

# New Mexico Senior Olympics

## Recreational Sport Rules

Basketball 3 Point Shot, Basketball Free Throw, Frisbee Accuracy, Frisbee Distance, Huachas (Washers), Soccer Kick Accuracy and Softball Distance Throw

### Basketball 3 Point Shot Rules

Revised 3-2017

#### Playing Format

1. Basketball 3-Point Shot will be conducted in accordance with rules developed by New Mexico Senior Olympics Board of Directors.
2. Men and Women's competition will be held separately and in 5-year age division.
3. An official men's basketball will be used for men. An official women's basketball will be used for women. The rim will be 10' high.
4. There will a court monitor/volunteer at each basket.

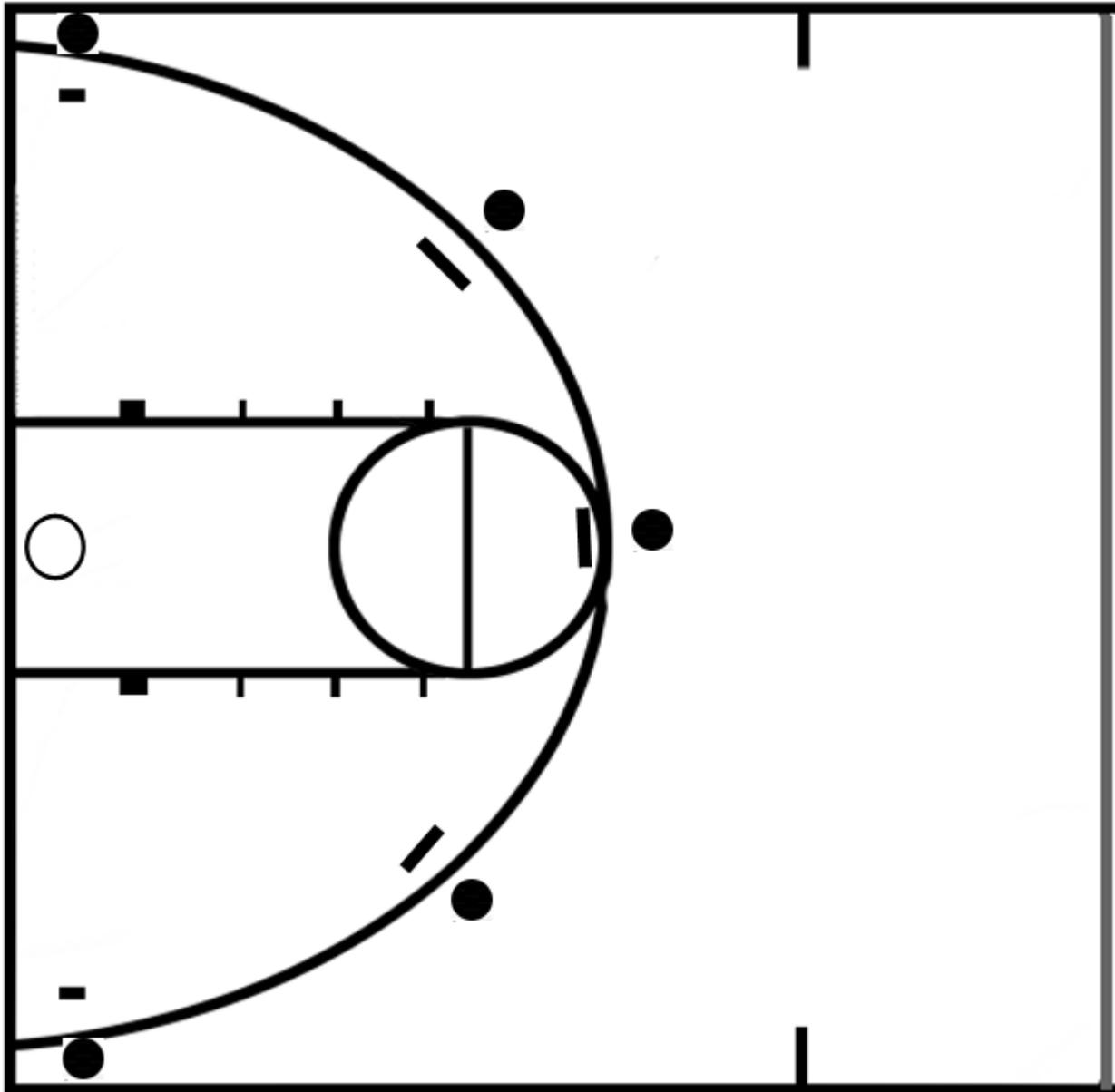
#### Playing Rules

1. Each contestant will be allowed two practice shots prior to their recorded throws.
2. Each contestant will shoot a total of six (6) shots, one shot from each of the five different pre-marked positions on the 3-point line beginning with the designated corner. The sixth shot may be taken from any one of the 5 marked positions at the shooter's discretion.
3. The contestant who makes the most baskets will be declared the winner.
4. The ball must be released from the shooter's hand while his/her feet are behind, and not touching the 3-point line. However, a made basket will be allowed if the shooter's momentum takes him/her across the line after the ball is released. If, on any shot, the shooter's feet touch or cross the line before the ball is released, the shooter will be charged with a missed shot.
5. All tiebreakers will be addressed at the conclusion of each age division. Any contestant who is tied and fails to show up for the tie-breaker will concede and accept the next lower placement.
6. Each contestant in the tiebreaker will get one shot in turn from the top of the 3 point line until a basket is made by one contestant and not the other(s).
7. The rules will be the same for women as for men except that the women will shoot from the five marked positions that are 2 feet closer to the basket.
8. See diagram on next page with pre-marked shooting positions indicated.

# Basketball 3 Point Shot Diagram

Revised 11-2014

- = Men's Shooting Spots
- = Women's Shooting Spots



# Basketball 3 Point Shot

## SCORE SHEET

DATE: \_\_\_\_\_

\_\_\_\_\_  
Name

\_\_\_\_\_  
Gender

