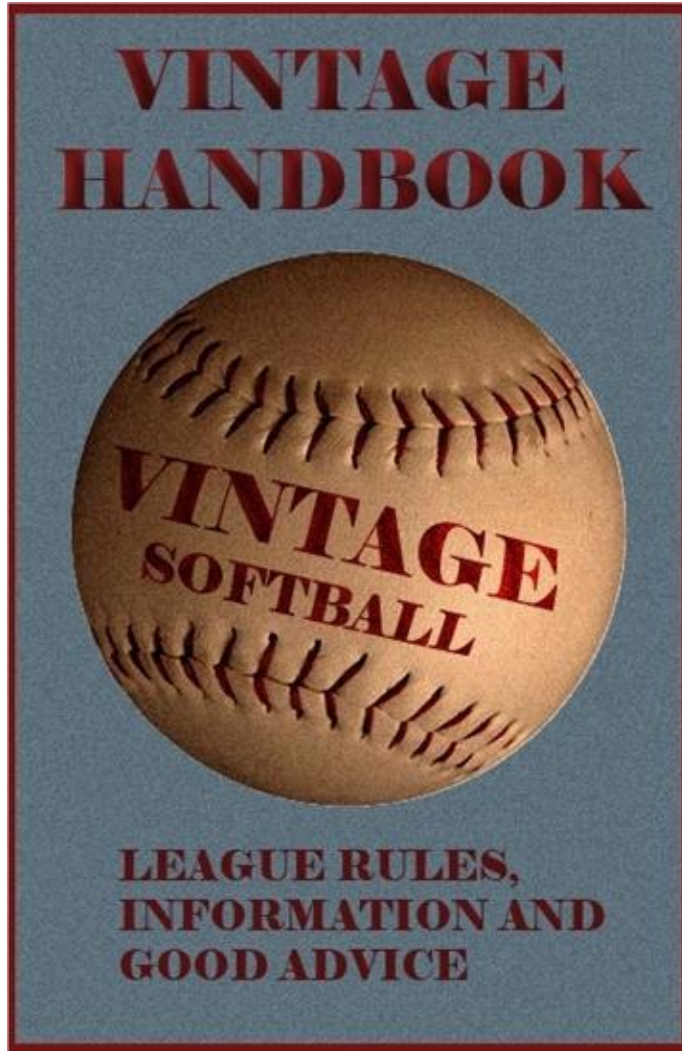


April 2024



**WE APPRECIATE
ALL THE
VOLUNTEERS FROM
OUR MEMBERSHIP
WHO HAVE
SUPPORTED
VINTAGE SOFTBALL
AND PROVIDED AN
OPPORTUNITY FOR
FOLKS OVER 50
YEARS OF AGE TO
CONTINUE
PARTICIPATING IN
AMERICA'S
FAVORITE PASTIME.**

Dedicated to Armen Parseghian, founder of the Vintage Softball Club of Santa Clara County

Past Presidents

1987-89	Armen Parseghian
1990	Jack Healey
1991-92	Ron Marchese
1993-95	Bill McCartney
1996	Chuck Hyde
1997-99	Noel Lanctot
2000	Dave Smith
2001-02	Charlie Sutton
2003-04	Wayne Fields
2005	Tom Morse, Larry Murchison
2006	Kevin Austin
2007-08	Jim Callan
2009-11	Joe DeSimone
2012-14	Mike Friedman
2015-17	Mark Loveless
2018-21	Jeff Greenberg
2022-23	Dennis Maston



Sportsmanship Award

2003	Richie Sutton
2005	Larry Murchison
2006	Ed McDonald
2007	Don Muse
2008	Pat Pizzo
2009	Jed Duggan
2010	Ernie Gomez
2011	Charlie Carinalli
2012	Kevin Austin
2013	Jim Batterson, Pat McNamara
2014	Ruby Cawley
2015	Lester Sutherland
2016	Gordy Jett
2017	Pat McGuire, Jessie Jessup
2018	George Hall, Blain Thomas, Dennis Maston
2019	Bob LeFevre, Paul Thesing
2022	Matt Santos
2023	Dave Alderette

Jessie Jessup Award (Fun League)

