

SOFTBALL

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SOFTBALL HANDBOOK

IMPORTANT DATES AND DEADLINES

SOFTBALL	Week/Day	2023-24	2024-25 (Roll Back Year)	2025-2026
First Allowable Practice	Monday, Week 37	March 11	March 17	March 16
First Allowable Contest	Saturday, Week 38	March 23	March 29	March 28
Cutoff date for Regular Season Contest	Saturday, Week 46	May 18	May 24	May 23
SoDak Contest Date	Tuesday, Week 47	May 21	May 27	May 26
State Meet/Season Ends	Th./Fri/Sat. - Week 48	May 30, 31, June 1	June 5-6-7	June 4-5-6

** Out-of-season is defined as that period of time after a team or individual has been eliminated from further competition during the championship series of region-state tournaments/meets and continues until the first allowable date that the next regular season may begin.

For sub-varsity levels of competition, out of season begins the day following the last interscholastic competition and continues until the first allowable date that the next regular season may begin.

STATE MEET SITES AND DATES

2024	B-A-AA	Aberdeen	May 30, 31, June 1
2025	B-A-AA	TBD	June 5-6-7
2026	B-A-AA	TBD	June 4-5-6

Participation in school activities teaches that it is a privilege and an honor to represent one's school. Interscholastic activities constitute a part of the right kind of "growing up" experiences for students. Participants learn to accept success and failures, gain poise and confidence, achieve tolerance and understanding of others and gain the self-satisfaction of accomplishing goals. Under a well-administered school program, students and spectators become better citizens through participation and observation of activities conducted under established rules. Please refer to **the Sportsmanship Section of the SDHSAA Athletic Handbook** for policies and statements concerning the following items:

General Sports Objectives and Coaching Responsibility
Fundamentals of Sportsmanship