\_\_\_\_\_  
Age Group

Score \_\_\_\_\_

1 2 3 4 5 6

Tiebreaker \_\_\_\_\_

.....  
\_\_\_\_\_  
Name

\_\_\_\_\_  
Gender

\_\_\_\_\_  
Age Group

Score \_\_\_\_\_

1 2 3 4 5 6

Tiebreaker \_\_\_\_\_

.....  
\_\_\_\_\_  
Name

\_\_\_\_\_  
Gender

\_\_\_\_\_  
Age Group

Score \_\_\_\_\_

1 2 3 4 5 6

Tiebreaker \_\_\_\_\_  
.....

# New Mexico Senior Olympics Recreational Sport Rules

## Basketball Free Throw Rules

Revised 3-2017

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### Playing Format

1. Basketball Free Throw will be conducted in accordance with rules developed by New Mexico Senior Olympics Board of Directors.
2. Men and Women's competition will be held separately and in 5-year age division.
3. All contestants must use the basketballs that are provided by NMSO Games Management.
4. An official men's basketball will be used for men. An official women's basketball will be used for women. The rim will be 10' high.
5. All athletes in an age group will shoot from same basket (only when numbers are conducive).
6. There will be a referee at each basket.

### Playing Rules

1. Each contestant will be allowed two practice free throws prior to their recorded free throws.
2. Each contestant will shoot 15 free throws.
3. The contestant who makes the most baskets will be declared the winner.
4. The free throw line for the women shall be 14 ft. and for the men 15 ft. Free-throw line distance from point on the floor directly below the backboard.
5. The free throw shooter must have both feet behind the free throw line (no part of his/her feet can touch the line from the time the ball leaves his/her hands to the point that it touches the basket—otherwise it will count as a missed shot). Other contestants should not be closer to shooter than 10 feet.
6. All tie-breakers will be addressed at the conclusion of each age division. Any contestant who is tied and fails to show up for the tie-breaker will concede and accept the next lower placement.
7. Each tie-breaker will consist of five free throws.
8. ONLY when tie breakers cannot be completed, awards will be as follows:
  - First place tie:** award two first place medals and one third place medal.
  - Second place tie:** award one first place medal and two second place medals.
  - Third place tie:** award one first place, one second place and two third place medals.