2022	Mike McDonnell
2023	Teresa Biagini

Armen Parseghian Award

2000	Morris Hosoda
2002	Larry Murchison
2003	Frank Kadlecek
2005	Tom Morse
2006	Jim Heath
2007	Frank Kadlecek
2008	Jim Callan
2009	Jim Gross
2010	Don Muse
2011	Dave Carothers
2012	Ernie Gomez
2013	Jim Gross
2014	Bob Bilikas
2015	Jack Boniface
2016	Mike Friedman
2017	Mark Loveless
2018	Tom Palma
2019	Tom Simpson
2021	Jeff Greenberg
2022	Lou Silver

Lifetime Achievement Award

2010	Morris Hosoda
2012	Frank Kadlecek and Ernie Gomez
2013	Don Muse
2014	Larry Murchison
2021	Jim Gross

2024 OFFICERS / BOARD OF DIRECTORS

President	Bob Sprague	408-823-5787	sprague.robert@gmail.com
Vice President	Cole Maston	408-655-2219	cole.maston24@gmail.com
Secretary	Rick Newson	408-247-4919	newson@infinera.com
Treasurer	Don Shrank	408-243-7441	dcshrank@att.net
Director	Kent Gaynor	650-814-2645	kcgaynor@pacbell.net
Director	Chris Milosovich	408-358-3237	cmilo19@comcast.net
Director	Charlie Carinalli	408-391-9166	ccarinalli@gmail.com
Director	Jim Palte	408-348-9385	jpalte@gmail.com
Director	Teresa Biagini	408-761-1460	tbiagini@aol.com

LEAGUE COMMISSIONERS

Saturday	Blain Thomas	408-702-0507	blaint@hotmail.com
Tues/Thurs	Dave Alderette	408-264-1615	d.alderette@comcast.net
Fun league (Mon/Wed)	John Leong	650-305-9072	poppadoc.john@sbcglobal.net

OTHER IMPORTANT CONTRIBUTORS

Equipment Manager	Jack Boniface	650-279-7058	jackboniface1971@gmail.com
Field Reservation Manager	Tim Town	408-997-7320	ttown@yahoo.com
Chaplain	Ray Miranda	408-578-1410	raymiranda@hotmail.com
Social Director	Ric Ferras	650-307-4799	ricferras@comcast.net
Webmaster	Tony Trebaol	408-821-3971	swatshots@aol.com
Rules Committee Chairman	Jack Boniface	650-279-7058	jackboniface1971@gmail.com

WEATHER / GENERAL MESSAGE PHONE

Tuesday, Thursday, and Fun leagues: Call **408-795-5844** (the Vintage weather line).

Saturday league: Call **408-275-4938** (the Arcadia weather line) and/or the Vintage weather line.

Messages are usually posted 1 to 1.5 hours before game time.

BOARD MEETINGS

Board meetings are planned the first Tuesday of alternating months at 7:30pm, either remotely or at Santa Clara Senior Center, 1303 Fremont St., Santa Clara.

MAILING ADDRESS

Vintage Softball Club of Santa Clara County
P.O. Box 3268 | Santa Clara, CA 95055-3268

WEB SITE

[https:// www.vintagesoftball.org](https://www.vintagesoftball.org)



A. General Provisions

1. *Membership eligibility*

- a. Men and women who reach the age of 50 during the calendar year for which application is made are eligible for membership.
- b. Members must agree to follow the code of ethics of the Vintage Softball Club of Santa Clara County.

2. *Application and dues*

Membership becomes effective upon receipt of a signed application form / waiver and dues.

- a. General membership dues, covering the Saturday, Tuesday, Thursday, and Fun leagues, are \$175 per year.
- b. Dues for the Saturday league are \$150 per year.
- c. Dues for the Tuesday or Thursday leagues, but not both, are \$100 per year.
- d. Dues for both the Tuesday and Thursday leagues are \$125 per year.
- e. Qualified members (men 60+, women 50+) may play in the Fun league (Monday and/or Wednesday) at no additional cost if they are paid up for any of the other leagues.
- f. Dues for the Fun league only are \$50 per year.
- g. Any paid-up member can play in the weeknight league at no additional cost. Dues for the weeknight league only are \$50.
- e. It is the policy of the club to reduce or waive due to hardship.
- f. Payments made between Oct. 1st and the end of a year will also cover the following year.
- g. Payments are due by January 1st of each year. Any returning members who have not paid their dues by that date will not be allowed to play until their dues are paid. There is no grace period.
- h. Anyone who has never played in Vintage may play one day for free provided they submit a signed waiver form.
- i. Anyone who has played previously in Vintage but is not a current member may play for up to 30 days for \$15, provided they submit a signed waiver form.
- j. Dues are subject to change, as approved by the board.



