pressure on insurance and litigation costs:

1. **AWARENESS:** Officials should familiarize themselves with the activities and situations that commonly result in injuries and lawsuits. Use your common sense to avoid and minimize the more common and more severe kinds of injuries. Create an awareness of these statistics among your deputy and district commissioners, tournament officials, umpires, managers, coaches and players.
2. **INSPECTION OF FIELDS:** Be sure you are familiar with and that you or your designated representative have personally inspected all fields being used in your area. Review the enclosed field owner checklist. Make sure that these routine safety measures are followed on fields in your area. If field owners do not cooperate, use other fields that are safe. Overseeing and maintaining the condition of fields is the first step in improving the safety of the game of softball. Umpires can help with these inspections and can be of invaluable assistance in maintaining safe, hazard-free field conditions.
3. **SAFETY AND ACCIDENT PREVENTION:** Emphasize proper instruction in the fundamentals of the game of softball, especially for Junior Olympic players. Since sliding injuries are among the most frequent and serious, review the steps that can be taken in your area to minimize sliding injuries. Review the kinds of protective equipment that are required, and make sure that these requirements are enforced.
4. **WAIVER AND RELEASE FORMS:** It is good business practice to utilize waiver forms for all players in your area for tournament games. This will protect you, the organization, other officials and field owners against unwarranted lawsuits, particularly for those injuries that are expected to occur and are a part of the game of softball. Review the suggested form that is enclosed in this report with your attorney and then require that it be used by all teams in your area.



5. **INSURANCE:** Since you cannot prevent all softball injuries from occurring and cannot stop lawsuits, frivolous or not, from being filed against you, insurance protection is highly recommended for all tournaments.
6. **WRITTEN REPORTS AND DOCUMENTATION:** It is important to have written incident reports on file regarding all injuries. Written reports include completed routine and special field inspection checklists and incident reports for known injuries. Injury reports are especially helpful if prepared immediately after the injury has occurred. These reports should include time and date, exact location, nature of injury, description of the events leading up to the injury, description of emergency or first aid care, condition of the field, weather report at the time of injury, names of the teams involved, names of umpires involved, and a list of witnesses. In the event of a serious injury, it is important to ask for written statements from witnesses or from individuals actually involved in the incident. Statements from witnesses tend to be more accurate if taken immediately. Both tournament officials and field owners should retain copies of such reports.

GENERAL MAINTENANCE AND CONDITION OF THE FIELD MINIMUM SAFETY STANDARDS

1. The dimensions of the field should conform with the specifications in the ISF Official Rules of Softball set forth by the International Softball Federation.
2. The entire playing area should be free of any holes, depressions, raised sprinkler heads and other hazards.
3. Clear infield of stones, pieces of glass, foreign objects and debris.
4. Position backstop to be sure it is the proper distance from home plate. Ensure that screening is secure with no sharp protruding edges.
5. Be sure all fences are in good repair and free of protruding hazards or sharp edges.
6. Inspect stands/bleachers for structural soundness and safety.
7. Be sure warning tracks are properly situated and meet ISF recommendations.
8. Make sure the spectator areas are a safe distance from the field of play and are properly screened. Pay special attention to screening for spectator areas behind first base and third base, to protect against foul balls and overthrows.
9. Light stanchions, fence posts and trees that are near the field of play should be properly cushioned or protected and always be declared as "out of play" areas. All "out of play" areas should, ideally, be cushioned or fenced off or, at the minimum, marked by paint or chalk lines.
10. Dugout areas should be properly positioned, fenced and set back from the field of play.
11. Pay careful attention to the installation and maintenance of home plate and the pitcher's rubber. Be careful of protruding edges or corners that are raised above ground level.



12. If the field is used for other sports, inspect for fixtures or equipment that may have been left, such as base pegs.
13. Require that officiating be done exclusively by properly certified ISF umpires.

LIGHTENING SAFETY OUTDOORS

Each year, hundreds children and adults are struck by lightning while working outside, at sports events, on the beach, mountain climbing, mowing the lawn or during other outdoor activities. Finishing the game, getting a tan, or completing a work shift aren't worth death or crippling injury.

- **All thunderstorms produce lightning and are dangerous.** Lightning kills more people each year than tornadoes.
- **Lightning often strikes as far as 10 miles away from any rainfall.** Many deaths from lightning occur ahead of the storm because people try and wait to the last minute before seeking shelter.
- **You are in danger from lightning if you can hear thunder.** If you can hear thunder, lightning is close enough that it could strike your location at any moment.
- **Look for dark cloud bases and increasing wind.** Every flash of lightning is dangerous, even the first. Head to safety before that first flash. If you hear thunder, head to safety!
- **Blue Skies and Lightning.** Lightning can travel sideways for up to 10 miles. Even when the sky looks blue and clear, be cautious. If you hear thunder, take cover. At least 10% of lightning occurs without visible clouds overhead in the sky.

