



2009

Handbook

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
2006	Kevin Austin
2007 – 08	Jim Callan

Sportsmanship Award

2005	Larry Murchison
2006	Ed McDonald
2007	Don Muse
2008	Pat Pizzo

Armen Parseghian Award

2005	Tom Morse
2006	Jim Heath
2007	Frank Kadlecek
2008	Jim Callan

2009 OFFICERS / BOARD OF DIRECTORS

President	Joe De Simone	408-244-1224	desimonejoe@comcast.net
Vice President	Jim Callan	650-631-5889	jim@callanandassociates.com
Secretary	Larry Murchison	408-921-1501	larrymurchison@comcast.net
Treasurer	Jim Gross	408-226-1321	jag5615@earthlink.net
Director	Mark Belshaw	408-377-3951	saxbell@sbcglobal.net
Director	Charlie Carinalli	408-244-3120	charlie@carinalli.com
Director	Peter Chen	408-259-9642	pchen1@hotmail.com
Director	Judy Dawson	408-720-8010	judibug@hotmail.com
Director	Johnny Melvin	408-252-9787	pammelvin@aol.com

LEAGUE COMMISSIONERS

Saturday	Larry Maibaum	408-358-2913	mai43@aol.com
Tues/Thurs	Don Muse	408-246-7726	b.muse@comcast.net
Weeknights	Jim Batterson	408-252-1750	jimbat@stanford.edu
Fun League (Monday/Wednesday)	Frank Kadlecek	408-984-0593	drfekadlecek@sbcglobal.net

Equipment Manager	Dave Carothers	510-710-3476	ghost_rider_111@yahoo.com
Durable Equipment Manager	Jim Gross	408-226-1321	jag5615@earthlink.net
Field Reservation Manager	Jim Batterson	408-252-1750	jimbat@stanford.edu
Chaplain	Ray Miranda	408-578-1410	raymiranda@hotmail.com

BOARD MEETINGS

Usually the first Tuesday of every month at 7:30pm at Santa Clara Senior Center – 1303 Fremont St., Santa Clara

WEATHER / GENERAL MESSAGE PHONE

408-795-5844

Message is posted one to one-and-a-half hours before game time

WEB SITE

<http://www.seniorsoftballsanjose.com>

MAILING ADDRESS

Vintage Softball Club of Santa Clara County
P.O. Box 5945, San Jose, CA 95150-5945

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 member dues are \$75 per year. Members may play in as many leagues as they wish.
- b. Dues for those playing in the Fun League only are \$40 per year.
- c. It is the policy of the club to reduce or waive dues in hardship cases.
- d. Payments made between Oct. 1st and the end of a year will also cover the following year.
- e. Payments are due by January 1st of each year. Any returning members who have not paid their dues by Feb. 1st will not be allowed to play until their dues are paid.
- f. Guest players interested in the club can play one week for free, two weeks for \$10, and four weeks for \$30. Anyone playing more than four weeks must pay in full.

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. *Club meetings*

General membership meetings are held once per quarter, usually in March, June, September and December. These meetings are held jointly with the monthly board meetings.

5. *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.

6. Insurance

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

B. Uniforms

Shirts and hat provided by Vintage should be worn at games. Home team wears grey shirts and visiting team wears blue shirts. Fun League only members receive hats but not shirts.

C. Leagues

1. The Tuesday, Thursday, and Saturday Leagues have 4-month long seasons that begin in March, July, and November. Each team (except for byes) plays two 7-inning games per day. Saturday games are normally played at Moffett Field at 9:00 and 11:30. Tuesday and Thursday games are normally played at Columbus Park at 10:00.
2. The Weeknight League starts on April 8th and ends in August. One 9-inning game is played Wednesday nights at Santana Park starting at 6 pm. Teams are formed prior to each game.
3. 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. Games are played throughout the year on Monday and Wednesday mornings, normally at Hamann Park. In January, February, and March of 2009 games are at Santana Park. Batting practice begins at 8:30 followed by a game that ends by 11:30.
4. The fields mentioned above are occasionally unavailable for a variety of reasons, in which case the club tries to find alternatives. If in doubt about where games will be played, it is a good idea to check with league commissioners or call the weather / general message line.

D. Fields

1. Setup/takedown

Currently the club contracts out field preparation for the Saturday League. For all other leagues, it is everyone's responsibility to assist the home team manager in making the field ready for play. Setting up the field includes putting out the bases, strike mat, and scoreboard, lining the field, and dragging the field if necessary. At completion of the last game equipment must be picked up and locked in a storage shed.