3. *Code of ethics*

As a member of the Vintage Softball Club of Santa Clara County, members must agree that when participating in club activities they will:

- a. Abide by the bylaws of the club and the rules and decisions of the club officials.
- b. Accept the decisions of the umpires and team managers.
- c. Avoid bodily contact that may cause injury to themselves or to others.
- d. Refrain from publicly degrading club members.
- e. Never direct abusive or profane language at officials or club members.

4. *Elections*

New officers and directors are elected annually for terms that begin on January 1st. Normally nominations are requested in September, followed by elections in October.

5. *Insurance*

Vintage Rules. Information, and Good Advice

Vintage carries liability insurance only. Members are responsible for their own medical coverage.

B. Uniforms

A set of short-sleeve shirts (one blue, one grey) and an adjustable-size baseball cap, each complete with Vintage logo, are provided to all new members, except Fun league-only members who receive only the cap. Currently, Vintage funds allow for replacing worn out “uniforms” every few years at no extra cost to the member. Long-sleeve shirt sets and extra caps can be purchased by individual members at cost. To order, contact your team manager. Shirts and hats provided by Vintage should be worn at all games. Home team wears grey shirts, and visiting team wears blue shirts.

C. Leagues

1. The Tuesday, Thursday, and Saturday leagues consist of teams established by drafts that are held periodically. Each team (except for byes) plays two 7-inning games per day. Schedules and rosters are posted on the Vintage website.
2. The Fun league is restricted to men who are at least 60 and women who are at least 50. Teams are formed prior to each game.

D. Fields

1. Setup/takedown

Home team managers, with help from everyone, are responsible for setting up fields and securing equipment afterwards. Setting up the field includes putting out the bases, strike mat, and scoreboard, and lining and dragging the field if necessary.

2. Ground rules

- a. The dead ball area at all fields is determined by a line extending from the dugout fence parallel to the foul lines. On all fields
 1. A fly ball hitting a tree in foul territory is a dead ball (strike).
Exception for De Anza Park: A fly ball hitting a tree in foul territory is a dead ball strike unless it is caught in the air by a fielder, in which case it is an out.
 2. A fair ball hitting a tree in fair territory is a ground rule double.
Exception for De Anza Park: If a fly ball hits the tree in left field in fair territory and is then caught in the air, it is an out. If it is not caught before hitting the ground, it is a ground rule double. If a batted ball hits the ground in fair territory and then rolls into foul territory and hits the tree, it is still in play and the batter/runner can take any number of bases until and unless it leaves the field of play.
Exception for Santana Park: If a ball hits the tree in center field, it is still in play.
- b. Santana Park: Any fly ball hit over the fence (fair or foul) is three outs and ends the inning with no runs scoring on the play. Balls bouncing over the fence are ground rule doubles.
- c. Mise Park: A ball hit on the bounce over any outfield fence is a home run.

When in doubt about whether field conditions will permit play, call the weather / general message line. Sometimes games are cancelled or moved because of wet fields even if it hasn't rained for a while. Fields are not to be used, even for practice, if the commissioner has declared the fields unplayable.

E. Bucket Play

Members wanting to play out of the bucket must write their names on a piece of paper and put it in the can (bucket). Managers needing players then make blind draws from the bucket in priority order as shown below.

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Such priority may be used only once per person per day. The order that bucket players were drawn will be noted. The reverse order shall be used to release players if regular players show up. Bucket players bat after all regular team members bat. A player, once drawn from the bucket, cannot be drawn again later in the same day if other members who have not played are available. Once drawn, a bucket player plays both games of double-headers. Players drawn out of the bucket must tell their manager if they are unwilling or unable to play both games. If not, and if other bucket players are available, a substitute must be drawn. No member may attempt to play out of the bucket for any game scheduled at the same time as a game involving the team that member is assigned to.