# Basketball Free Throw

## SCORE SHEET

DATE: \_\_\_\_\_

\_\_\_\_\_  
Name

\_\_\_\_\_  
Gender

\_\_\_\_\_  
Age Group

1 2 3 4 5

6 7 8 9 10

11 12 13 14 15

Score \_\_\_\_\_

Shoot Off!

2<sup>nd</sup> Shoot Off!

.....  
\_\_\_\_\_  
Name

\_\_\_\_\_  
Gender

\_\_\_\_\_  
Age Group

1 2 3 4 5

6 7 8 9 10

11 12 13 14 15

Score \_\_\_\_\_

Shoot Off!

2<sup>nd</sup> Shoot Off!

\*\*\*\*\*

\_\_\_\_\_  
Name

\_\_\_\_\_  
Gender

\_\_\_\_\_  
Age Group

1 2 3 4 5

6 7 8 9 10

11 12 13 14 15

Score \_\_\_\_\_

Shoot Off!

2<sup>nd</sup> Shoot Off!

\*\*\*\*\*

# New Mexico Senior Olympics

## Recreational Sport Rules

### Frisbee Accuracy Rules

Revised 3-2017

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#### Playing Format

1. Each sport will be managed and planned by a volunteer Sport Coordinator identified and trained by New Mexico Senior Olympics Event Coordinator.
2. All sport equipment will be provided for competitors and must be used.
3. Object of the game is defined in playing rules.
4. Competition schedule for each age group is published in registration athlete booklet and available at the Game check-in Sport Table area or by calling Sport Coordinator.
5. Tie-breakers will be addressed at the conclusion of each age division.
6. A foot fault will be called if a player steps on or over the designated line and will automatically nullify the attempt.

#### Playing Rules

1. Object of the Game: Throw the Frisbee disc/apparatus through a large hoop opening to earn points.
2. Each competitor will be allowed eight throws from the following distances. Frisbee disc is 160 grams.
  - Women: 4 throws from 7 yards and 4 throws at 10 yards
  - Men: 4 throws from 10 yards and 4 throws at 12 yards
3. The target opening is an approximately 67" to 78" ring (made by attaching 2 hula hoops together). The target ring is three feet above the ground.
4. Scoring: Each player scores 1 point for each Frisbee thrown through the target at the shorter distance and 2 points for the longest distance.
5. The competitor who scores the highest points will be declared the winner for each age division for men and for women.
6. **Tie Breaker:** Competitors will throw **three** additional throws at the conclusion of the each age division from the following distances:
  - Women – 7-yard distance
  - Men – 10-yard distanceIf there is still a tie, second best throw will determine winner. A competitor must be present for the play-off or he/she will concede and accept the next lower award.
7. ONLY when tie breakers cannot be completed, awards will be as follows:
  - First place tie:** award two first place medals and one third place medal.
  - Second place tie:** award one first place medal and two second place medals.
  - Third place tie:** award one first place, one second place and two third place medals.

# FRISBEE ACCURACY THROW

## WOMEN'S

### SAMPLE SCORE SHEET WITH INSTRUCTIONS

(1) Age Division: \_\_\_\_\_  
(50-54, 55-59, etc)

**Instructions:**

1. Enter Age Division for athletes.
2. Enter Athlete's name and city.
3. Definition: A foot fault will be called if a player steps on or over the designated line and will automatically nullify the attempt.
4. Indicate points scored for each throw. After all 8 throws, total score.  
One (1) points will be recorded for each throw from the 7 yard line. Two (2) points will be recorded for each throw from the 10 yard line.
5. If applicable a Tiebreaker, consisting of three throws, is required. Record score for each tiebreaker throw and total after all three throws. Tiebreaker will be thrown from 7 yards.
6. A competitor must be present for the play-off or she will concede and accept the next lower award.
7. Scorer/Recorder and Event Coordinator initial at bottom of sheet.