Athletic Code of Ethics
Code of Sport Ethics for Coaches

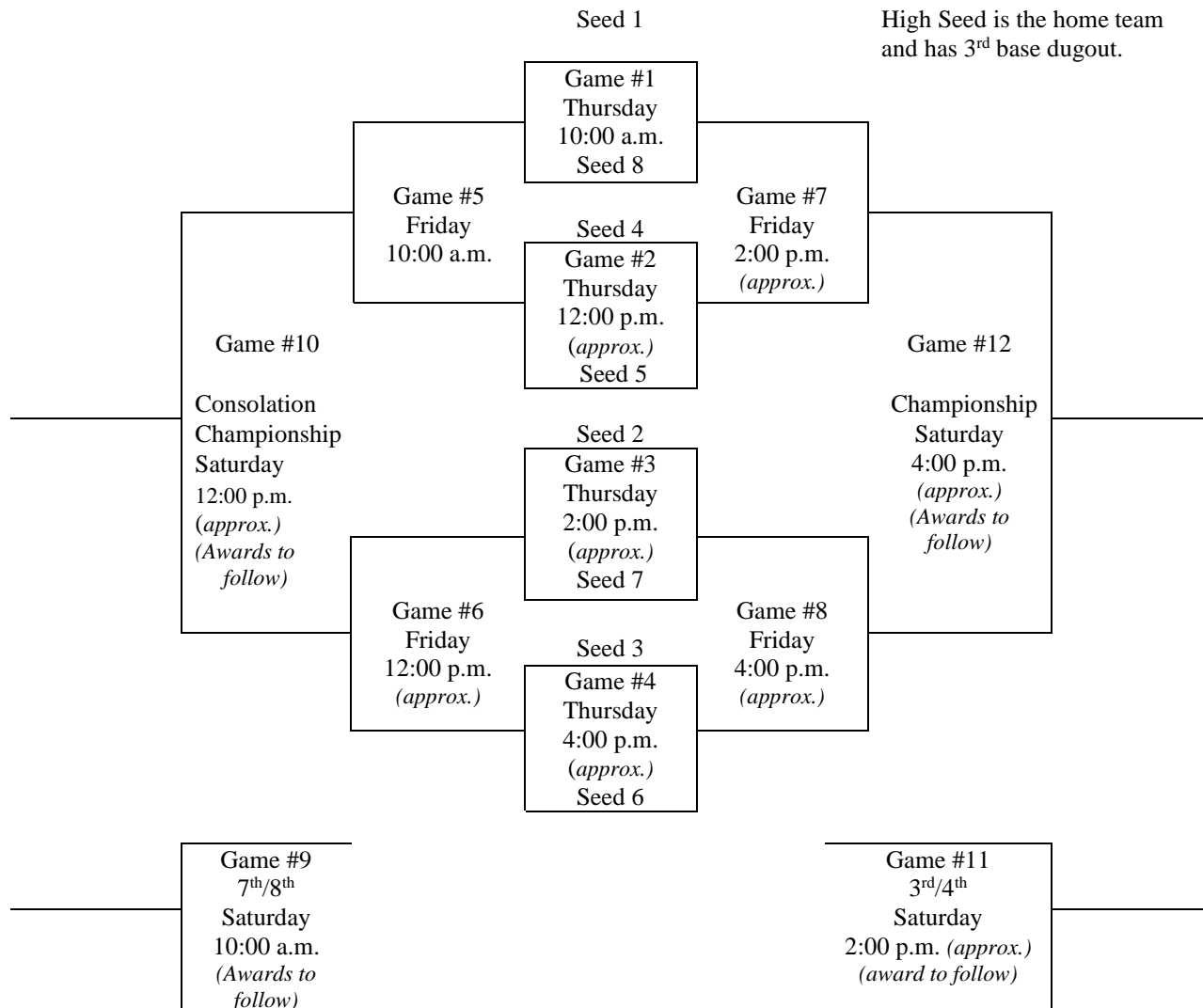
2024 STATE SOFTBALL TOURNAMENT SCHEDULE

MAY 30, 31, JUNE 1, 2024

Class B – Players Complex in Aberdeen

Class A – Players Complex in Aberdeen

Class AA – Koehler Complex, NSU Campus in Aberdeen



Time	Thursday Games	Friday Games	Saturday Games
	Session 1	Session 2	Session 3
10:00 a.m.	Game 1	Game 5	Game 9- 7 th /8 th place game (awards to follow)
12:00 p.m. (approx.)	Game 2	Game 6	Game 10- 5 th /6 th place game (awards to follow)
2:00 p.m. (approx.)	Game 3	Game 7	Game 11 – 3 rd /4 th place game (awards to follow)
4:00 p.m. (approx.)	Game 4	Game 8	Game 12- Championship game (awards to follow)

2024 NFHS Softball Rules Changes

1-8-6	Permits electronic information to be transmitted to the dugout from anywhere outside of live ball area.
3-2-2	Beginning January 1, 2027, uniforms may only bear a single manufacturer's logo, school name, school logo, mascot and/or the participant's name. Advertisements, messages, team slogans, etc., will no longer be permitted.
3-2-5	Removes the color restriction for headbands and ribbons.
3-2-7	Defines where a wristband with a playbook/playcard may be worn. If worn by the pitcher, the wristband with a playbook/playcard must be worn on the non-pitching wrist or arm.
4-2-7, 10-2-3e, h	The umpire may call (end) a game if playing conditions in or around the facility become unacceptable to safely continue the game.
6-1-2c, 2-47	The pitcher may now have both feet off the ground at the same time as long as both feet remain within the 24-inch width of the pitching plate and the pitcher does not replant the pivot foot. A definition for a replant was added.
6-2-2	Pitchers can only use dirt, powdered rosin or comparable drying agents that are listed on the USA Softball's certified equipment webpage to dry the hand.

2024 SOFTBALL EDITORIAL CHANGES

1-5-1c, 1-6-1, 1-7-1, 2-4-3, 1-6-1b, 7-1-2 PENALTIES 2&3, 7-4-4

2024 SOFTBALL POINTS OF EMPHASIS

1. Game Management
2. Unacceptable Conditions
3. Unreported vs. Illegal Substitutions
4. Pitching Mechanics: Replant

SDHSAA Changes:

Five Year Grace Period (summer of 2023-2027): Per action at the March 1, 2023 Board of Directors Meeting, the SDHSAA will allow softball programs a 5-year grace period to allow coaches the ability to coach the SDHSAA sanctioned softball team and a summer team for the years of 2023-2027. If a coach coaches their SDHSAA sanctioned softball team and is hired to coach a youth program or team in the summer, the said coach WILL be allowed to coach that summer team through the summer of 2027. After that time, schools need to prepare to make alternate plans to hire separate coaches for these programs during the out of season time to stay in line with out of season rules.

SDHSAA STATE ASSOCIATION ADOPTIONS:

1. **Run Rule 10-Run Rule and 15-Run Rule:**
 - a. **10-Run Rule:** A game ends after 5 innings (4 ½), when a team is 10 or more runs behind and has completed its turn at bat.
 - b. **15-Run Rule:** A game ends after 3 inning (2 ½), when a team is 15 or more runs behind and has completed its turn at bat. This is effective for regular and post season play.
2. **Double First Base:** The double-first base is required for all regular season (sub varsity and varsity) and post season games.
3. **International Tie Breaker:**

In the event that there is a tie at the end of the regulation contest, the following tie-breaking procedure shall be followed:

 - a. The team will play another inning starting with a runner on second base in scoring position.
 - b. 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 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).
 - c. The umpire and scorekeeper will determine that the proper runner has been placed on second base the inning begins.
 - d. Play continues until a winner is determined based on the completed inning(s).
4. **Suspended Game Rule:**

A suspended game is any game that ends before it becomes a regulation game, or a regulation game that has a tie score when it is ended. If weather, darkness or similar issues interfere with play and the game is called with fewer than 5 completed innings (ended by the umpire before it is a regulation game), the game will be

suspended and continued from the point of suspension at a later time. The line-up and batting order of each team shall be exactly the same as the line-up and batting order at the point of suspension.