The priority order is as follows, and it is bucket players' responsibility to tell managers if they qualify for priority treatment:

1. Members who have umpired a previous game in the league for which the draw is being made (Saturday league only).
2. Members awaiting assignment to a team in the league for which the draw is being made.
3. Members of teams in the league for which the draw is being made whose team has a bye that day or whose scheduled games were cancelled.
4. All others except those who have already played that day or are scheduled to play that day.
5. All others.

On Tuesdays and Thursdays, players from teams that are rained out on dirt fields have priority at Mise over players from the bye team, if any, who have priority over anyone else.

In the Saturday, Tuesday, and Thursday leagues, managers with fewer than twelve players must draw as many bucket players as it takes to get up to twelve, if they are available.

F. Player Attendance Requirements

1. Players are required to notify their manager if they will miss a game or anticipate arriving late. After two failures to notify, the manager may drop a player from the team roster with the consent of the commissioner.
2. All team members are entitled to play in any game for their team when they are present. If they are less than 10 minutes late after scheduled game time, their arrival will necessitate dropping selected bucket players in reverse order of selection to make room for them. But if a player arrives 10 minutes or more late after scheduled game time, his or her manager is not required to make room for him or her by dropping bucket players.

G. Basic Rules of Play

Vintage has a number of special rules designed for its 50-and-over membership. Following is a summary of the most important of these rules that players routinely encounter. For additional rules, consult your manager or see the Commissioners and Managers Section later in this handbook. The Senior Softball USA (SSUSA) rulebook applies in situations not expressly covered in the Vintage handbook. No changes may be made without board approval. Any of these rules may be waived or changed by mutual agreement of the two managers.



1. Pinch Runners

Players may request a pinch runner from any base or from home plate. A runner from home may not advance beyond first base on a ball hit by the batter. Requesting a pinch runner does not remove a player from the game. Unlimited pinch runners are allowed each inning and may be used only for those players requesting a runner. A player may be a pinch runner only once per inning.

- a. If a pinch runner is used for the batter, the runner must stand behind the catcher and to the third base side of the plate, and may not leave until the ball is hit. If a pinch runner leaves early and as a result beats out a throw to first that would have resulted in an out, he or she will be declared out.
- b. A pinch runner whose turn at bat comes while on base shall be out and be removed from the base and come to bat.
- c. Pinch running for a pinch runner is not allowed except for teams with ten or fewer players.

2. Base Running

- a. Runners must avoid collisions or be at risk of being called out. On close plays at a base, runners must avoid the bag and the fielder, and instead cross a line drawn at the leading edge of the bag. To be safe, the runner's foot must be down on the line, or across it with a foot down, before the ball is caught by a fielder touching the base. It is not necessary for the fielder to tag the runner, even in non-force out situations. However, if the runner is not forced out, he/she may attempt to retreat to the previous base if he/she has not yet crossed the line with a foot down.
- b. Runners may overrun any base, but if they make an obvious motion to advance they are subject to being tagged out. If they overrun a base and then want to advance, they must return to the bag first and touch it. Exception: after overrunning first base, runners may advance without retreating to the base.
- c. Sliding going forward is not permitted, but diving or sliding back into a base is permitted.
- d. To be safe on plays at home plate, runners must touch or cross the line with their foot down before the ball is caught by a fielder touching home. Runners are out if they touch home plate or the mat.
- e. There is a commit line on the third base line thirty feet from home plate. Runners touching or passing the commit line must continue toward home plate and cannot retreat back to third base. Fielders cannot tag a runner who has crossed the commit line, and instead to make a putout must touch home plate or the mat with ball in hand before the runner crosses the line with a foot down.
- f. A base runner on first or third base, in the interest of safety, may move into foul territory under the following circumstances:
 1. The base runner must announce his/her intention to begin play off the base prior to exercising that option.
 2. The base runner must be in a direct line from the base he/she occupies to second base.
 3. No coach can be between the base runner and the base.
 4. The base runner must be at rest until the batter hits the ball.

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5. The base runner must “retouch” the occupied base after the batter hits the ball and prior to advancing to the next base.
6. A base runner who has not yet “retouched” the base is in jeopardy of being forced out (Note: This is not a tag play but a force out. It is OK to dive back to the base.)