\_\_\_\_\_  
(2) Name (2) City

(4) Points = 

7 Yards				10 Yards				(4) _____ Score
1	2	3	4	1	2	3	4	

(5) Tiebreaker Points = 

7 yards			(5) Tiebreaker Score _____
1	2	3	

\_\_\_\_\_  
(2) Name (2) City

(4) Points = 

7 Yards				10 Yards				(4) _____ Score
1	2	3	4	1	2	3	4	

(5) Tiebreaker Points = 

7 yards			(5) Tiebreaker Score _____
1	2	3	

(7) Recorder/Scorer: \_\_\_\_\_  
Initial

(7) Sport Coordinator: \_\_\_\_\_  
Initial



# FRISBEE ACCURACY THROW

## MEN'S

### SAMPLE SCORE SHEET WITH INSTRUCTIONS

(1) Age Division: \_\_\_\_\_  
(50-54, 55-59, etc)

Instructions:

1. Enter Age Division for athletes.
2. Enter Athlete's name and city.
3. Definition: A foot fault will be called if a player steps on or over the designated line and will automatically nullify the attempt.
4. Indicate points scored for each throw. After all 8 throws, total score.  
One (1) point will be recorded for each throw from the 10 yard line. Two (2) points will be recorded for each throw from the 12 yard line.
5. If applicable a Tiebreaker, consisting of three throws, is required. Record score for each tiebreaker throw and total after all three throws. Tiebreaker will be thrown from 10 yards.
6. A competitor must be present for the play-off or he will concede and accept the next lower award.
7. Scorer/Recorder and Sport Coordinator initial at bottom of sheet.

---

(2) Name \_\_\_\_\_

(2) City \_\_\_\_\_

(4) Points = 

10 Yards				12 Yards				(4) _____ Score
1	2	3	4	1	2	3	4	

(5) Tiebreaker Points = 

10 yards			(5) Tiebreaker Score _____
1	2	3	

---

(2) Name \_\_\_\_\_

(2) City \_\_\_\_\_

(4) Points = 

10 Yards				12 Yards				(4) _____ Score
1	2	3	4	1	2	3	4	

(5) Tiebreaker Points = 

10 yards			(5) Tiebreaker Score _____
1	2	3	

---

(7) Recorder/Scorer: \_\_\_\_\_  
Initial

(7) Sport Coordinator: \_\_\_\_\_  
Initial

# FRISBEE ACCURACY THROW

## MEN'S SCORE SHEET

DATE \_\_\_\_\_

Age Division: \_\_\_\_\_  
(50-54, 55-59, etc)

Name \_\_\_\_\_

City \_\_\_\_\_

Points = \_\_\_\_\_

10 Yards

1

2

3

4

12 Yards

1

2

3

4

Score \_\_\_\_\_

Tiebreaker Points =

10 yards

1

2

3

Tiebreaker Score \_\_\_\_\_

Name \_\_\_\_\_

City \_\_\_\_\_

Points = \_\_\_\_\_

10 Yards

1

2

3

4

12 Yards

1

2

3

4

Score \_\_\_\_\_

Tiebreaker Points =

10 yards

1

2

3

Tiebreaker Score \_\_\_\_\_

Name \_\_\_\_\_

City \_\_\_\_\_

Points = \_\_\_\_\_

10 Yards

1

2

3

4

12 Yards

1

2

3

4

Score \_\_\_\_\_

Tiebreaker Points =

10 yards

1

2

3

Tiebreaker Score \_\_\_\_\_

Name \_\_\_\_\_

City \_\_\_\_\_

Points = \_\_\_\_\_

10 Yards

1

2

3

4

12 Yards

1

2

3

4

Score \_\_\_\_\_

Tiebreaker Points =

10 yards

1

2

3

Tiebreaker Score \_\_\_\_\_

Recorder/Scorer: \_\_\_\_\_  
Initial

Sport Coordinator: \_\_\_\_\_  
Initial

# New Mexico Senior Olympics

## Recreational Sport Rules

### Frisbee Distance Rules

Revised 3-2017

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#### Playing Format

1. Each sport will be managed and planned by a volunteer Sport Coordinator identified and trained by New Mexico Senior Olympics Event Coordinator.
2. All sport equipment will be provided for competitors and must be used. Frisbee is a 160 gram.
3. Object of the game is defined in playing rules.
4. Competition schedule for each age group is published in registration athlete booklet and available at the Game Check-in Sport Table area or by calling Sport Coordinator.
5. Tie-breakers will be addressed at the conclusion of each age division.
6. A foot fault will be called if a player steps on or over the designated line and will automatically nullify the attempt.