Rule 4-2-2: If the game ends because of weather conditions, or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game provided:

- a. Five full innings have been played; or the home team at bat has scored an equal or greater number of runs in four or four and a fraction turns at bat than the visiting team has scored in five turns at bat; or
- b. Play has gone beyond five full innings and is called when the teams have not had an equal number of completed turns at bat. The score shall be the same as it was at the end of the last completed inning; unless the home team, in their half of the incomplete inning, score a run (or runs) which equals or exceeds the opponent's score, in which case, the final score shall be recorded when the game is called.
- c. If after 5 innings, the game is suspended due to weather, darkness or similar issues that interfere with play and the game is tied, the game will end in a tie and seed points will reflect the tie based on the seed point chart at the end of this section.

GENERAL INFORMATION

Classification and Alignments

Schools will be classified according to Average Daily Membership figures from the most recent classification cycle approved by the Board of Directors.

- Class AA 450.000 and above
Class A 140.000 to 449.999
Class B 139.999 and below
- The Board of Directors will grant permission to any school to participate in a higher classification than their ADM (9-11) places them. If a school requests and is granted permission, they will remain in the higher classification for a two-year alignment period. At the end of the two years, they could exercise their option again if they so desire. If a school requests to move up in one activity they must move up one classification in all other activities that use the same classification formula. The SDHSAA must be notified by July 1.

Rule on Season Dates

Practice may begin on Monday of Week 37 of the NFHS Calendar.

Game Limitations

All squads (varsity, J.V., "B", etc.) are restricted to a maximum of 20 games based on the chart below. **In order to be seeded for the postseason, teams must play a minimum of 10 games.**

- a. This **includes** four tournaments.
- b. The contest/tournament configuration is as follows:

All Classes:

20 games	No tournaments
19 games	1 tournament
18 games	2 tournaments
17 games	3 tournaments
16 games	4 tournaments

Note: The maximum number of tournaments a team may play is four. By definition, a tournament is an event whereby a team has the possibility to play three or more contests. The tournament may be scheduled over more than one day and all teams involved must count the event as a tournament.

-This policy applies at all levels of competition (Varsity, Junior Varsity, Sophomore, Freshmen).

Regulation Contests

1. Tournament – Tournament is defined as an event with a minimum of 4 teams participating. The tournament may be scheduled over more than one day. Host schools have the option to use one of the following formats for tournament play during the regular season (based on the above definition). Host schools must communicate which format will be used PRIOR to the start of the tournament.

- a. **Tournament game maybe shortened to a minimum of 5 innings for a regulation game. (run rules remain in effect)**
- b. **Tournament games may use a "90-minute" game time limit for each contest. When the third out of the home team is recorded, this will determine if another inning will be played. If time is left on the clock, another inning will be played. If time has expired, the game is over.**
- c. **Tournament games may play 7 innings for a regulation contest.**

2. Doubleheader- defined as two varsity games on the same date against the same opponent, games may be shortened to any combination with a minimum of two 5 inning games and count as regulation games. Doubleheaders count as two games toward the allowable number of contests listed above.

3. Triangulars- may be played to 5 innings.

4. JV/subvarsity contests- Each host school will determine the length of their sub-varsity contests. Suggested length of contests is 5 innings or a 60-90 minute time limit. Contests may be played with free substitution, or batting

as many as you would like, etc. Contests should stay within the rules as much as possible with some allowances for more players the ability to play without specific restrictions as there are in the varsity contest.

Pitching Restrictions

There are no restrictions on the number of innings a softball pitcher may pitch in a day.

Team Practice

Softball teams shall not participate in a softball game unless the team has had 5 days of practice. This regulation does not apply to individuals. Teams must have a minimum of five practice days prior to the first contest. One day is considered one practice day regardless of the number of times a team practices in a day.

School Sponsorship & Transition Programs

In the interest of promoting the addition of softball and other new activities, the SDHSAA Board of Directors has approved the following “transition” plan for Member Schools to be able to gradually incorporate a program in to its Athletic Department’s offerings. Schools who choose to enter into a transition program agreement shall notify the SDHSAA Office of their intentions to follow such a “transition” path.

For a school to officially sponsor and sanction an SDHSAA sport/activity, the following criteria apply:

- A. The local governing board of each member school must have taken official action at a regularly scheduled meeting indicating their intention to sponsor a particular sport or activity. Pursuant to board action, it is understood that the local governing board must assume total control over activities they are sponsoring.
- B. The local governing board must assume direct control of all financial obligations related to the sponsorship of a sport. The source of revenue, be it taxes, gate receipts, donations, fundraisers, corporate partners, etc., is irrelevant as far as the SDHSAA is concerned. It is assumed that all revenue, regardless of its source, will be deposited in the general fund or impressed fund of each member school. The local governing board shall assume total control of those funds. Items such as scheduling, hiring of coaches, purchase of equipment, coaches’ salaries, officials pay, transportation, meals, lodging, etc., must be under the control of the local governing board.
- C. The eligibility rules of the SDHSAA will apply to all interscholastic sports sponsored by member schools.