3. *Defense*

- a. Pitches must be a minimum of 6 feet above the ground and a maximum of 12 feet. “Flat” pitches (less than 6 feet high) and “high” pitches (over 12 feet high) can be called illegal by the 3rd base coach or the umpire, if any. If there is no 3rd base coach or umpire, the 1st base coach may call illegal pitches. Pitches called illegal are balls unless the batter chooses to swing at the pitch, in which case the ball is in play. The word “illegal” is the preferred word for illegal pitches, but if the third base coach or umpire uses a readily understood synonym such as “high” or “flat,” the effect is the same.
- b. At least four infielders must be on the infield dirt for a pitch to every batter. If both teams have more than ten players, an eleventh fielder will automatically be used unless the managers mutually agree to field ten players. This player, called a buck short, can play anywhere. Except for the buck short, all outfielders must remain behind the 170 foot restraining line in the outfield until the ball is hit. After any outfielder touches the ball, including a buck short who is in the outfield at the time the ball is hit, the batter-runner may not be put out at first. Outfielders may throw out runners at second, third, and home. A buck short who is in the infield when the ball is hit may throw out the batter-runner at first.
Special rule for Mise Park: Infielders may play as far back as 10 feet beyond the white infield line (depicting the infield for girls’ fast-pitch), but the rule still applies that at least four infielders must be within that range for every batter.
- c. Fielders are to remain clear of the bases and not obstruct runners when not fielding a ball, and must not make fake tags to deceive a runner.
- d. When a team has 10 or more defensive players, 4 of them must remain behind the 170’ restraining line until the ball is hit. When a team has 9 defensive players, 3 of them must remain behind the line. When a team has 8 defensive players, 2 of them must remain behind the line.

4. *Five Run Rule*

There is a maximum of five runs that can be scored per half inning except the last inning and extra innings.

5. *Flip-flop Rule*

At the beginning of the open inning, if the visiting team is ahead by ten or more runs, the home team will remain at bat and begin its seventh inning. It will be an open inning. If the home team fails to tie or go ahead of the visiting team, the game ends and the visiting team wins. If the home team ties or goes ahead, the visiting team takes its turn at bat.

6. *Mercy Rule*

If a team is ahead by 15 or more runs after five innings have been completed, or four and one-half innings with the home team ahead, the game shall be declared a complete regulation game. If the visiting team goes ahead by 15 or more runs in the sixth, seventh, or extra innings, play continues until the home team has its half of the inning to close within 15 runs.

7. *One-and-One Count*

In the Saturday and weekday league all at-bats start with a one-and-one count. The at-bat then proceeds as normal except that batters who have two strikes against them are permitted one foul ball, including a ball that hits the pitching screen, before striking out. At the managers’ discretion, this “free foul” provision can be waived.

8. *Foul Tips*

A foul ball that goes over the batter's head may be caught by the catcher for an out. If it does not go over the batter's head it is considered a foul tip and a strike.

9. *Equipment*

- a. Bats: Any softball bat is legal except an altered bat or a bat that exceeds 1.21 BPF.
- b. Balls: A 12 inch ball with a COR of .44 and a compression rating restricted to 375 psi shall be used for safety reasons.

10. *Intentional Walks*

Due to the recreational nature of Vintage softball, intentional walks are not allowed with the following exception. In the open inning or extra innings, intentional walks are allowed when there are runners on second and/or third to fill open bases behind the runner or runners and create force play situations. To issue an intentional walk, as per the SSUSA rulebook, the pitcher may wave the batter to first.

H. *Sportsmanship and Discipline*

Any violations of this handbook will be reviewed by the board and appropriate disciplinary action will be taken. Remember this is just a game. We are here to have fun and enjoy the sport.

I. *Pitcher's Protection*

The pitching screen shall be used in all Vintage softball games.

The screen shall be positioned so that the pitcher is protected on a ball hit "up the middle." The pitcher may pitch the ball over the screen, or on either side of the screen. If not pitching from directly behind the screen, right-handed pitchers must release the ball from the right side of the screen, and left-handed pitchers must release the ball from the left side of the screen.

The pitcher must pitch from the pitcher's box, depicted on page 81 in the 2017-2018 SSUSA Handbook (www.vintagesoftball.org), with this caveat: the Vintage box shall be three-feet wide and extends from 50-feet to 60-feet from home plate. The screen may be placed four feet in front of the 50-foot pitcher's box, or anywhere within the box, as long as the pitcher pitches from behind the screen. The screen must protect at least half of the pitcher's rubber when placed in front of the rubber, in order to ensure that the pitcher is protected while he/she is in the pitcher's box.