The Single Most Dangerous Place

Outdoors is the most dangerous place to be during a lightning storm. When lightning is seen or thunder is heard, or when dark clouds are observed, quickly move indoors or into a hard-topped vehicle and remain there until well after the lightning storm ends. Listen to forecasts and warnings through your local TV and radio stations. If lightning is forecast, plan an alternate activity or know where you can take cover quickly.

Safety Rules

1. **POSTPONE ACTIVITIES PROMPTLY. DON'T WAIT FOR RAIN:** Many people take shelter from the rain, but most people struck by lightning are not in the rain! Go quickly inside a completely enclosed building, not a carport, open garage or covered patio. If no enclosed building is convenient, get inside a hard-topped all-metal vehicle. A cave is a good option outside but move as far as possible from the cave entrance.



2. **BE THE LOWEST POINT. LIGHTNEING HITS THE TALEEST OBJECT:** In the mountains if you are above treeline, you ARE the highest object around. Quickly get below treeline and get into a grove of small trees. Don't be the second tallest object during a lightning storm! Crouch down if you are in an exposed area.
3. **KEEP AN EYE ON THE SKY:** Look for darkening skies, flashes of lightning, or increasing wind, which may be signs of an approaching thunderstorm.
4. **LISTEN FOR THE SOUND OF THUNDER.** If you can hear thunder, go to a safe shelter immediately.
5. **IF YOU SEE OR HEAR A THUNDERSTORM COMING, IMMEDIATELY SUSPEND YOUR GAME OR PRACTICE AND INSTRUCT EVERYONE TO GO INSIDE A STURDY BUILDING OR CAR.** Sturdy buildings are the safest place to be. Avoid sheds, picnic shelters, baseball dugouts, and bleachers. If no sturdy building is nearby, a hard-top vehicle with windows closed will offer some protection. The steel frame of the vehicle provides some protection if you are not touching metal.
6. **AVOID METAL:** Drop metal backpacks, stay away from clothes lines, fences, exposed sheds and electrically conductive elevated objects. Don't hold on to metal items such as softball bats. Large metal objects can conduct lightning. Small metal objects can cause burns.
7. **MOVE AWAY FROM A GROUP OF PEOPLE:** Stay several yards away from other people. Don't share a bleacher bench or huddle in a group.

What to do if someone is struck by lightning:

- **CALL FOR HELP:** Call your local ambulance service. Get medical attention as quickly as possible.
- **GIVE FIRST AID:** If the victim has stopped breathing, begin rescue breathing. If the heart has stopped beating, a trained person should give CPR. If the person has a pulse and is breathing, address any other injuries.
- **CHECK FOR BURNS IN TWO PLACES:** The injured person has received an electric shock and may be burned. Being struck by lightning can also cause nervous system damage, broken bones, and loss of hearing or eyesight. People struck by lightning carry no electrical charge that can shock other people. You can examine them without risk.



SOFTBALL FIELD SAFETY CHECKLIST

Field Name _____ Date _____

Location _____ Inspector _____

Condition: **S**=Safe, **NA**=Needs Attention, **D**=Dangerous, Unsafe

<u>Infield</u>	Home	1st	2nd	3rd
1. Low/High Spots _____		_____	_____	_____
2. Base Anchors too high/angled _____	_____	_____	_____	_____
3. Homeplate or base damaged _____	_____	_____	_____	_____
4. Plate or base set too high/low _____	_____	_____	_____	_____
5. Pitching rubber damaged _____	_____	_____	_____	_____
6. Rubber not anchored properly _____	_____	_____	_____	_____
7. Stones, glass, debris _____	_____	_____	_____	_____
8. Other _____	_____	_____	_____	_____



Outfield	Home	LF	CF	RF
1. Holes in field, low/high spots	_____	_____	_____	_____
2. Sprinkler heads protruding	_____	_____	_____	_____
3. Other	_____	_____	_____	_____

Ballfield Fencing	_____	Location
1. Exposed or broken concrete footings	_____	_____
2. Loose/missing nuts or bolts	_____	_____
3. Damaged fencing fabric/surface	_____	_____
4. Damaged or missing rails and ties	_____	_____
5. Damaged or missing posts	_____	_____
6. Protruding edges, sharp or jagged edges	_____	_____

Player Benches	_____	Location
1. Exposed or broken concrete footings	_____	_____
2. Loose/missing nuts or bolts	_____	_____
3. Splintered or rotted wood	_____	_____
4. Damaged planks or posts	_____	_____
5. Other	_____	_____

Bleachers/Stands	_____	Location
1. Loose/missing nuts or bolts	_____	_____
2. Splintered or rotted wood	_____	_____
3. Damaged planks or supporting posts	_____	_____
4. Damaged bleacher frame	_____	_____
5. Protective fencing/screening	_____	_____
6. Other	_____	_____