#### Playing Rules

1. Object of the Game--To throw one Frisbee disc/apparatus as far as possible within the designated playing field area. Person delivering the longest throw will be declared the winner.
2. **Out of bounds throwing area: Participants will throw from behind a 10' throwing line within a 45-degree angle measuring from center of line out to 150 feet to determine angle.**
3. Each competitor will receive three throws.
4. Measurements will be marked using a tape measure from the center of the starting line to the point where the Frisbee hits the ground.
5. Measurements will be recorded in feet and inches to the closest 0.25 inch below the recording point.
6. A foot fault will automatically nullify the throw.
7. The longest throw will be the official recorded throw.
8. **Tie-breaker:** if needed, one additional throw will be allowed to declare the winner. If there is still a tie, second best throw will determine winner. A competitor must be present for the play-off or he/she will concede and accept the next lower award.
9. **ONLY** when tie breakers cannot be completed, awards will be as follows:
  - First place tie:** award two first place medals and one third place medal.
  - Second place tie:** award one first place medal and two second place medals.
  - Third place tie:** award one first place, one second place and two third place medals.

# FRISBEE DISTANCE THROW

## SAMPLE SCORE SHEET WITH INSTRUCTIONS

(1) Gender (M/F) \_\_\_\_\_

(1) Age Division \_\_\_\_\_  
(50-54, 55-59, etc.)

**Instructions:**

1. Enter Gender and Age Division for athletes for each form. **DO NOT MIX AGE DIVISIONS.**
2. Enter Athlete's name and city.
3. **Definition:** A foot fault will be called if a player steps on or over the designated line and will automatically nullify the attempt. A foot fault will be counted as a throw and recorded as a foul "F". If a throw is "out of bounds", this will be counted as a throw and recorded as "OOB"
4. Record all three (3) throws in feet (') and inches (") to the nearest .25".
5. Indicate the longest throw of the three throws for result tabulation.
6. If applicable a Tiebreaker, one throw, is required. Record distance for tiebreaker as above.
7. If a second tiebreaker is needed, the second-best throw of **original throws** will determine placement.
8. A competitor must be present for the play-off (tie-breaker) or he/she will concede and accept the next lower award.
9. Scorer/Recorder and Sport Coordinator initial at bottom of sheet.

\_\_\_\_\_  
(2) Name

\_\_\_\_\_  
(2) City

Distance Per Throw

(4)	_____ F _____	_____ OOB _____	_____ 58' 3.25" _____	(5) _____ 58' 3.25" _____
Throw	1	2	3	Longest Throw

(6) Tiebreaker (if applicable) \_\_\_\_\_



# New Mexico Senior Olympics

## Recreational Sport Rules

### Huachas (Washers) 1 Hole Board Rules

Revised 3-2017

#### Playing Format

1. Each sport will be managed and planned by a volunteer Sport Coordinator identified and trained by New Mexico Senior Olympics Event Coordinator.
2. All sport equipment will be provided for competitors and must be used.
3. Event will be singles.
4. Playing format will be double elimination or round robin tournaments based on the numbers of registered entrants. Tournament format will be the responsibility of New Mexico Senior Olympics and established prior to Senior Olympics Summer Game competition.
5. Tie-breakers will be addressed at the conclusion of each age division.
6. A foot fault will be called if a player steps on or over the designated line and will automatically nullify the attempt.
7. Competition schedule for each age group is published in registration athlete booklet and available at the Game check-in Sport Table area or by calling Sport Coordinator.