A batted ball that hits the screen will be considered the same as any foul ball. Thus, if batters have two strikes on them, and they subsequently hit the screen with a batted ball, the resulting "foul" will be considered the same as any two-strike foul.

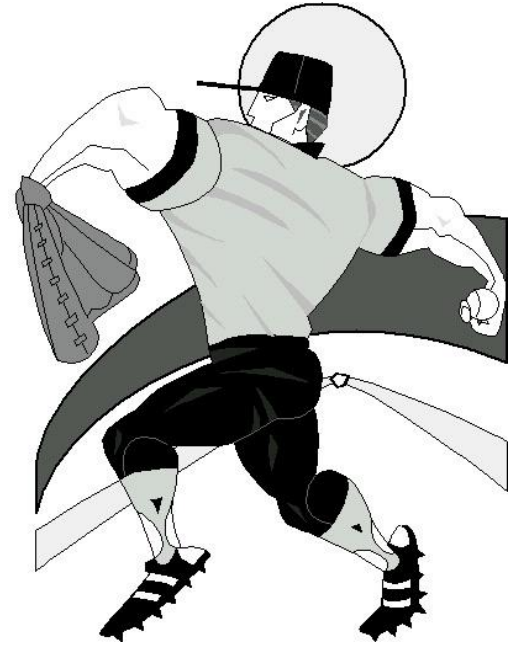
Hit balls that in any way touch the screen or its support structure are treated as foul balls. Thrown balls that hit the screen are in play.

Managers and Commissioners Section

1. Duties

A. *League commissioners*

1. Review list of interested players.
2. Determine number of teams.
3. Secure team managers.
4. Form teams or oversee drafts by team managers.
5. Develop and distribute a schedule that includes managers' contact information.
6. Monitor the teams for even parity and make roster adjustments as needed.
7. Locate a team for new members and replace players who become injured or quit.
8. Report in board meetings.
9. Determine which fields to use for play, in consultation with managers, players, and the board.
10. Determine whether fields are playable and post messages on the weather / general message line on questionable days. Exception for Arcadia: the city of San Jose makes this decision and posts notices on its weather line.
11. Monitor issues of concern and bring them to the attention of managers and the board as necessary.



B. *Team managers*

1. Attend managers' meetings and draft teams.
2. Provide copies of schedules/rosters to team members.
3. Review rules with new players and arrange for them to receive uniforms.
4. Receive game balls from the equipment manager. Home team manager provides one new ball and backup balls as necessary each day.
5. Assist in setting up fields for game. The home team is responsible
6. Make game lineups.
7. Make sure equipment is locked up after games.



Vintage Rules. Information, and Good Advice

8. Work with league commissioners to keep rosters full.
9. Consult with the umpire or other manager regarding game play and ground rule decisions. Note: **all disputes must be resolved between managers** and umpires if present without involving other players.
10. Read, understand, and obey all the rules in this handbook. In the case of the Additional Rules of Play later in this section, explain these rules as necessary to players.
11. Obtain signed waivers and any applicable fees from any new players who play for their teams. All managers should carry a supply of application forms and waivers to games.
12. Set a good example for on-field sportsmanship.



C. *Equipment manager*

1. Purchase uniforms (and hats), balls, and miscellaneous equipment.
2. Distribute uniforms to commissioners (for redistribution to managers) and balls to managers.

D. *Durable equipment manager*

1. Maintain records of the whereabouts of all club-owned durable equipment such as bases, scoreboards, and equipment for maintenance and field setup.
2. Purchase new durable equipment as needed.

E. *Field reservation manager*

1. Secure fields for games.
2. Coordinate with the board and city governments about field maintenance needs and labor.
3. Monitor field rental costs and bring them to the attention of the board.

F. *Chaplain*

1. Send appropriate cards and flowers as needed to members of the club. (Examples: special recognition, honors, awards, injuries, operations, illness and death.)
2. Review expenses for the year and submit budget for next year.
3. Liaise with commissioners and managers regarding members and their families.

G. *Social Chairman*

1. Plan, organize, and produce the club social events held each year.
2. Recommend to the board possible dates and venues for our social events.
3. Report to and take direction from the board in planning each event.