2. Ground rules

- a. Hamann Park
 - 1. A fly ball hitting a tree in foul territory is a dead ball (strike).
 - 2. A fly ball hitting a tree in fair territory is a ground rule double.
- b. Santana Park
 - 1. A fly ball hitting a tree in foul territory is a dead ball (strike).
 - 2. A fair ball (fly or ground ball) hitting any part of a tree and not going over the fence on the fly is a ground rule double.
 - 3. Any fly ball hit over the fence (fair or foul) is an out and ends the inning with no runs scoring on the play.
- c. Columbus Park
 - Any ball hit on the fly over the high part of the left field fence, fair or foul, ends the inning with no runs scoring on the play.
- d. The dead ball area at all fields is determined by a line extending from the dugout fence parallel to the foul lines and within the trees.

3. *Dugouts*

- a. Home team has first base dugout.
- b. Visiting team has third base dugout.

4. *Field conditions*

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. **Player Attendance Requirements**

Players are required to notify their manager if they will miss a game. After two failures to notify, the manager may drop a player from the team roster.

F. **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 with priority given as indicated below. Note: Such priority may be used only once per person per day.

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 game was cancelled.
4. All others except those who have already played that day or are scheduled to play that day
5. All others.

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. These rules, with the ASA rules as amended for senior softball, form the complete rules for Vintage play. No changes may be made without board approval.

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 for only 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. Pinch runners that leave early are 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.

2. Base Running

- a. Runners must avoid collisions or be at risk of being called out. On close plays at a base, runners should 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 twenty 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 with ball in hand before the runner crosses the line with a foot down.

3. *Defense*

- a. Pitches must be a minimum of 6 feet above the ground and a maximum of 12 feet. Illegal pitches are balls. The 3rd base coach will call illegal pitches. Once the pitch has been called illegal, a strike will not be called on the batter unless the batter chooses to swing at the pitch.
- b. If both teams have more than ten players, an eleventh fielder is sometimes used. This player, called a buck short, can play anywhere. Except for the buck short, all outfielders must remain behind the 170 ft restraining line 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.
- c. Fielders are to remain clear of the bases and not obstruct runners when not fielding a ball, and should not make fake tags to deceive a runner.

4. *Five Run Rule*

There is a maximum of five runs per half inning except the last inning or extra innings in a tie game.

5. *Equipment*

- a. Bats: Any softball bat is legal except an altered bat or a bat that exceeds 1.20 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.

H. *Sportsmanship and Discipline*

Any violations of this handbook will be reviewed by the board and an appropriate punishment shall be administered. Remember this is just a game. We are here to have fun and enjoy the sport.

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 monthly to the board.
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.
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.
8. Work with league commissioners to keep rosters full.
9. Consult with the umpire or other manager regarding game play 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. Set a good example for on-field sportsmanship.

C. *Equipment manager*

1. Purchase uniforms (shirts and hats), balls, and miscellaneous equipment.
2. Distribute uniforms to members 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.

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 players at any time may enter or be withdrawn from defense 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 showed 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 team 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.

G. *Substitute selection*

1. A substitute player, once drawn from the bucket, cannot be drawn again if other members that 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 should be drawn.
2. The order that substitutes were drawn will be noted. The reverse order shall be used to release players if regular players show up. Substitutes bat after all regular team members bat.

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 double bag is used, the batter-runner must touch the base in foul territory when there is a play at first base, with violations resulting in the batter-runner being called out. The defensive player must use the base in fair territory or the batter-runner will be called safe. 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 should 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 should 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 should run to the line on the third base side of second base. If it's coming from left field, the runner should 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 should run to the line on the home plate side of third base. If it's coming from right field, the runner should 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 right 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 will be used in all games. Pitches striking the mat or home plate on the fly are strikes. The strike zone is 17" wide by 32" long.
2. A line will be drawn six 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" 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.
 - d. When a base coach is not in place, the pitcher will make the calls.

2. When volunteer umpires prefer to make the calls at first, second, third and home and/or illegal pitches, they should 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 should be coordinated with both managers before the game.
3. Managers are the only people 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 should not be disputed.

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.

E. Pitching screens

Use of a pitching screen is optional. If it is used, the pitcher must pitch from behind it or to the side. During any at bat, the first batted ball to hit the screen is a dead ball and no pitch, and subsequent times are strikes.

4. Fun League Unique Rules

- A. A batter-runner may be thrown out at first base if the outfielder initially throws to an infielder, who relays the ball to first.
- B. A pinch runner from home does not have to stop at first base.
- C. A player may serve as a pinch runner an unlimited number of times per inning.
- D. If the last batter of an inning hits a home run, all base runners and the batter are allowed to score even if the run total exceeds five for that half inning.
- E. Use of a pitching screen is mandatory.
- F. Any infielder may play on the outfield grass for safety reasons.
- G. A team behind by more than five runs is not restricted to five runs per half inning until they tie the score. Note: they may go ahead if the last batter hits a home run with runners on base.
- H. On close plays at bases, the runner must not touch the base and instead must run to the side of the base away from the ball to avoid contact with the fielder. If the runner touches the base and then overruns it, he/she is subject to being tagged out.