For a school to be considered a ‘transition’ program, and obtain immediate eligibility in the SDHSAA, the following criteria must be met for a program that is not necessarily fully integrated in to a Member School District’s offerings:

- A. A school board resolution must state the school district’s intent to fully implement softball within five years of the passing of such a resolution.
- B. 5 – year transition period
 - 1) A 5-year window of implementation from the date the school board approves softball as a transition team until softball is a full status school sponsored sport.
 - 2) During the five year window the transition team will be eligible for SDHSAA post-season competition. NOTE: Transition teams are not eligible for the club softball post season.
 - 3) Must follow SDHSAA regulations:
 - a) Academic eligibility
 - b) 8 semester rule
 - c) Age rule (become ineligible at age 20)
 - d) Enrollment/attendance requirements
 - e) Residency requirements
 - f) Adopt school colors, logo and nickname
 - g) In-Season & Out-of-Season rules apply (Coaches and Athletes)

Athletic Contest Contracts

According to Article VIII, Section 2 of the SDHSAA Constitution, all contracts must be sanctioned by the Principal, Superintendent or Athletic/Activities Director of the schools involved. It is recommended that athletic contest contracts be used for all levels of competition.

Licensed Officials Mandatory

Only licensed officials may be used for interschool varsity games. The official must be licensed with the SDHSAA and have completed all requirements. The SDHSAA publishes a list of all officials. It is recommended that two SDHSAA licensed umpires be contracted for all varsity interscholastic competition.

All Varsity games should have a minimum of two umpires assigned. Sub-Varsity games may use a system as outlined in the NFHS Rules Book.

Team Roster and School Information

- a. Coaches are required to enter their team roster on Bound by March 23. A \$50.00 fine will be assessed to any school who does not submit their roster by March 23.
- b. Each team may carry a maximum of 16 players for SDHSAA SoDak and State Tournaments.

- c. A roster may be edited as the season progresses, **however a complete and accurate roster shall be updated and finalized on-line one week prior to the start of post season play.** No changes may be made after that time without SDHSAA approval.
- d. A coach may include as many players on the list or roster as he/she wishes. The actual players in uniform may change from game to game, day to day, etc. however only 16 players may suit for any post-season contest.
- e. **Substitution on Squad list:** Substitutions may be made for any player(s) who is/was originally listed on the roster provided the substitution is a result of injury, illness or emergency. Substitutes will not be allowed for removal of a player for disciplinary reasons. School must notify the SDHSAA for approval of any post-season substitution. Any non-approved SDHSAA roster change after the deadline shall render the team ineligible for any post season play.
- f. If a school needs to draw upon a substitute during the post season/state tournament series whose name was not on the Team Roster, they may do so as long as the substitute is eligible under the Constitution and Bylaws of the SDHSAA, meets all other team membership rules, and is a result of injury, illness or an emergency. If a player is removed for disciplinary reasons, said player may not be replaced. Any changes to the roster must be approved by the SDHSAA prior to any change being made after the deadline.

Schedules and Rosters Due

All schedules and rosters are due to be posted online to the SDHSAA website by March 23. A \$50 late fee will be assessed to the member schools who fail to meet the deadline.

Online Schedule Due	Online Roster Due
March 23	March 23

Head Coaches Must Complete Rules Meetings and Pass Open Book Test

All head coaches in South Dakota High School sports programs must complete an on-line rules meeting. Assistant coaches are encouraged to also complete the on-line rules meeting, but it is not mandatory. In addition to completing the on-line rules meeting, each head coach must complete and pass the on-line open book test in the sport. Again, it is recommended that assistant coaches also take and pass the on-line open book test, but it is not mandatory. Notification of testing dates and procedures will be sent to the athletic directors of each school. A fine of \$50.00 will be assessed against the member school if the head coach fails to complete the rules meeting or pass the open book test. If the head coach fails to complete both requirements, the fine will be \$75.00.

Coaches Must Meet SDHSAA Educational Requirements

All the athletic coaches in member schools must meet the education requirements set forth by the SDHSAA **PRIOR** to beginning coaching for the season.

NOTE: See Coaches Education Program tab in the Athletic Handbook for SDHSAA Coaches Education Program.

Softball Coaches will be grandfathered in with a 5 years grace period (same as the transition period for allowance of starting the sport) to allow them to

FASTPITCH SOFTBALL RULES

National Federation Rules Apply

Rules and Regulations as printed in the National Federation rulebook will apply unless otherwise noted in this section.

GAME ENDING PROCEDURES

Regulation Game

NFHS Rule (2-26-3) state: A regulation interscholastic game consists of seven innings (turns at bat) unless extra inning(s) are necessary because of a tie score, or unless shortened: because the home team needs none of its half of the seventh or only a fraction of it (4-2-1), or because of weather, darkness, or a result of Rule 4-2-2. If the home team scores a go ahead run in the bottom of the seventh inning or in any extra inning, the game is terminated at that point.