H. *Rules Committee*

All suggested changes to the rules of the game must first go before the rules committee, which consists of the league commissioners and representatives they appoint. In consultation with managers, the rules committee will decide whether to recommend these changes. Proposed changes will be brought up to the board for a final decision if and only if they are recommended by the rules committee.

I. *Discipline Committee*



When a potential violation of the Vintage Code of Ethics is brought to the attention of the board, the board may refer it to the discipline committee, which consists of a minimum of three (3) club members appointed from time to time by the president. As soon as practical after such incidents, this committee will host one or more hearings at which the participants involved in the incident and any witnesses have an opportunity to present the circumstances surrounding the incident and defend their actions. Participants and witnesses are invited to attend, but cannot be compelled to do so. However, such hearings will proceed whether or not they are present. The hearings are open to all interested club members, but strict order will be maintained, and any person disrupting such hearing will be asked to leave.

Following the hearing(s), the committee determines whether infractions took place, and if so, decides on appropriate action/penalties to recommend. At the next board meeting, the committee presents in writing its recommendations and the rationale behind them. The board is then free to inquire of a committee member any circumstance surrounding the incident or the subsequent hearing(s), and then decide to accept, reject, or alter the committee's recommendations.

As soon as practical after disciplinary decisions are reached by the board, written notices of the penalties signed by a club officer will be given to the participants who are disciplined, and to all commissioners and managers in leagues where the participants play. Any penalties meted out will become effective when the written notices are delivered. Any disciplined club member may appeal his or her penalty directly to the board who will then hear the member's appeal at the next or specially-called board meeting.

2. Players/Substitutions

A. *Lineup*

All players in attendance must be in the batting order and play a minimum of three innings on defense, provided they are willing and able to play defense. When a team plays a double header, the second game lineup starts with the batter who followed the last batter in the first game.

B. *Number of fielders*

Normally teams field ten players: pitcher, catcher, four infielders, and four outfielders.

C. *Teams having more than ten players*

Extra defensive players may be substituted at any time without penalty.

D. Teams having fewer than ten players

A team short of players must first ask the opposing team manager if he or she has any extra players (“loaned players”) that would like to play for his or her team. If not, the bucket will be used to select the additional players needed.

E. Return of loaned players

If a loaned player is no longer needed by a team because another regular player shows up late, or if the team that loaned the player develops a shortage of players during the games, the loaned player must be returned to his or her regular teams and a substitute drawn via a blind draw out of the bucket.

F. Players leaving early

If any player, regular or bucket, leaves before both games are complete, then a new player must be picked from the bucket by a blind draw.

3. Additional Rules of Play

A. *Base running*

1. First base must employ either a double bag or a single bag with a line drawn at its leading edge perpendicular to the first base line, at the option of the league commissioner. If a line is used instead of a double bag, runners must cross the line in foul territory and their foot must touch the ground on or beyond the line before the ball is caught by a player touching the base in order for that batter/runner to be safe. When a single bag and a line are used, on close plays the runner must not touch the base.
2. If a runner runs into a fielder making a play on a good throw to a base, the runner will be called out for making contact. If a runner runs into a fielder who leaves a base to make a play on a bad throw, the runner will not be called out if the fielder is drawn into the path of the runner trying to avoid a collision. If a runner misses the base to avoid a collision, he/she must return and touch the base before advancing. A violation is an out if the runner is tagged or the play is appealed.
3. When running to second base and the ball is being thrown from right or center field, the base runner must run to the line on the third base side of second base. If it's coming from left field, the runner must run to the opposite side.
4. When running to third base and the ball is being thrown from left field or center field, the base runner must run to the line on the home plate side of third base. If it's coming from right field, the runner must run to the opposite side.
5. If a fielder impedes a runner, thereby preventing him or her from reaching an extra base, the runner shall be awarded that extra base.
6. If a runner interferes with a fielder's ability to complete a double play, the double play is automatic with no need for the fielder to throw the ball. Runners must get down or move out of the way of the throw.