#### Playing Rules

1. Object of the Game: Washers are pitched underhand to the opposite board into the cup opening. The opening is a 3" diameter in the center of the board. Player reaching 11 points first or highest score after 20 throws (5 rounds of 4 throws) wins the game.
2. Position: Boards are placed 18 feet from the front of (board 1) to the front of (board 2) for a distance from cup to cup of 20 feet. Both contestants stand at one board and throw washers toward the other board. Players may stand lined with the back of the board or next to the board. However, may not step further than the length of the board when pitching washers.
3. To determine who will pitch first to start the game: Each player will throw one washer toward the opposite box and whoever gets closest to the hole will be the first to throw. This is called the "Diddle." After the game has started, the person/team who scored last throws first.
4. **Playing the Game:** Player A will pitch all four 4 washers (one at a time) in a row followed by Player B, this is a "round." The idea is to land in the cup if possible and if not--as close as possible--similar to horseshoes and hand-grenades. Scoring is determined after both players have pitched all of their washers.
5. **Scoring:** *Only one player may score per round but scores points for all washers that are closer than their opponents.*

**1 Point** = being on the board

**3 Points** = leaning over edge of cup

**5 Points** = washer in the cup

**Equal points cancel each other.**

Example #1 - Should Player A land a washer inside the cup and Player B also lands a washer inside the cup, Player B's throw negates or "nullifies" the ringer and no points are awarded for the ringer to either player.

Example #2 - If Player A has 2 washers in the cup and Player B has 3 washers in the cup then Player B will get 5 points.

The winner is the Player reaching 11 points first.

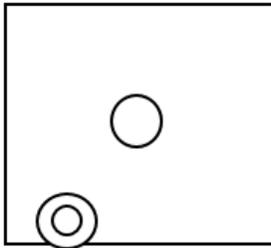
## Huachas (Washers) Rules (cont.)

If Player A reaches 11 and Player B has yet to pitch their washers then B is allowed to finish the round in the hopes that they can get more points or nullify Player A's points.

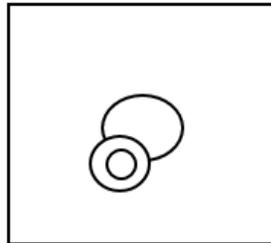
Should one player reach 6 points before the opponent scores a single point, the game is called a skunk, and the player with zero points is out of the competition. A "Skunk" can be called at 6-0.

**Tiebreaker-** One additional, complete round will be played to determine the winner. The player with the highest score at the end of the round wins. If, after two rounds the score is still tied, a throw off will take place. Each player will get one throw. The player that scores or has the closest Huacha in scoring position will be declared the winner.

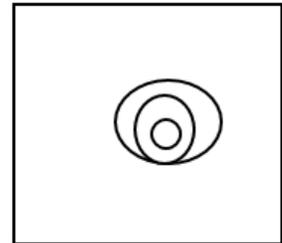
1 point



3 points



5 points



# HUACHAS (Washers) Score Sheet

Player to reach 11 Points or highest after 20 throws wins game

M / F Age \_\_\_\_\_

Game # \_\_\_\_\_

## CONTESTANTS

VS

Points	Score	Washers	Points	Score
		4		
		8		
		12		
		16		
		20		

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# HUACHAS (Washers) Score Sheet

Player to reach 11 Points or highest after 20 throws wins game

M / F Age \_\_\_\_\_

Game # \_\_\_\_\_

## CONTESTANTS

VS

Points	Score	Washers	Points	Score
		4		
		8		
		12		
		16		
		20		

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# New Mexico Senior Olympics