If playing **double-header** contests, which are defined as two varsity games on the same date against the same opponent, games may be shortened to any combination with a minimum of two 5 inning games and count as a regulation games. Examples: two 7- inning games; 7-inning game/5-inning game; two 5-inning games.

*See other options on page 5 of this document.

Ending of Regulation Game: 10-Run Rule and 15-Run Rule

- a. **10-Run Rule:** A game ends after 5 innings (4 ½), when a team is 10 or more runs behind and has completed its turn at bat.
- b. **15-Run Rule:** A game ends after 3 inning (2 ½), when a team is 15 or more runs behind and has completed its turn at bat. This is effective for regular and post season play.

Suspended Game

A suspended game is any game that ends before it becomes a regulation game, or a regulation game that has a tie score when it is ended. If weather, darkness or similar issues interfere with play and the game is called with fewer than 5 completed innings (ended by the umpire before it is a regulation game), the game will be suspended and

continued from the point of suspension at a later time. The line-up and batting order of each team shall be exactly the same as the line-up and batting order at the point of suspension.

Rule 4-2-2: If the game ends because of weather conditions, or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game provided:

- a. Five full innings have been played; or the home team at bat has scored an equal or greater number of runs in four or four and a fraction turns at bat than the visiting team has scored in five turns at bat; or
- b. Play has gone beyond five full innings and is called when the teams have not had an equal number of completed turns at bat. The score shall be the same as it was at the end of the last completed inning; unless the home team, in their half of the incomplete inning, score a run (or runs) which equals or exceeds the opponent's score, in which case, the final score shall be recorded when the game is called.
- c. If after 5 innings, the game is suspended due to weather, darkness or similar issues that interfere with play and the game is tied, the game will end in a tie and seed points will reflect the tie based on the seed point chart at the end of this section.

International Tie-breaker procedure

In the event that there is a tie at the end of the regulation contest, the following tie-breaking procedure shall be followed:

1. The team will play another inning starting with a runner on second base in scoring position.
2. 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 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).
3. The umpire and scorekeeper will determine that the proper runner has been placed on second base the inning begins.
4. Play continues until a winner is determined based on the completed inning(s).

Contest and Equipment Rules

1. **Pitching Distance:** The pitching plate shall be set at 43-feet for interscholastic softball.
2. **Batting Helmets** shall be equipped with a NOCSAE-approved face mask/guard and shall have a non-glare surface (not mirror-like)
3. **Double First Base:** The double-first base is required for all regular season (sub varsity and varsity) and post season games.
4. **Helmets:** Each batter, on-deck batter, students/players in coach's box, runners and retired runners must wear a batting helmet with a permanently affixed NOCSAE stamp. Any and all non-adult ball/bat shaggers are required to wear a batting helmet in live ball territory. Batting helmets must have a non-glare surface. Batting helmets must have a NOCSAE approved face protector.
5. **Bats:** All bats must meet the 2004 ASA Bat Performance Standard bearing either the 2000 or 2004 certification mark and not be on the ASA non-approved list. Certified bats meeting this standard may be found at <https://www.teamusa.org/USA-Softball/Certified-Equipment/Equipment-Bats>
6. **Courtesy Runner:** The runner rule is in effect for interscholastic softball.
7. **On Deck Circle:** All on-deck batters must use the on-deck circle that is located behind the batter
8. **Game Ball:** Baden Optic Yellow 2BSFPY Optic Yellow- NFHS Approved ball must be used for all post season games.
9. **Official Squads:** The official squad for postseason play is limited to 16 players who may suit up for any given contest. The squad may change from game to game, but limited to 16 for each contest.
10. **Player Uniforms:** Uniforms must adhere to the NFHS rules found on the NFHS website: https://nfhs.org/media/5393665/softball-uniforms_9-23.pdf
11. **Coaches Uniform:** Anytime a coach is in a live-ball area to confer with players or an umpire, or to occupy a coach's box, the coach shall be attired in a school uniform or jersey/coaching shirt with slack, shorts or other leg coverings in school colors or colors of khaki, black, white or gray. Cut-offs or any type of jeans are prohibited.
12. **DP/Flex:** great resources found on this page to help explain how to utilize DP/Flex players <https://www.nfhs.org/activities-sports/softball/>

Procedures for Handling Apparent Concussions

Any athlete who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the contest and shall not return to play until cleared by an appropriate health-care professional. There are suggested guidelines in the Appendix of the NFHS rule book.

Student/Coach Ejections from a Contest

1. Any student or coach ejected from an inter-scholastic contest by set officials may not participate for the remainder of that day and for the next regularly scheduled game at that level of competition and all other games in the interim at any level of competition. If a player is ejected during a tournament, they do not participate for the entire day. If their next game is a tournament, the student is out for the entire tournament.
2. The second violation in a sport's season carries a penalty of being ineligible for the next four regularly scheduled game dates.