B. *Defense*

1. The strike zone mat or a combined home plate and strike zone mat will be used in all games. Pitches striking the mat or home plate on the fly are strikes. The strike zone is 19" wide by 34.5" long.
2. A line will be drawn ten feet behind the pitcher's rubber. The pitcher's box is the area from the front of the rubber extending back to this line. The pitcher must have at least one foot in this area at the start of the pitch.
3. Time out rule: When the pitcher is in the infield and has control of the ball and all action has been completed, then time out is automatic. If any player, other than the pitcher, is in the infield and has control of the ball and all action has been completed, that player and only that player can call time out. If the player with the ball does not call time, then play is not suspended and remains in progress until the pitcher has the ball in the infield.

C. *Umpires*

1. When umpires are not available:
 - a. The catcher will call balls and strikes, foul balls, and out-of-play balls.
 - b. The first base coach will call plays at first base, home plate, and plays to the right side of second base. If asked by the catcher, the first base coach will give assistance on foul ball calls.
 - c. The third base coach will call plays at second base, third base, plays to the left side of second base, and illegal pitches. If asked by the catcher, the third base coach will give assistance on foul ball calls. The third base coach should also direct runners away from errant throws to avoid collisions.
 - d. When a base coach is not in place or cannot make a call of safe or out, the pitcher makes the final call.
2. When volunteer umpires prefer to make the calls at first, second, third and home and/or illegal pitches, they will be allowed to do so after informing both managers before the game. If volunteer umpires prefer assistance to call the bases and/or illegal pitches, this will be coordinated with both managers before the game.
3. Managers are the only persons who may question or consult with the umpires (which include the catcher, first and third base coaches if they are serving as umpires) regarding disputes or rule interpretations. Note: Judgment calls must not be disputed. Sportsmanship dictates that individual players shall not dispute the umpire's call.



D. *Extra innings*

In extra innings, the “International Tie Breaker” rule is in effect: both teams begin with the last batter from the previous inning on second base.

4. **Player Trade Procedures in the Tuesday, Thursday, and Saturday leagues**

- A. Managers have 48 hours following a draft to make trades. No player, except for managers and co-managers, may be notified about team placement until that period has passed.
- B. If a manager wants to trade a player after the 48-hour trading period has expired, the change must be agreed on and approved by all parties involved including the commissioner, the managers involved, and the players involved.

5. **Fun league Unique Rules**

Balls and Strikes Count

Each batter starts with a 0-0 count. 4 balls result in a walk, 3 strikes is an out.

Every foul ball is recorded as a strike. A ball that hits the pitching screen before a fielder touches it is a foul ball strike.

An on-deck batter must have a bat in hand, ready to step into the batter’s box, upon completion of the previous play. The offending will be issued 1 warning. Afterwards, the pitcher may call 1 strike against the batter. A second occurrence with the same batter in the same game may result in 2 strikes. A third occurrence is a strikeout.

Infield Fly

There is no infield fly rule!

Catch-Up Rule

If a team is behind by more than 5 runs it is allowed to score enough runs to catch up.

Pinch Runners

A pinch runner for a batter must start from the back of the backstop, with one hand touching the center pole. A false start may result in a called strike on the batter. The 3B coach makes the call. The pinch runner cannot advance beyond 1B on a hit. A player can serve as a pinch runner once per inning.

Designated Short Fielder (DSF)

If there are 12 or more fielders on each team, the managers may designate the 5th outfielder as a short fielder. The 2 managers must agree on who the DSFs are so as not to give one team an unfair advantage. The DSF is allowed to roam inside the cone line. He must set up at least 20 feet (about 10 paces) beyond the cut of the infield so as not to be an extra infielder. A second DSF may be employed, but the 2 DSFs are restricted to the left or right side of 2B

Out-of-Bound Rules at Hamann Field

The fence is the out-of-bound boundary for a ball in play. Where there is no fence or obstruction, the boundary is the sight line of the fence. If a thrown ball crosses the boundary the base runner is awarded the base he is going towards plus one. If there is a physical obstruction (e.g. garbage can, bushes, trees) inside the sightline, then it will serve as the boundary. A thrown ball that touches or goes past the obstruction is considered out-of-bound and runners are awarded a base plus one. On a batted fair ball that goes out-of-bounds, the batter is awarded a ground rule double. The 1B or 3B coach makes the call, whoever is the nearest.

Any fly ball that touches an overhanging branch or leaves is a foul ball, regardless of where the branch is located. The catcher makes the call, like any foul ball.