## Recreational Sport Rules

### Soccer Kick Accuracy Rules

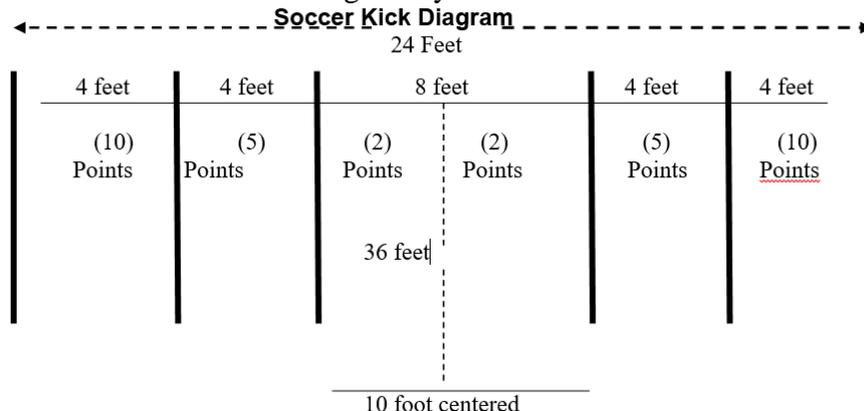
Revised 3-2017

#### Playing Format

1. Each sport will be managed and planned by a volunteer Sport Coordinator identified and trained by New Mexico Senior Olympics Event Coordinator.
2. All sport equipment will be provided for competitors and must be used.
3. Object of the game is defined in playing rules.
4. Tie-breakers will be addressed at the conclusion of each age division.
5. A foot fault will be called if a player steps on or over the designated line and will automatically nullify the attempt.

#### Playing Rules

1. Object of the Game: Kick the soccer ball(s) through designated areas for points.
2. Playing area: measured 24' X 36' with five marked areas: one 8 ft. and four areas, each four feet in width.
3. The official size of the ball will be 5.
4. Each player will be allowed five (5) kicks in a row.
5. Players must kick from behind a **centered 10-foot line** 36 feet and parallel to the center points, which will be marked.
6. Players may use walker/cane/wheelchair for balance to kick balls.
7. Points will be scored as follows: See diagram.
  - 10 points -- for ball kicked through any one outer section, either side.
  - 5 points -- for ball kicked through inside 4 ft. sections on either side.
  - 3 points -- for ball kicked through center 8 ft. section.
8. Final score is the total points after 5 kicks.
9. Player with the highest score will be declared the winner for each age division
10. **Tie-breaker** - an additional 3 kicks will be allowed to determine the winner. A player involved in a tiebreaker must be present at the conclusion of the age division event to participate in the play-off or he/she will concede and accept the next lower placement.
11. ONLY when tie breakers cannot be completed, awards will be as follows:
  - First place tie:** award two first place medals and one third place medal.
  - Second place tie:** award one first place medal and two second place medals.
  - Third place tie:** award one first place, one second place and two third place medals.
12. Contestants must use soccer balls that are provided.
13. Shoes cannot be altered to enhance kicking ability.



# SOCCER KICK ACCURACY

## SAMPLE SCORE SHEET WITH INSTRUCTIONS

(1) Gender (M/F) \_\_\_\_\_

(1) Age Division \_\_\_\_\_  
(50-54, 55-59, etc.)

### Instructions:

a. Enter Gender and Age Division for athletes.

b. Enter Athlete's name and city.

- c. Indicate all points scored for each kick, and after all 5 kicks have been completed, total athlete's score.
- d. If applicable and athlete is in a Tiebreaker, indicate score for tiebreak kick and total.
- e. Scorer/Recorder and Event Coordinator initial at bottom of sheet.

---

(2) Name \_\_\_\_\_

(2) Points =       
                  1      2      3      4      5

(2) City \_\_\_\_\_

(3) Score: \_\_\_\_\_

(4) Tiebreaker Points =     
(if applicable)                  1      2      3

Tiebreaker Score: \_\_\_\_\_

---

(2) Name \_\_\_\_\_

(3) Points =       
                  1      2      3      4      5

(3) Score: \_\_\_\_\_

(4) Tiebreaker Points =     
(if applicable)                  1      2      3

Tiebreaker Score: \_\_\_\_\_

---

(5) Recorder/Scorer: \_\_\_\_\_  
                                  Initial

(5) Sport Coordinator: \_\_\_\_\_  
                                  Initial

# SOCCER KICK ACCURACY SCORE SHEET

Gender (M/F) \_\_\_\_\_

Age Division \_\_\_\_\_  
(50-54, 55-59, etc.)