3. A third ejection that occurs during the same sport season shall cause a coach or athlete to be ineligible for all games for the remainder of that specific sports season at all levels of competition.
4. If penalties are imposed at the end of the sports season and no contest remains, the penalty is carried over in that particular sport until the next school year. In case of a senior, the penalty will continue to the next sport season.
5. A suspended (ejected) player may travel with the team, be in the locker room, sit on the sidelines, etc., but may not be in uniform during the suspension.
6. A suspended (ejected) coach may not travel with the team or be at the venue during any contest(s) while under suspension.
7. They may coach and participate in practices.
8. Use Student/Coach Ejection Form found on SDHSAA website, under Forms tab, then Athletic Forms, then Student/Coach Ejection. Return form to SDHSAA.
9. Officials should notify the SDHSAA of any ejections.
10. Officials will be asked to complete an online form which will be returned to the school.

SUBSTATE TOURNAMENT POLICIES

The substate format for the postseason softball tournament will be a SoDak 16 contest played on Tuesday of Wk. 47 which will be May 21, 2024.

Sub-State Format

1. The top 16 schools based on the regular season seed points will qualify to a SoDak 16 contest. Schools outside of the top 16 will not qualify for post-season play.
2. The top 8 seeds will host the contest, unless a field is not regulation, then host site will determine where that contest will be played.
3. The winner advances to the State Tournament with the non-winner being eliminated.
4. The format will be as follows:
 - #1 seed host #16 seed
 - #2 seed host #15 seed
 - #3 seed host #14 seed
 - #4 seed host #13 seed
 - #5 seed host #12 seed
 - #6 seed host #11 seed
 - #7 seed host #10 seed
 - #8 seed host #9 seed

*The SDHSAA will determine what percentage of the gate revenue from the 1-16 games for each school.

Seeding - Class "AA", "A" and "B"

ALL TEAMS IN CLASS "AA", "A" & "B" SUBSTATE ARE TO BE SEEDED.

Coaches are required to update scores of regular season games, immediately following their last regular season contest.

1. Seeding Formula and Guidelines:

Seed points will be awarded based upon opponent's win percentage as shown in the chart below.

NOTE: Win percentage = number of varsity wins divided by the number of varsity contests played. Ties will count as 0.5 of a win for the purposes of calculating win percentage.

Opponent's Win Pct.	Points for Win	Points for Tie	Points For Loss
.750 and above	50	44.5	39
.500 to .749	47	41.5	36
.250 to .499	44	38.5	33
.249 and below	41	35.5	30

- a. No points are deducted for playing teams which are classified below your classification.
- b. In competitions against varsity opponents which are one classification higher, 2 bonus points will be awarded.
- c. In competitions against varsity opponents which are two classifications higher, 3 bonus points will be awarded.
- d. No games against non-varsity opponents will count toward seed points. However, such games must be counted as one of the allowable games that have been established for each team.
- e. A team's seed point average will be determined by dividing the total number of seed points earned by the total number of games played against varsity opponents, regardless of the opponent's classification.
2. The cut-off date for all classes for regular season games is Saturday of Week 46. No regular season contest may be played after that date.
3. **All SoDak 16 games will be played on Tuesday of wk. 47.**
4. A varsity team must play a minimum of ten regular season games to be considered for a seed. If less than ten regular season games are played, team will be seeded last.
5. Seed point averages will be calculated to include all **regular season contests** in accordance with the timetable listed below.

For contests against out-of-state opponents, seed points will include all contests (regular or postseason) through the South Dakota cutoff date listed below.

Class	Seed points calculated through:
All Classes	Saturday, week # 46

6. Other Pertinent Information:

- SoDak 16 contest champions in each class will advance to their classification of the state tournament.
- Class AA will seed 1-16 for the SoDak 16 contest and not re-seed at any point after that. Class A and B will seed 1-16 for the SoDak 16 contests and re-seed prior to the State Tournament.

Tie-Breaking procedure for seeding all classes:

If teams should tie for a qualifying place because of identical seed point averages (regular season seed points only) the tie will be broken by applying the following criteria in the order listed. In the event of a multiple-team tie-break situation, teams shall be evaluated together until one is separated by the criteria in order. After one team is removed, the process shall start over with the remaining teams.

- Head to head competition
- Best overall regular season win/loss record based on percentage.
- Victories (not losses) against common opponents will be used to break the tie. Multiple victories or losses will not be considered; two wins vs. one is not a factor when applying the criteria.
- Coin Flip conducted by the SDHSAA Executive Staff

STATE TOURNAMENT PROCEDURES

Format of Tournament

- Class “AA”** - One team from each game of SoDak 16 contest will qualify for state. (8 total)
Class “A” – One team from each game of SoDak 16 contest will qualify for state. (8 total)
Class “B” - One team from each game of SoDak 16 contest will qualify for state. (8 total)
- The tournaments for all Classes will be single elimination tournaments with consolation bracket. Places one through eight will be determined in each tournament.

Tournament Schedule

Game’s opening each session will start at the designated time. Game schedules are printed at the front of this softball section.

Tournament Pairings

All teams will be seeded into the State Softball Tournament based on the regular season seed points upon the completion of the SoDak 16 games.

Seeding Procedure for State Tournament

In each class, the 8 qualifiers will be seeded 1-8. The upper bracket pairings will be Seed 1 vs. Seed 8 and Seed 4 vs. Seed 5. The lower bracket will have Seed 3 vs. Seed 6 and Seed 2 vs. Seed 7. Top team in the bracket will be the home team and occupy the 3rd baseline dugout.

Season Record

All regulation regular season games count for compiling a team’s season record.

Provide Program Information

Participating schools will be instructed to send all state tournament program information to the printer in Huron. Please do so when requested. A \$50.00 fine will be assessed for failure to comply.

Motel Reservations

Ten rooms will be reserved for each team qualifying for the state tournament for Wednesday-Saturday. Teams will be responsible for notifying the motel no later than the Thursday of the week preceding the state tournament with the number of rooms actually needed, nights staying and method of payment.

Practice Sessions

Teams will be scheduled for a practice session on the day prior to the opening day of the state softball tournament. Each qualifying team will be assigned a practice time after all eight qualifying schools in each class have been determined. A formula will be established whereby the team nearest the site will practice first followed by the next closest teams, with the team furthest away practicing last. The actual time schedule as well as the determination of the length of each practice session will be established on a yearly basis based on the time available.

No Banners – No Noisemakers

See Region and State Tournament Regulations in the General Section of the Athletic Handbook.

Officials

- Officials’ eligibility requirements to be listed on the state tournament ballot may be found in the official’s handbook.
- Eight officials will be selected to work each class of the tournament.

Awards

- Medals: 20 medals will be awarded to each participating team in the state tournament.

- Trophies: To 1st, 2nd, 3rd, 5th
- Plaques: To 4th, 6th, 7th, 8th
- Awards will be presented following the place game played. Details will be provided to each team at the coaches' meeting at the state tournament. All team members shall be required to appear for the awarding of their medals/trophies as per instructions. Failure to accept any awards will result in that team forfeiting their awards.
- The maximum number of student names to be read at the state softball awards ceremony is at the discretion of the participating schools.

Award protocol – athletes: In all state softball tournaments, the first place medals will be draped by a member of the SDHSAA Board of Directors, SDHSAA staff member, or a corporate partner representative.

Award protocol – fans: All fans will be expected to remain off the playing field until after the awarding of medals and trophies. Failure to keep fans/spectators off the field until after the awards have been presented will result in the offending team not receiving public recognition at the tournament site.

Tournament Team Expenses

Each school shall pay the entire expenses of the contestants and team at the State Tournament per their local school policy.

Complimentary Tournament Passes

1. Schools qualifying for the tournament will be provided the following complimentary passes which will be handed out at the coaches meeting at the tournament site:
 - a. 20 contestant passes will be issued for players, student managers, statisticians, etc.
 - b. 6 adult passes to be used for coaches and adult personnel assisting with bench duties (to include trainer)
 - c. One bus driver pass.

NOTE: If the above number of passes is not adequate, additional tickets must be purchased by the school at the tournament venue.

2. The SDHSAA provides complimentary passes to the following:
 - a. Qualifying schools – 8 per school
 - b. Board of Directors – 6 per board member
 - c. Executive staff – 6 per staff member
 - d. Support staff – 6 each if attending
 - e. Officials – 2 each
 - f. Governor – 2, if attending
 - g. Secretary of Education – 2, if attending
 - h. Association Attorney – 2, if attending
 - i. Distinguished Service Award Recipients – 2 each
 - j. Congressional Delegation as requested
3. The SDHSAA reserves the right to issue additional passes and/or tickets at the discretion of the executive staff.

High School Student Press Pass Request

The High School Press Pass Request form is located in Bound and in the Journalism Section of the Fine Arts Handbook and due to the SDHSAA no later than Monday at noon (CT) the week of the event.

Adult Press Pass Request

The Adult Press Pass Request form is located in Bound and due to the SDHSAA no later than Monday at noon (CT) the week of the event.

State Tournament Tickets

1. Prices:

Adult Season:	\$ 45.00	Student Season:	\$ 30.00
Adult Single Day Pass:	\$ 15.00	Student Single Day Pass:	\$ 10.00
2. Student Tickets
 - a. Proper student identification must be shown.
 - b. Tickets are for high school, junior high, middle school and elementary students. (Grades 1-12)
 - c. Kindergarten and younger are admitted free.
 - d. There will be no refunds.

Video-Taping Policy

The SDHSAA Video Taping Policies have been reprinted in the general section of the Athletic Handbook.

Sportsmanship and Standards of Conduct

1. Each athletic director, superintendent, principal and coach whose school participates in a tournament is charged with the important role of teaching the highest principles and standards of general behavior. The school administrator should never over-look any opportunity to remind and emphasize tactfully the need and value of proper respect for their opponents with regard to their organized cheering activities, the decision of set officials and the importance of desirable and proper conduct both at home and away.
We are sure that you concur with the Board of Directors in its belief that considerable effort should be exerted by tournament directors to promote the highest principles of sportsmanship in tournament sets. You are urged to

give the officials your utmost cooperation in helping them to keep rowdy and unsportsmanlike conduct entirely absent from the tournament. If there should be any patrons unwilling to accept the principles of good sportsmanship or there are some who desire to view the game while under the influence of intoxicating beverages, you should see that those individuals are evicted from the gymnasium.