---

Name \_\_\_\_\_

City \_\_\_\_\_

Points =

<input type="text"/>				
1	2	3	4	5

Score: \_\_\_\_\_

Tiebreaker Points =  
(if applicable)

<input type="text"/>	<input type="text"/>	<input type="text"/>
1	2	3

Tiebreaker Score: \_\_\_\_\_

---

Name \_\_\_\_\_

City \_\_\_\_\_

Points =

<input type="text"/>				
1	2	3	4	5

Score: \_\_\_\_\_

Tiebreaker Points =  
(if applicable)

<input type="text"/>	<input type="text"/>	<input type="text"/>
1	2	3

Tiebreaker Score: \_\_\_\_\_

---

Name \_\_\_\_\_

City \_\_\_\_\_

Points =

<input type="text"/>				
1	2	3	4	5

Score: \_\_\_\_\_

Tiebreaker Points =  
(if applicable)

<input type="text"/>	<input type="text"/>	<input type="text"/>
1	2	3

Tiebreaker Score: \_\_\_\_\_

---

Name \_\_\_\_\_

City \_\_\_\_\_

Points =

<input type="text"/>				
1	2	3	4	5

Score: \_\_\_\_\_

Tiebreaker Points =  
(if applicable)

<input type="text"/>	<input type="text"/>	<input type="text"/>
1	2	3

Tiebreaker Score: \_\_\_\_\_

---

Recorder/Scorer: \_\_\_\_\_  
Initial

Sport Coordinator: \_\_\_\_\_  
Initial

# New Mexico Senior Olympics

## Recreational Sport Rules

### Softball Distance Throw Rules

Revised 3-2017

#### Playing Format

1. Each sport will be managed and planned by a volunteer Sport Coordinator identified and trained by New Mexico Senior Olympics Event Coordinator.
2. All sport equipment will be provided for competitors and must be used.
3. Object of the game is defined in playing rules.
4. Tie-breakers will be addressed at the conclusion of each age division.
5. **Out of bounds throwing area: Participants will throw from behind a 10' throwing line within a 45-degree angle measuring from center of line out to 150 feet to determine angle.**
6. A foot fault will be called if a player steps on or over the designated line and will automatically nullify the attempt.

#### Playing Rules

1. Object of the Game - To throw one softball as far as possible within the designated playing field area. Person receiving the longest throw will be declared the winner.
2. Each competitor will receive three throws behind the designated line. The ball may be thrown underhand or overhand. A foot fault will occur if player steps on or over the designated line.
3. An ASA approved 11 inch softball for women and 12 inch softball for men will be provided and must be used.
4. Measurements will be marked using a tape measure from the center of the starting line to the point where the softball hits the ground.
5. Measurements will be recorded in feet and inches to the closest 0.25 inch below the recording point.
6. To cross over the line (foot fault) will nullify the throw.
7. The longest throw will be the official recorded throw.
8. **Tie-breaker:** one additional throw will be allowed to declare the winner. If there is still a tie, second best throw will determine winner. A competitor must be present for the play-off or he/she will concede and accept the next lower award.
9. **ONLY** when tie breakers cannot be completed, awards will be as follows:
  - First place tie:** award two first place medals and one third place medal.
  - Second place tie:** award one first place medal and two second place medals.
  - Third place tie:** award one first place, one second place and two third place medals.



# SOFTBALL DISTANCE THROW

## SCORE SHEET

Gender (M/F) \_\_\_\_\_

Age Division \_\_\_\_\_  
(50-54, 55-59, etc.)

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Athlete's Name \_\_\_\_\_

City \_\_\_\_\_

1

2

3

Longest Throw

Tiebreaker \_\_\_\_\_  
(if applicable)

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Athlete's Name \_\_\_\_\_

City \_\_\_\_\_

1

2

3

Longest Throw

Tiebreaker \_\_\_\_\_  
(if applicable)

---

Athlete's Name \_\_\_\_\_

City \_\_\_\_\_

1

2

3

Longest Throw

Tiebreaker \_\_\_\_\_  
(if applicable)

---

Athlete's Name \_\_\_\_\_

City \_\_\_\_\_

1

2

3

Longest Throw

Tiebreaker \_\_\_\_\_  
(if applicable)

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Recorder/Scorer: \_\_\_\_\_  
Initial

Sport Coordinator: \_\_\_\_\_  
Initial