2. The SDHSAA Constitution and Athletic By-Laws state:

SCHOOL OFFICIALS AT GAMES. The home school shall always have one or more faculty members present at an inter-school contest. The home school officials shall be responsible for the treatment of visitors, including officials for the contest, while in the community for the event. Officials of the visiting school shall supervise the conduct of their students at the contest.

PARTICIPATING SCHOOL RESPONSIBILITY. Member schools shall use all reasonable precaution to insure proper conduct on the part of all their respective students attending tournaments and shall assume definite responsibility toward the conduct of such students both at large and individually.

It is assumed that administrators from each participating school will be in attendance at all tournament games that involve their team and render assistance to the tournament committee in controlling unsportsmanlike conduct

ACADEMIC ACHIEVEMENT TEAM AWARD

In an attempt to recognize the academic excellence of the athletic teams and fine arts groups in each school, the SDHSAA created the “Academic Achievement Team Award”. The “Academic Achievement Team Award” is designed to recognize “varsity” level “teams” that achieve a combined GPA of 3.0 or higher.

For additional information about the “Academic Achievement Team Award”, refer to the “Academic Achievement Team Award” section of either the ATHLETIC or FINE ARTS HANDBOOK.

SOFTBALL ALIGNMENTS 2023-24 SEASON

Class AA

Aberdeen Central
Brandon Valley
Brookings
Harrisburg
Mitchell
O’Gorman
Pierre T.F. Riggs
RC Central
RC Stevens
SF Jefferson
SF Lincoln
SF Roosevelt
SF Washington
Spearfish
Sturgis Brown
Watertown
Yankton

Class A

Beresford
Canton
Chamberlain
Dakota Valley
Dell Rapids
Elk Point-Jefferson
Ethan/Parkston
Flandreau
Kingsbury County (Desmet/LP/Iroq)
Lakota Tech
Lennox
Madison
Milbank
Mobridge-Pollock
Pine Ridge
SF Christian
Sioux Valley
Sisseton
Tea Area
Tri-Valley
Vermillion
Wagner
West Central
Winner

Class B

Aberdeen Roncalli (2024)
Alcester-Hudson
Arlington
Avon
Baltic
Bon Homme
Castlewood
Chester
Colman-Egan
Deuel
Elkton-Lake Benton
Florence-Henry
Freeman/Marion/FA
*Gayville-Volin/Irene-Wakonda
Hanson
Mt. Vernon/Plankinton
*Oldham-Ramona-Rutland
Parker (JV Only)
Redfield
Scotland/Menno
Viborg-Hurley

SEEDING PROCEDURE FOR SO/DAK and STATE TOURNAMENT

1. Seeding Formula and Guidelines:

Seed points will be awarded based upon opponent's win percentage as shown in the chart below.

NOTE: Win percentage = number of varsity wins divided by the number of varsity contests played. Ties will count as 0.5 of a win for the purposes of calculating win percentage.

Opponent's Win Pct.	Points for Win	Points for Tie	Points For Loss
.750 and above	50	44.5	39
.500 to .749	47	41.5	36
.250 to .499	44	38.5	33
.249 and below	41	35.5	30

- No points are deducted for playing teams which are classified below your classification.
 - In competitions against varsity opponents which are one classification higher, 2 bonus points will be awarded.
 - In competitions against varsity opponents which are two classifications higher, 3 bonus points will be awarded.
 - No games against non-varsity opponents will count toward seed points. However, such games must be counted as one of the allowable games that have been established for each team.
 - A team's seed point average will be determined by dividing the total number of seed points earned by the total number of games played against varsity opponents, regardless of the opponent's classification.
- The cut-off date for all classes will be regular season games is Saturday of Week 46. No regular season contest may be played after that date.
 - All SoDak 16 games will be played on Tuesday of wk. 47.**
 - A varsity team must play a minimum of eight regular season games to be considered for a seed. If less than eight regular season games are played, team will be seeded last.
 - Seed point averages will be calculated to include all **regular season contests** in accordance with the timetable listed below.

For contests against out-of-state opponents, seed points will include all contests (regular or postseason) through the South Dakota cutoff date listed below.

Class	Seed points calculated through:
All Classes	Saturday, week # 46

Tie-Breaking procedure for seeding all classes:

If teams should tie for a qualifying place because of identical seed point averages (regular season seed points only) the tie will be broken by applying the following criteria in the order listed. In the event of a multiple-team tie-break situation, teams shall be evaluated together until one is separated by the criteria in order. After one team is removed, the process shall start over with the remaining teams.

- Head to head competition
- Best overall regular season win/loss record based on percentage.
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